

FENCES AND SWORDS

Part One of the RocSlide Series

The Northern Moonsea region has recently been plagued by a mysterious pirate ship, which is seemingly able to appear without warning and then simply vanish. Instilling fear, and beginning to impact trade, those with vested interests in the area need this thorn removed from their sides. First, however, they must first discover where the mysterious ship calls home.

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



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INTRODUCTION

Welcome to *Fences and Swords*, 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 inside the city of Melvaunt, where players have the opportunity to roleplay or explore sections of the city in search of a criminal contact.

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 7**. 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

This is a handy cove, and a pleasant sittiyated grog-shop. Much company, mate?

—Robert Louis Stevenson, *Treasure Island*

ADVENTURE BACKGROUND

The Moonsea region of Faerûn has long been a place of danger, fortune, glory, and despair. A civilized frontier, or 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 Zhent, who have long had their eye on conquering the city, and the savage orcs and ogres of Thar, who wish 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. This has agitated the rulers of Melvaunt, and they now seek outside help to deal with the threat.

The mysterious ship *Merchant Lords' Folly*, captained by a pair of pirate siblings called the Teshwave Siblings, seems to appear and vanish at will, making it next to impossible to engage on the open seas. Instead, Derlen Satleren, an ambitious, up and coming agent of the Lords' Alliance, has offered to deal with the situation for the city, in the hopes of bettering their view of his organization.

Derlen has put out a call to adventurers to sniff out rumors regarding a local pirate fence, Faeru Peunig, who may have information regarding where the *Merchant Lords' Folly* calls home.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Melvaunt (MELL-vont). A city on the northern shore of the Moonsea, with smithing and mercantile services.

Derlen Satleren (DUR-lin SAT-ler-in). Male half-elf Lord's alliance representative who hires the party.

Faeru Peunig (FAIR-oooh poo-EH-neg). Female gnome fence and former pirate; has the information the party seeks.

ADVENTURE OVERVIEW

This short adventure is intended to be heavily based on role playing and problem solving, and it is possible for no combat to occur. There are two main avenues the characters can take, based on desired game type. See "Adventure Flowchart" in the appendix for a visual overview of the options.

Part 1. The City of Swords—15 minutes. The characters are summoned by Derlen Satleren to the Lords' Alliance Embassy in Melvaunt. He wants them to talk to a local pirate fence, named Faeru Peunig, who may have information he needs regarding an elusive pirate ship, *Merchant Lords' Folly*. He shares with them two rumors about her possible whereabouts.

Part 2a. The Devil's Fire Tavern—30 minutes. The characters choose to investigate the Devil's Fire Tavern, where they must gather information from the townsfolk about her location.

Part 2b. The Seaside Cave—30 minutes. The characters choose to investigate rumors of a secret tunnel used by the fence, just outside of town, which contains traps and puzzles.

Part 3. The Pirate Fence—30 minutes. The characters encounter Faeru, and through roleplaying, subterfuge, or combat, must retrieve the location of the *Merchant Lords' Folly* from her.

Part 4. Saloon Showdown (Optional)—45 minutes. The characters are ambushed by Faeru's second in command, who is secretly working for the Teshwave Siblings. This is intended to be used at DM discretion.

ADVENTURE HOOK

The adventure begins with the characters traveling to the Moonsea city of Melvaunt, having been summoned by Lords' Alliance Agent Derlen Satleren to assist with a piracy issue. He has heard rumors of possible locations of a pirate fence with the information on the whereabouts of a particularly troubling pirate vessel.

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.

Altruism. The characters can deal with a new, significant pirate threat, which will help stabilize trade in the region.

Fame and Fortune. The Lords' Alliance is offering a lucrative reward to help track down the *Merchant Lords' Folly*, and doing so would spread renown of the characters' deeds in the region, as well as curry favor with the powerful merchant families that rule Melvaunt.

RUNNING THE ADVENTURE

This adventure focuses largely on roleplaying and/or puzzle solving, and can be completed without any combat. It is encouraged to make clear to the players what the two paths may entail, so they can help make a choice that will be the most fun for them.

The scenarios presented for the roleplaying, particularly “The Devil’s Fire Tavern,” are purposefully left open ended, and are intended for heavy DM modification and judgment. This encounter should reward players for creative responses to the personality types presented.

The cave section provides an opportunity for players to test themselves against traps and puzzles. Hints should be avoided unless the party is truly stuck, and remember that characters may understand things that players do not, so asking for rolls for insight on puzzles and traps is a possibility.

Due to the open-ended nature afforded to the DM, running this adventure without preparation is not recommended

PART 1. THE CITY OF SWORDS

Estimated Duration: 15 minutes

The characters have been summoned to the Lords' Alliance Embassy in the city of Melvaunt, on the northern shores of the Moonsea. A major center of commerce, adventuring work, and slave trading, the city is known for its metalworking and smithing. This, combined with its penchant for hiring mercenaries, has earned Melvaunt 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.

As the characters enter the city, use the above information to set the atmosphere, and read the following aloud:

A cool mist partially obscures the arched, red roofs of the City of Swords. Ash and oil cling to most surfaces, and the droning, muffled sounds of hammer blows and ship's bells can be heard in the distance.

The skyline holds a reddish glow, and you are eyed sternly by most as you make your way towards your meeting with Derlen Satleren.

THE EMBASSY

The characters have been told to meet their contact in the Lords' Alliance embassy, in the northern central part of the city.

The following describes the exterior and interior of the embassy:

- Three stories tall, with a red shingled roof
- Similar to architecture seen in the rest of Melvaunt, but newer and more elegant
- Finely appointed furniture; luxurious, but not ostentatious

When the characters enter the embassy, read the following:

Standing across the room from you is a tall, handsome half-eleven man. He is humming quietly to himself, and going through several papers when he notices your group.

Wearing a self-assured smile, he beckons you over to a set of finely crafted tables and chairs, stating "Welcome. I can't tell you how happy I am that you have accepted my summons. Please, sit, so we can discuss the matter at hand."

ROLEPLAYING DERLEN SATLEREN (MALE HALF ELF, LE)

Derlen is an up-and-coming member of the Lords' Alliance, an organization his family has longstanding ties to, and a tradition Derlen takes seriously.

He is young, handsome, and strong in appearance, though notably missing the first two fingers of his right hand—a result of losing a fight with a basilisk.

He speaks confidently, sure of his abilities, and always looking to increase his—and his family's—reputation

He is a driven man, prone to being unscrupulous, and he appreciates the decadent lifestyle his position provides. That said, he is also curious in nature, and prone to getting off topic when something interesting comes up in conversation.

During the conversation, Derlen relays the following information. If the party has chosen the Roleplaying path, give them information pertaining to the Devil's Fire Tavern. If they have chosen the Exploration path, give them information on the Seaside Cave:

- A mysterious pirate vessel, *Merchant Lords' Folly*, has been disrupting local trade.
- The pirate vessel seems uniquely capable of appearing and vanishing without warning, making it difficult to track
- Lords' Alliance intelligence indicates a local fence, and former pirate, Faeru Peunig, may have information about vessel and its whereabouts.
- Faeru is difficult to find, but Derlen has heard two credible rumors as to her whereabouts: The Devil's Fire Tavern, and a cave just east of the city docks, along the water.
- Faeru has been known to frequent the tavern, so someone there may know her current whereabouts
- Known associates of Faeru's have been spotted near a cave east of the city. His agents tell him it appears to be unguarded, which leads him to suspect it may be protected by other means
- A few of Faeru's associates have been questioned, but have proven surprisingly resistant to interrogation. He currently holds none of them in custody.
- He wants the characters to discover the whereabouts of the *Merchant Lords' Folly*.

- He will pay the party 750 gp for this information. This is negotiable up to 1,000 gp with a successful DC 20 Charisma (Persuasion) check.
- He is uninterested in what becomes of Faeru, but would prefer the characters not make a scene while in his employ.

DEVELOPMENTS

Once the character finish conversing with Derlen, proceed to either part 2a, “The Devil’s Fire Tavern,” or part 2b, “The Seaside Cave,” as appropriate.

PART 2A. THE DEVIL'S FIRE TAVERN

Estimated Duration: 30 minutes

If the characters have chosen The Devil's Fire Tavern, they will need to try and get information out of people there with regards to Faeru Peunig's location. This is accomplished through roleplaying, skill checks, or, potentially, a show of brute force.

The Devil's Fire Tavern is a famous drinking hole in the city, founded by a former pirate about a hundred years ago, and still run by his grandson, Crispin Jaffe, due to the tunnel network beneath that connects it to the shore line, just outside of the city.

Characters will need to successfully accomplish four skill checks of various types, or fail four of them, before they will be shown to Faeru's lair in the Tavern's basement. Failure, or brute force, still allow the characters to advance, but will make the subsequent section more difficult, which will be detailed within.

The characters find the tavern amongst a collection of buildings along the Melvaunt docks. It looks newer than the surrounding buildings, and has a single, pointed black shingled roof.

As the characters approach and enter the tavern, read the following:

As you open the door to the tavern and enter, you are hit by the sounds of a slightly out of tune fiddle, and the smell of cheap liquor and sweat.

It is surprisingly spacious, with about a dozen tables and booths, and a long bar. Two mezzanines, supported by wooden poles, overlook either side of the hall.

The patrons, a motley mix of sailors, merchants, and other colorful characters, pay you little heed as you enter. A stout, middle-aged human male with thinning red hair eyes you from behind the bar, polishing a glass.

There are several patrons and groups of patrons throughout the tavern. The characters must successfully interact with them until either succeeding or failing with four to advance. Only be as specific as the players need, as they should be developing solutions to each on their own.

The DM is encouraged to allow the players to be creative in their dealings with these NPCs, using a mixture of roleplaying and skill checks (type and DCs set by the DM at his discretion) to determine success or failure.

Crispin Jaffe (Human Male, LE). Crispin is the grandson of Corwyn Jaffe, the founder of the Devil's Fire Tavern. He is middle aged, slightly rotund, and with balding red hair. He owns the establishment. He speaks in a blustering manner, though not very intelligently. He greatly values the

tavern's reputation, his customer's happiness, and the coin that those both bring.

Reveals. The Devil's Fire Tavern is famous, and is popular with both merchants and pirates.

Acaza Lukan (Goliath Male, N). Acaza is a goliath oddity, in that he is a Red Wizard of Thay, wearing their customary robes. Even more confusingly, he is currently dancing to the fiddler's music, while eyeing another patron, Aya, and trying to impress her with his dancing ability. He is moderately intoxicated, and while his faculties are still sharp, his dancing seems to be suffering.

Reveals. Has purchased items from Faeru before, and has heard she comes here, but has not seen her in the Tavern.

Aya Scosanar (Human Female, NE). Aya is a young and strikingly beautiful cleric of Umberlee, with sea foam green hair. She is awaiting contact from Faeru to discuss a sale of stolen goods. She is moderately intoxicated, and has a more than passing interest in the large goliath in the Tavern, Acaza. She absentmindedly plays with a piece of paper that she will not reveal to anyone. The paper is a note signed by Faeru telling her to meet her in the "Depths of Hell" so she can buy some of her goods.

Reveals. Is there to sell plundered goods, but this is her first time here, and hasn't been given full instructions yet on how to speak to Faeru.

Ighear and Ghim Safronan (Dwarf Males, NG).

Twin dwarven brothers, they are loud, boisterous, and altogether friendly. They are celebrating a recent purchase of a 'hard to come by' fine mithral ale tankard, which they are currently using to have a drinking content. They purchased the tankard from Faeru, and are reticent to give up their supplier, for fear of people buying similar objects that they still want to purchase. They are prone to breaking into drinking songs in mid conversation.

Reveal. That many people know that the Devil's Fire Tavern is where you can go to buy and sell ill-gotten goods, but that the tavern's fame, and well-placed bribes, prevent the authorities from intervening.

Osodress Kiscoarke (Halfling Female, NE).

Ohu Ukapab (Aarakocra Male, LE).

Iofino Fusre (Aasimar Female, LE). Osodress, Ohu, and Iofino are three pirates currently enjoying a game of Thabort (a Faerûnian dice game) at one of the mezzanine level tables. Osodress is an arrogant, fierce halfling, with her neck down almost completely tattooed. Ohu has colorful garb to match his colorful plumage, using an odd tenor and flowery speech when speaking. Iofino is an

intense looking aasimar, with gray skin and stark white eyes. She speaks very softly, and wastes few words. All three pirates work for the Teshwave Siblings, but are on shore leave. They will not reveal this information under any circumstances.

Reveal. Faeru is a well-known fence, which is both a lucrative and dangerous position, and that she “might” have moved her operations very nearby in the last month.

Mont Earmo (Dragonborn Male, CN). Mont is an eccentric green-skinned dragonborn bard, dancing and playing the fiddle, and, in general, doing his best to entertain the tavern. He is constantly making puns whenever possible, and quite amused by the awkward flirting going on between Aya and Acaza. He is from a distant dragonborn clan, called Turnuroth, in the mountains of Chessenta, and he speaks fondly of its windswept beauty.

Reveals. He has played in the tavern for several tendays, and there are commonly customers who come and go, but don’t seem to buy any drinks, even though they pay the bartender

Codan Wornroot (Human Male, LN). Codan is a well-read human merchant, who views himself as something of a philosopher. He is early middle-aged, with brown hair, and fine set of merchant’s clothes. He speaks politely and well, and (encouraged by alcohol) waxes philosophical whenever given the chance. Codan quietly does a decent amount of business with Faeru, whenever the items he wishes to trade need to stay off the books.

Reveals. Several well-known “merchants” (pirates) frequent this establishment for both business and pleasure.

After either succeeding or failing at four of the possible interactions, Crispin will approach the characters:

Success. “I see yee’ve made yourselves right at home in my establishment, and folks seem to not mind ye. I hear yer lookin’ to meet a certain someone. I can facilitate that ther.”

Failure. “By the gods ye lot are as subtle as a tarrasque! I know why ye’re here, and I’ll take ye to her, but I’d learn to watch yerselves.”

He will then show them to Faeru, in the basement of the tavern. The entrance is concealed behind a baker’s rack, with a specific combination of pots and utensils being turned and pulled to reveal a secret stairwell down.

If combat breaks out, all present immediately try to flee and alert the city guards, and will break

through windows to escape if the exit is blocked. All individuals in the tavern use the **veteran** stat block.

Only Crispin knows the location of the secret basement entrance and the combination of pulls and turns on the baker’s rack equipment. If Crispin is captured, or otherwise coerced during or after combat, he will give up this information with a successful DC 15 Strength (Intimidation), DC 15 Charisma (Intimidation), or DC 20 Charisma (Persuasion) check.

If Crispin escapes, a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check of the rear store room behind the bar area is required to notice the baker’s rack is actually a secret door, and a DC 20 Intelligence (Investigation) check to determine the correct order of pots and utensils to turn and pull to open it.

Alternatively, it has AC 18 and 15 hit points, if the characters attempt to break through it, and creative magical means of bypassing it are acceptable as well.

If anyone inside the bar area escapes, the above checks must be done in initiative order. After six rounds, the authorities arrive and will try to arrest anyone who directly attacked individuals in the tavern. Three **knights** and three **mages** will arrive every 1d4 rounds until the characters who were the aggressors are subdued or surrender.

Characters that are arrested or incapacitated are taken into custody, which will be dealt with further in the rewards section. Any means of entering the secret staircase other than being shown there by Crispin alerts Faeru and the pirates down below.

DEVELOPMENT

When the characters are shown, or find their way, down to the basement, proceed to part 3, “The Pirate Fence.”

XP AWARD

For successfully finding the needed information, each character receives 1,000 XP. Advancing through failure earns each character 700 XP.

TREASURE

The characters can earn a *potion of water breathing* from Crispin if they successfully complete the roleplaying encounters.

PART 2B. THE SEASIDE CAVE

Estimated Duration: 30 minutes

The seaside cave is the entrance to tunnel network that connects to the basement of the Devil's Fire Tavern, and was the reason the original tavern owner (also a pirate) purchased the property. It's difficult to notice, without already knowing it is there, and Faeru has chosen to leave the entrance unguarded, to not draw attention to it.

The cave is, however, protected by traps and puzzles. Faeru was a successful pirate, and is an even more successful fence. She has spent significant amounts of money (and taken out a significant amount in loans) to procure traps and other mechanisms to keep out unwanted visitors.

When the characters reach the area, just to the east of the town docks, read the following:

The smell of ash mixes strongly with that of stale water, as you see, ahead of you; a stout and sheer rocky outcropping. Waves lap gently into tidal pools, and the muted sounds of the city behind you provide the only noise in the area, with nothing moving other than tall reeds in the breeze.

The cave entrance is concealed behind the reeds along this rocky outcropping, and by a natural fold in the rocks that camouflages the fact that it is not a solid rock face. The entrance can be discovered with a DC 13 Intelligence (Investigation) or DC 18 Wisdom (Perception) check.

1. THE MIRROR PUZZLE

Once the cave is discovered, and the characters enter, read the following:

The cave entrance in front of you is unlit, and appears to wind and turn in on itself. A slight breeze emanates from the entrance. As you make your way farther in, eventually a larger, torch-lit cavern opens before you.

Flickering light is provided by sconces along a semicircular wall, illuminating a domed ceiling above you. There are piles of random objects—chairs, bowls, and other sundries, scattered throughout the room. Ahead of you, on the left, is an ornate, metallic-gold framed mirror, five feet or so in height.

To the right of it are three other mirrors, similar in height, but with frames only painted gold, spaced about 15 feet apart.

Directly ahead, protruding from the far wall, you see a stone circle, several feet across, with a purple inlay in the center in the approximate shape of a human hand.

The mirrors are part of a magical lock system that Faeru acquired from her pirating days. The mirrors all show different reflections, and the characters must pass objects into the three right mirrors to

match the reflected scene in the left. As an added complication, the first character who steps to look at the left most mirror becomes part of the scene, and must be the one to correct the other three.

The room is littered with plates, cups, and chairs, along with cheap silverware, costume jewelry, plastic fruit, and other assorted items that might be found at a dinner table. All are worthless, save for a *potion of water breathing* that can be found with a successful DC 18 Intelligence (Investigation) check of the piles of knickknacks. Everything the characters need for the puzzle can be found in these piles.

The mirrors can be seen in **Player Handouts 1a–d** and function as follows:

MAGIC MIRROR PUZZLE

The leftmost mirror is the 'key' mirror to which the others must be matched, inclusive of the first character who approaches it. Objects may be passed into the mirror and placed in it, though characters may not step full inside, and the objects seen in the reflection have several copies scattered throughout the room, along with other junk.

Left Mirror (Key Mirror). The character, a table and chair, a bowl on the table with a wooden spoon sitting in it, a goblet (full of red wine), a plate with nothing on it, and a knife and fork to either side of the plate. If other characters approach the mirror again, the first character to have done so is reflected still.

Middle Left Mirror. The character who first approached the leftmost mirror, or the character standing in front of this one if that has not yet occurred, a table, a bowl on the table with a wooden spoon sitting in it, a goblet (full of red wine), a plate with nothing on it, and a knife and fork to either side of the plate.

Middle Right Mirror. The character who first approached the leftmost mirror, or the character standing in front of this one if that has not yet occurred, a table and chair, a bowl on the table, a goblet full of red wine, and a plate with nothing on it.

Far Right Mirror. The character who first approached the leftmost mirror, or the character standing in front of this one if that has not yet occurred, a table, a bowl on the table with a wooden spoon sitting in it, a goblet, a plate with nothing on it, and a knife and fork the left side of the plate, with a napkin under it.

The character who first approaches the leftmost mirror must be the one to correct the other three, or, if someone else has done so, must approach it. Once this occurs, his reflection will remain in that mirror no matter who approaches it afterwards.

Once the mirrors are matched, any character may place their hand in the imprint in the stone circle, and the wall will lower to reveal a tunnel behind it. A successful DC 18 Intelligence (Investigation) check can be used to reveal the nature of the puzzle

to a character. A DC 15, 20, and 25 Intelligence (Investigation) or Wisdom (Perception) check on the Middle Left, Middle Right, and Far Right mirrors, respectively, may be allowed to notice the differences between the mirrors, if the players become stuck.

If anything is out of place between the mirrors, the character who places his hand in the circle must make a DC 20 Wisdom saving throw, taking 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one.

A mirror can be broken with ease, but the character doing so must make a DC 18 Wisdom saving throw, taking 9 (2d8) psychic damage on a failed save, or half as much damage on a successful one.

A creature who breaks the leftmost mirror must make a DC 20 Wisdom saving throw. On a failure, the creature takes 22 (5d8) psychic damage and is knocked prone. On a success, the creature takes half the psychic damage and is not knocked prone. Any creature reduced to 0 hit points by this damage is immediately stabilized but put into a catatonic state. Their Wisdom score is also permanently reduced to 1. This effect and score reduction can be removed only with a *greater restoration* or *wish* spell.

Once any mirror is broken, the puzzle can only be bypassed by breaking all the remaining mirrors.

If all mirrors are broken, or the characters solve the puzzle, the far wall will rumble and lower, revealing the path forward.

XP REWARD

If the mirror puzzle is completed successfully, award each character with 250 XP. If they fail to do so, award the characters 175 XP each.

TREASURE

A *potion of water breathing* may also be found in the pile of knickknacks.

2. THE PIVOTING HALLWAY

Leading from the mirror room is a hallway, approximately 80 feet long and 5 feet across. The ceiling is 40 feet high at the near end, and slopes down to 10 feet high at the far end of the hall. The walls and floors are made from tan-colored, large stone blocks, while the ceiling is rough, natural looking stone.

The entire hallway is resting on a pivoting axle. When the weight beyond the halfway point in the hallway exceeds the weight of the first half, the entire hall rotates and tilts downwards. Characters in the hallway when this happens slide out of the end and off a ledge, dropping 20 feet to a cave floor, taking 7 (2d6) bludgeoning damage from the fall.

Any character who slides down the hallway must make a DC 15 Dexterity saving throw to attempt to

grab onto something before falling from the ledge. A character who fails the save takes 10 (3d6) bludgeoning damage from the slide and fall. Characters at the end of the hallway have disadvantage on this saving throw, due to the short time to react, and characters at the start of the hallway have advantage on this saving throw, due to having more time to react.

A DC 17 Wisdom (Perception) check reveals subtle movement of the floor, as the characters move down the hallway, and a DC 18 Intelligence (Investigation) check reveals arced scrape marks long the walls of the hallway, from where the floor has rotated up and down in the past. Any character may attempt to wedge the trap in place with a DC 18 Dexterity (Sleight of Hand) or Strength (Athletics) check to prevent the hall from rotating.

From the ledge, there is narrow ladder inset into the end of the hallway that allows descent of those who make it to the end without the hall rotating.

XP REWARDS

If the characters bypass or successfully navigate the pivoting hallway, award each with 250 XP. If they fail to do so, award the characters 175 XP each.

3. THE SPIKED WALL

This section of the hall has stairs descending 30 feet along the south wall, from the pivoting hallway. In the center of the room are three chests, arrayed next to each other. Beyond them is a large stone console adorned with symbols, and beyond even that is a huge, sheer wall, 100 feet in height, and covered in spikes that stick out anywhere from 1 to 3 feet from it horizontally. A doorway, illuminated by sconces with candles, is visible from across the room at the top of the wall.

The three chests are plain, wooden, and are not locked or trapped. The left most chest has written upon it in inlaid letters "FLIES." If it is opened, a large swarm of flies escape and anyone within 10 feet of the chest must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

The middle chest is much like the first, but instead has the word "GUN" written on it. A DC 25 Wisdom (Perception) check reveals smudging has partially covered the last letter, and that it actually says "GUM." If the chest is opened, a small ball of a tacky substance is found, which, though useless, is quite minty to chew on for a short time. Shutting the chest also knocks loose the smudging dirt, revealing the full word.

The right chest is identical to the first two, with the word "STONE" written in inlaid wooden letters upon it. This chest contains an oblong onyx stone,

about 4 inches in length. This fits into a similarly shaped depression on the nearby stone console, and is used to activate it.

If players investigate the console, a DC 10 Wisdom (Perception) or Intelligence (Investigation) check will let them notice the oblong depression in it. If the stone from the chest marked “STONE” is inserted into this depression, a set of the spikes in the wall retract, leaving a staircase-like arrangement of spikes that can be traversed up the wall.

If the characters decide, they may use the spikes as handholds to climb the wall. Each player who climbs the wall must make a Dexterity (Acrobatics) check. A result of 18 or above results in no damage taken, a 14 to 17 takes 5 (2d4) piercing damage, and a 13 or below takes 7 (3d4) piercing damage. Scaling the wall to bypass the puzzle counts as a failure for the sake of tallying successes and failures.

At the top of the wall is an arched, wooden set of double doors that are unlocked. Once the last character moves through it, the door behind the characters is magically transformed into a stone wall, due to the magical nature of the door, and cannot be passed back through.

XP REWARDS

If the party solves the puzzle and causes the spikes to retract, award each character 250 XP. If they fail to do so, award the characters 175 XP each.

4. THE WEIGHTED PLATE PUZZLE

This room is a rectangular stone room with 20 foot ceilings. Torches in sconces light the room, which has tightly mortared stone walls, floors, and ceilings. At the far end of the room is a locked, wooden door, with no apparent locking mechanism and that resists all magical attempts to open it,

In the middle of the room, slightly to either side, are two large stone, circular sections of block, about 5 inches in height, sticking out of the floor like daises.

The corners of the room contain several medium sized jugs, weighing 25 or 50 pounds each. Investigation of their contents reveals they contain only water, and are not magical in nature. The two circular stone blocks are plates of a scale that are part of a weight-based puzzle, described below.

WEIGHTED PLATE PUZZLE

As soon as a character steps on one of these plates, have the party roll initiative. If any person, or object, is on one of the plates and more than 50 pounds, initiative order applies.

As soon 50 lbs. or more are put on one of the plates, it will slowly start to lower, while the other will slowly start to rise.

The characters must place equal weight of at least 150 lbs, on both plates by the end of the 3rd round to disable this trap and unlock the door to this room.

After 3 rounds, if the weight on both plates is not greater than 150 lbs and roughly equal, the following occurs:

The heavier plate immediately drops to the bottom of its shaft, and all creatures on must make a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

The lighter plate slams upward into the ceiling, and all creatures on it must make a DC 17 Dexterity saving throw, taking 16 (3d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

The door will unlock and open once the trap is triggered. If triggered, the door creaks open from the force, apparently not properly installed. The door leading from this room opens to a set of stone stairs, leading up two stories. Once the last character passes through the door from this room, it seals behind them. There is an unlocked door at the top of the stairs. This leads to the basement rooms of the Devil's Fire Tavern, where Faeru runs her fencing business.

XP REWARDS

If the characters balance the plates before time runs out, award each character 250 XP. If they fail to do so, award the characters 175 XP each.

PART 3. THE PIRATE FENCE

Estimated Duration: 30 minutes

The area under the Devil's Fire Tavern is where **Faeru Peunig** runs her lucrative fence business, buying and selling illicit goods. Her wide-ranging business dealings involve many unsavory characters, and through these contacts that she has learned the whereabouts of the *Merchant Lords' Folly*.

Depending on the party's means of entry, Faeru and her gang will be at differing degrees of readiness. She is expecting a delivery via her tunnel network, so she cannot be surprised by the characters. Faeru is one of several monster types, based on party strength, with Quade Gornjarrel, her second in command (identical stats to Faeru) and her gang flanking her.

As the characters enter the room, read the following (note: the incorrect word use in her dialogue is intentional):

The basement of The Devil's Fire Tavern is large and well appointed for a basement, with a few sets of fine chairs and tables scattered throughout. Shelves and barrels line the walls, containing a wide assortment of goods and sundries.

As you approach, Faeru regards you with a quiet confidence, as her gang looks on more sternly, with a steely tension filling the room.

"Well now, this is not the group I was indeed expecting this day. Nonetheless, I'm sure we can come to some sort of mutually olfactory business dealings."

ROLEPLAYING FAERU PEUNIG (FEMALE GNOME, NE)

Faeru is a gnomish pirate, with ruddy red skin and black hair, who has given up the plundering business for the illicit goods business.

Business has been very good, and she had made a few well-placed bribes to ensure she is ignored by the Melvaunt authorities. She is quick to anger when disrespected, but will not risk her life unless she feels she has a clear advantage.

- Faeru is not a particularly good leader, or business woman, but uses a plundered *rod of rulership* to exert charm effects on both her gang and customers.
- She tries to hide her lack of intelligence and business savvy by using complicated language and large words, often incorrectly.
- Worshiper of Bane, and respects those who can take and use power, which she feels she has done.
- She will not give up the information on the location of the *Merchant Lords' Folly* for free, but is not above bribes or trades for it.

Depending on the characters' method of entry, Faeru is either relaxed or preparing for trouble, but

is not overly hostile, unless she feels threatened by them.

The second-in-command, Quade Gornjarrel, will go upstairs the moment that the character's intentions are known. If combat with Faeru does not occur, he lays a trap for the characters upstairs for when they exit the basement.

While skill checks can be used to adjudicate the outcome of this encounter, players should be encouraged to use roleplaying. Characters will be successful in obtaining the information they need by trying to appeal to her ego, greed, need for respect, or fear of failure.

Suggested skill check DCs are 16 for a group that either succeeded in the checks in the Devil's Fire Tavern above, or who successfully completed three or more of the puzzles. If the characters failed in the tavern, or they failed two or more of the puzzles, the DCs should increase by 5.

SETTING UP THE ENCOUNTER

Very Weak

- **Faeru (Swashbuckler):** AC 17, 66 hp, Init +4
 - **Bandit Captain (2):** AC 12, 11 hp, Init +1
 - **Bandit (2):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

Weak

- **Faeru (Master Thief):** AC 16, 84 hp, Init +4
 - **Bandit Captain (2):** AC 15, 65 hp, Init +3
 - **Bandit (2):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

Average

- **Faeru (Master Thief):** AC 16, 84 hp, Init +4
 - **Swashbuckler (3):** AC 15, 65 hp, Init +3
 - **Bandit Captain (3):** AC 15, 65 hp, Init +3
 - **Bandit (0):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

Strong

- **Faeru (Assassin):** AC 15, 78 hp, Init +3
 - **Swashbuckler (3):** AC 15, 65 hp, Init +3
 - **Bandit Captain (3):** AC 17, 58 hp, Init +1
 - **Bandit (3):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

Very Strong

- **Faeru (Assassin):** AC 15, 78 hp, Init +3
 - **Master Thief (2):** AC 12, 11 hp, Init +1
 - **Swashbuckler (2):** AC 12, 11 hp, Init +1
 - **Bandit Captain (3):** AC 17, 58 hp, Init +1
 - **Bandit (0):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

If combat should break out, Faeru will attempt to use her *rod of rulership* to subdue the party, and will make every effort to try to capture the characters. Should the party have failed in either the tavern or the cave on more than half of their encounters, or

entered by nonstandard means, an additional four **bandits** are also present to assist Faeru.

If Faeru is reduced to 20 hit points or less, she will attempt to surrender, offering the information and *rod of rulership* in exchange for her life. If she is killed, the rod will be on her person, and a ledger containing the location of the *Merchant Lords' Folly* in a small locker on the west side of the room.

In either case, once the situation is resolved, the way to the tunnels will be sealed and impassible from this side, and characters must exit upstairs to the Devil's Fire Tavern main area.

XP Award

If the characters successfully talk their way through this situation, and gather the needed information, they received 1,250 XP.

Treasure

If they fight through this situation, they receive the appropriate combat experience, and will receive the *rod of rulership* from Faeru. Multiple rods shall not be awarded.

PART 4. SALOON SHOWDOWN

Estimated Duration: 45 minutes

OPTIONAL COMBAT ENCOUNTER

This encounter is intended to be used at DM discretion if the party seems to be itching for a combat encounter, if extra play time is desired, or if the party moves quickly through the other sections of the adventure. Quade is not the negotiating type; if this encounter is run, it is intended to be a combat encounter.

It cannot be run if combat occurs in the basement of the tavern with Faeru.

Faeru's second-in-command, **Quade Gornjarrel**, is secretly a triple agent, working for Faeru, the Teshwave Siblings, and the Lords' Alliance simultaneously. He prefers the Teshwave Siblings to Faeru, and takes this opportunity to get rid of Faeru and take over her operation.

As you enter the bar room, you are surprised to find it empty, and eerily quiet. Across the room, you see Quade grinning wolfishly at you, murderous intent clear in his eyes.

"Faeru's telling things to people she shouldn't be, and now its cost her her life, and yours. You ever hear the saying, chaps? Loose lips sink ships!"

Quade has cleared out the tavern, and plans an ambush for the characters when they come back upstairs, so that he can deal with Faeru unmolested afterwards. He has managed to steal her *rod of rulership*, and will use it on the party at the first opportunity.

SETTING UP THE ENCOUNTER

Very Weak

- **Quade Gornjarrel (Swashbuckler):** AC 17, 66 hp, Init +4
 - **Bandit Captain (2):** AC 12, 11 hp, Init +1
 - **Bandit (2):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

Weak

- **Quade Gornjarrel (Master Thief):** AC 16, 84 hp, Init +4
 - **Bandit Captain (2):** AC 15, 65 hp, Init +3
 - **Bandit (2):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

Average

- **Quade Gornjarrel (Master Thief):** AC 16, 84 hp, Init +4
 - **Swashbuckler (3):** AC 15, 65 hp, Init +3
 - **Bandit Captain (3):** AC 15, 65 hp, Init +3
 - **Bandit (0):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

Strong

- **Quade Gornjarrel (Assassin):** AC 15, 78 hp, Init +3
 - **Swashbuckler (3):** AC 15, 65 hp, Init +3
 - **Bandit Captain (3):** AC 17, 58 hp, Init +1
 - **Bandit (3):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

Very Strong

- **Quade Gornjarrel (Assassin):** AC 15, 78 hp, Init +3
 - **Master Thief (2):** AC 12, 11 hp, Init +1
 - **Swashbuckler (2):** AC 12, 11 hp, Init +1
 - **Bandit Captain (3):** AC 17, 58 hp, Init +1
 - **Bandit (0):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

At least two of the enemies will conceal themselves of the raised mezzanines. After the first round of combat these concealed enemies will reveal themselves and attack the party.

While Quade and his men will fight to the death, they will make every effort to capture, rather than kill the party, as they are worth more as captives to be sold.

TREASURE

In addition to combat experience, if the party did not receive it from Faeru, Quade is carrying the *rod of rulership*. Multiple rods cannot be awarded.

PART 5. CONCLUSION

If the party has successfully obtained the necessary information from Faeru, they will return to an elated Derlen, whose reputation will see a significant gain due to this endeavor. If the party did not already obtain one from either Faeru or Quade, he offers them the original agreed upon amount, as well as a *rod of rulership*.

He says the Lords' Alliance produced it to give to her second in command, Quade Gornjarrel, who is secretly working for him (and, unbeknownst to Derlen, also the Teshwave Siblings). Derlen had planned to have Quade take over Faeru's organization to find information about the *Merchant Lords' Folly*, but that no longer seems necessary.

If the party is successful, all members present at the conclusion receive the story award, "Friends in High Places".

It is possible that during this adventure one or more party members may be arrested or captured. If that occurs, they earn the story award "Capture!" Adjudicate it as shown on **Player Handout 3**.

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
Assassin	3,900
Bandit	25
Bandit Captain	450
Master Thief	1,800
Swashbuckler	700
Veteran	700

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Devil's Fire Tavern or	
Seaside Tunnel	1,000
Pirate Fence Hideout	1,250

The **minimum** total award for each character participating in this adventure is **1,875 experience points**.

The **maximum** total award for each character participating in this adventure is **2,500 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
Derlen's Contract	750/1,000

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.

ROD OF RULERSHIP

Rod, rare (requires attunement)

This ornate wooden rod is a dark green hue, about two and a half feet in length. The head of the rod is a circular, heavy scepter head, with green banding and rubies interlaid into a gold crown. The base of the rod is a gold-leafed leather pommel with a tassel. This item can be found in **Player Handout 4**.

POTION OF WATER BREATHING

Potion, uncommon

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

STORY AWARDS

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

Friends in High Places. Due to your savvy completion of Derlen's task, you have begun to make a name for yourself in the Moonsea region, and have gained a small bit of favor with a member of the Lords' Alliance. In the future, you may gain advantage on a Charisma-based skill check for an interaction involving a member of the Lords' Alliance, or a city, town, or other type of government official in the Moonsea Region. This story award can be used once. More information can be found in **Player Handout 2**.

Capture! During the course of your adventure, you were captured by pirates. Before leaving the table, the DM will assign an effect per the table below.

d6 Result	Effect
1	Greasing Palms
2	Sold into Slavery
3	Impressment
4	Hard Time
5	Prison Break
6	Better Lucky than Good

More information can be found in **Player Handout 3**.

REOWN

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. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Acaza Lukan (*ah-KAH-zah LOO-can*). Male goliath Red Wizard of Thay; tavern patron.

Aya Scosanar (*A-vah SKO-sa-nar*). Female human cleric of Umberlee; tavern patron.

Codan Wornroot (*ko-DAN WORN-root*). Male human merchant and philosopher; tavern patron.

Crispin Jaffe (*CRISP-in JAFF*). Male human proprietor of the Devil's Fire Tavern.

Derlen Satleren (*DUR-lin SAT-ler-in*). Male half-elf Lord's alliance representative who hires the party.

Faeru Peunig (*FAIR-oooh poo-EH-neg*). Female gnome fence and former pirate; has the information the party seeks.

Ighear (*E-ger*) and **Ghim Safronan** (*GIM sah-FRO-nan*). Male dwarf twin merchants; tavern patrons.

Iofino Fusre (*eye-OH-fee-no foo-SREE*). Female aasimar pirate with grey skin and white eyes; tavern patron.

Mont Earmo (*mont EAR-mo*). Male dragonborn bard with green skin; tavern entertainment.

Osodress Kiscoarke (*oh-SO-dress kiss-co-AR-key*). Female halfling and heavily tattooed pirate; tavern patron.

Ohu Ukapab (*O-hu OOH-ka-pab*). Male aarakocra pirate with flamboyant clothes and plumage; tavern patron.

Quade Gornjarrel (*ku-ADE GORN-jar-el*). Male halfling fence, second in command to Faeru.

APPENDIX. MONSTER/NPC STATISTICS

ASSASSIN

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

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

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

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

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

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

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

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

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

FAERU PEUNIG/QUADE GORNJARREL AS ASSASSIN

Rod of Rulership. Faeru/Quade can use an action to present the rod and command obedience from each creature of its choice that it can see within 120 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by it for 8 hours. While charmed in this way, the creature regards Faeru/Quade as its trusted leader. If harmed by Faeru/Quade or its companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

BANDIT

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d5 + 3) piercing damage.

MASTER THIEF*

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3,
Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus
thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

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

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

FAERU PEUNIG/QUADE GORNJARREL AS MASTER THIEF

Rod of Rulership. Faeru/Quade can use an action to present the rod and command obedience from each creature of its choice that it can see within 120 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by it for 8 hours. While charmed in this way, the creature regards Faeru/Quade as its trusted leader. If harmed by Faeru/Quade or its companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

SWASHBUCKLER*

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

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

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

ACTIONS

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

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

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

FAERU PEUNIG/QUADE GORNJARREL AS SWASHBUCKLER

Rod of Rulership. Faeru/Quade can use an action to present the rod and command obedience from each creature of its choice that it can see within 120 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by it for 8 hours. While charmed in this way, the creature regards Faeru/Quade as its trusted leader. If harmed by Faeru/Quade or its companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

*Source: *Volo's Guide to Monsters*

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

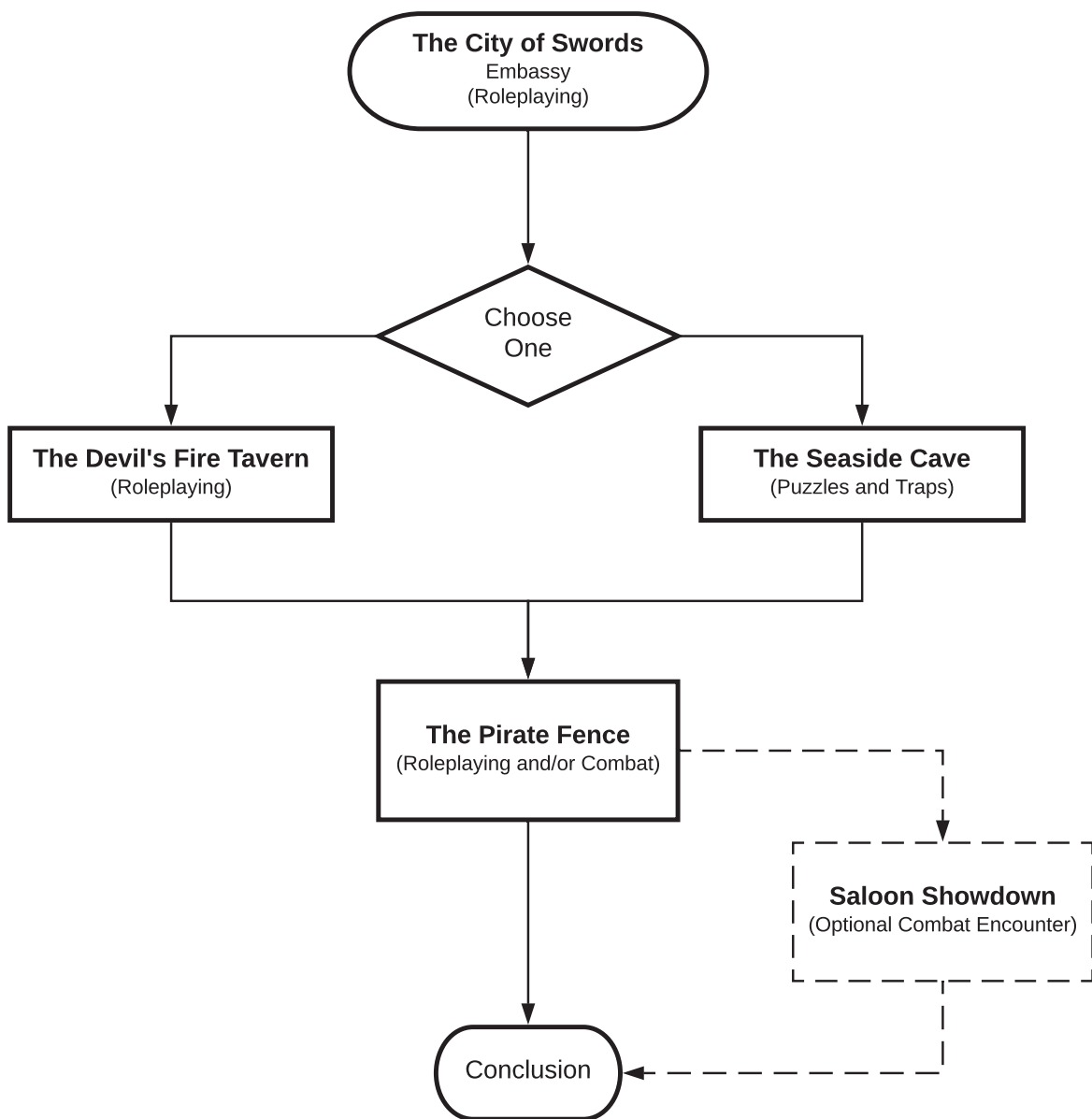
Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

APPENDIX. ADVENTURE FLOWCHART



APPENDIX. ENCOUNTER SETUP

THE PIRATE FENCE

VERY WEAK PARTY STRENGTH (1,650 OR 1,750 XP)

- **Faeru (Swashbuckler):** AC 17, 66 hp, Init +4
 - **Bandit Captain (2):** AC 12, 11 hp, Init +1
 - **Bandit (2):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

WEAK PARTY STRENGTH (2,750 OR 2,850 XP)

- **Faeru (Master Thief):** AC 16, 84 hp, Init +4
 - **Bandit Captain (2):** AC 15, 65 hp, Init +3
 - **Bandit (2):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

AVERAGE PARTY STRENGTH (5,250 OR 5,350 XP)

- **Faeru (Master Thief):** AC 16, 84 hp, Init +4
 - **Swashbuckler (3):** AC 15, 65 hp, Init +3
 - **Bandit Captain (3):** AC 15, 65 hp, Init +3
 - **Bandit (0):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

STRONG PARTY STRENGTH (7,425 OR 7,525 XP)

- **Faeru (Assassin):** AC 15, 78 hp, Init +3
 - **Swashbuckler (3):** AC 15, 65 hp, Init +3
 - **Bandit Captain (3):** AC 17, 58 hp, Init +1
 - **Bandit (3):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

VERY STRONG PARTY STRENGTH (10,250 OR 10,350 XP)

- **Faeru (Assassin):** AC 15, 78 hp, Init +3
 - **Master Thief (2):** AC 12, 11 hp, Init +1
 - **Swashbuckler (2):** AC 12, 11 hp, Init +1
 - **Bandit Captain (3):** AC 17, 58 hp, Init +1
 - **Bandit (0):** AC 12, 11 hp, Init +1
- Add 4 bandits for prior failures (see text).

SALOON SHOWDOWN

VERY WEAK PARTY STRENGTH (1,650 XP)

- **Quade Gornjarrel (Swashbuckler):**
AC 17, 66 hp, Init +4
- **Bandit Captain (2):** AC 12, 11 hp, Init +1
- **Bandit (2):** AC 12, 11 hp, Init +1

WEAK PARTY STRENGTH (2,750 XP)

- **Quade Gornjarrel (Master Thief):**
AC 16, 84 hp, Init +4
- **Bandit Captain (2):** AC 15, 65 hp, Init +3
- **Bandit (2):** AC 12, 11 hp, Init +1

AVERAGE PARTY STRENGTH (5,250 XP)

- **Quade Gornjarrel (Master Thief):**
AC 16, 84 hp, Init +4
- **Swashbuckler (3):** AC 15, 65 hp, Init +3
- **Bandit Captain (3):** AC 15, 65 hp, Init +3

STRONG PARTY STRENGTH (7,425 XP)

- **Quade Gornjarrel (Assassin):**
AC 15, 78 hp, Init +3
- **Swashbuckler (3):** AC 15, 65 hp, Init +3
- **Bandit Captain (3):** AC 17, 58 hp, Init +1
- **Bandit (3):** AC 12, 11 hp, Init +1

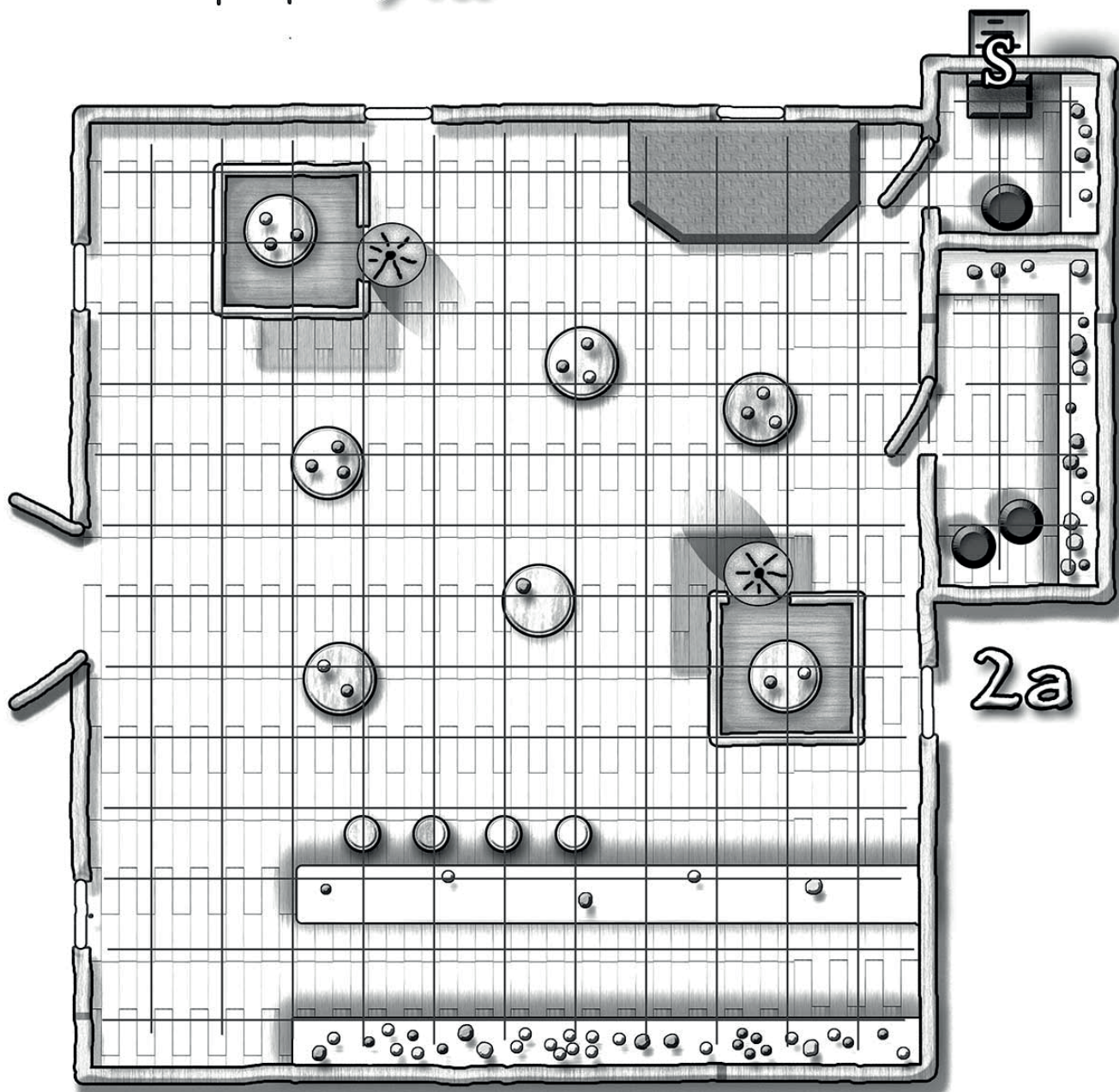
VERY STRONG PARTY STRENGTH (10,250 XP)

- **Quade Gornjarrel (Assassin):**
AC 15, 78 hp, Init +3
- **Master Thief (2):** AC 12, 11 hp, Init +1
- **Swashbuckler (2):** AC 12, 11 hp, Init +1
- **Bandit Captain (3):** AC 17, 58 hp, Init +1

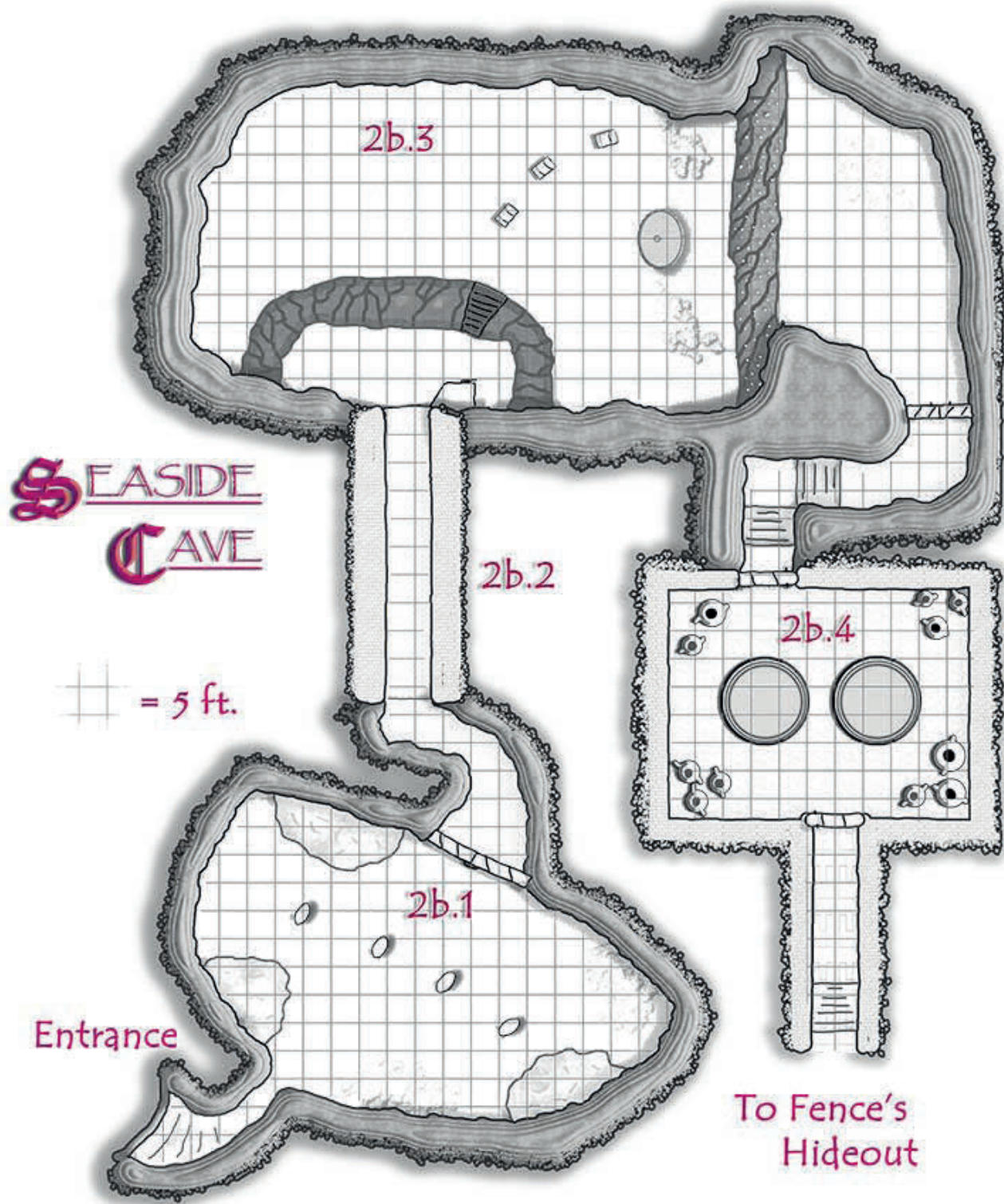
APPENDIX. DEVIL'S FIRE TAVERN MAP

DEVILS FIRE TAVERN

 = 5 ft.

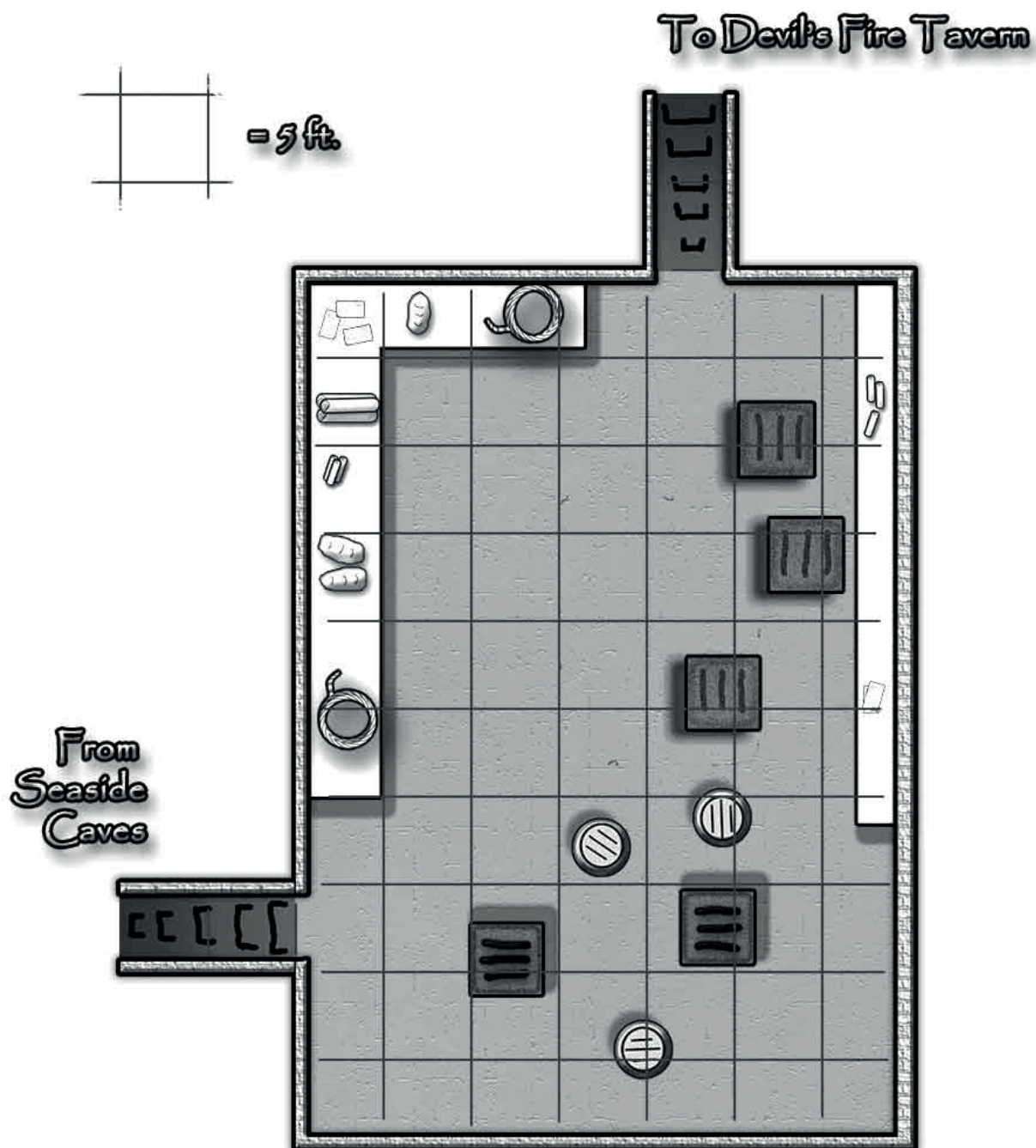


APPENDIX. SEASIDE CAVE MAP



2b

APPENDIX. THE FENCE'S HIDEOUT MAP



FENCE'S HIDEOUT

3

PLAYER HANDOUT 1A. THE MIRRORS PUZZLE—LEFT MIRROR



PLAYER HANDOUT 1B. THE MIRRORS PUZZLE—LEFT CENTER MIRROR



PLAYER HANDOUT 1c. THE MIRRORS PUZZLE—RIGHT CENTER MIRROR



PLAYER HANDOUT 1D. THE MIRRORS PUZZLE—RIGHT MIRROR



PLAYER HANDOUT 2. STORY AWARD

During the course of this adventure, the characters may earn the following story award. 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

Friends in High Places. Due to your savvy completion of Derlen's task, you have begun to make a name for yourself in the Moonsea region, and have gained a small bit of favor with a member of the Lords' Alliance. When playing adventures published by The Role Initiative (TRI), you may gain advantage on a Charisma-based skill check for an interaction involving a member of the Lords' Alliance, or a city, town, or other type of government official in the Moonsea Region. This story award can be used once.

PLAYER HANDOUT 3. STORY AWARD

During the course of this adventure, the characters may earn the following story award. 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

Capture! During the course of your adventure, you were captured by pirates. Before leaving the table, adjudicate the result with the DM per the table below.

CAPTURE!

Characters captured or arrested during this adventure must spend 60 downtime days to free themselves from captivity, in addition to one of the effects listed below:

d6	Effect	Notes
1	Greasing Palms	The character can bribe their way to freedom for 500 gold. If the character cannot afford this, roll another d6 and take that result.
2	Sold into Slavery	The character is sold into slavery, and branded with a small triangular face tattoo to mark this. Gains a trait of a strong dislike for slavery and empathy for those enslaved.
3	Impressment	The character is forced into naval service in Melvaunt as part of their sentence. The character picks up the coarse language and behavior of a sailor.
4	Hard Time	Prison almost psychologically breaks the character, but they emerge harder and more cynical, and is prone to sharing stories of his time behind bars.
5	Prison Break	Although it takes a long time, the character manages to orchestrate an elaborate prison break, gaining notoriety for their brazen escape.
6	Better Lucky than Good	Through a fortunate paperwork mishap, you are instead released from custody instead of placed into it. Some unfortunate soul suffers the opposite bad luck, and now hates you for life.

PLAYER HANDOUT 4. MAGIC ITEM

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

ROD OF RULERSHIP

Rod, rare (requires attunement)

You can use an action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

This ornate wooden rod is a dark green hue, about two and a half feet in length. The head of the rod is a circular, heavy scepter head, with green banding and rubies interlaid into a gold crown. The base of the rod is a gold-leafed leather pommel with a tassel.

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