

WEATHERING THE STORM

EPISODE 9



BY JARROD TAYLOR

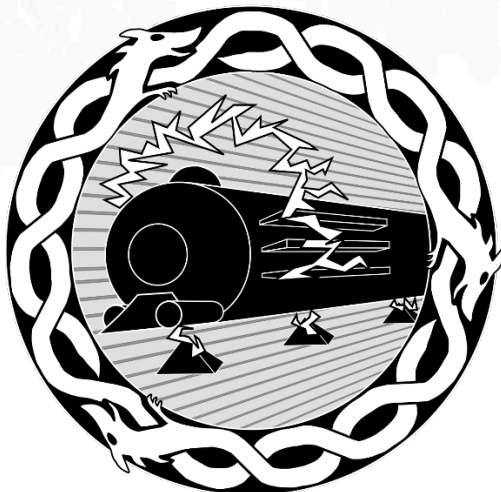
ACROSS EBERRON: CONVERGENCE MANIFESTO



WEATHERING THE STORM

PROVE YOUR SALT AND SAIL INTO THE EYE OF THE STORM.

EPISODE 9 OF *CONVERGENCE MANIFESTO*



AN ACROSS EBERRON ADVENTURE

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Special thanks to my father for encouraging me to pursue dreams, to my spouse Nicky for putting up with my pirate ramblings, to the editors for helping to shape this adventure, and to Keith Baker for creating this marvelous world which we all love.

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Disclaimer: ACROSS EBERRON is not responsible for any strained relationships with House Lyrandar created by adventurers who seek to steal their own private airship. At the behest of the High Prince, we remind you that piracy is bad, no matter how fashionable the lifestyle is.

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INTRODUCTION

Welcome to *Weathering the Storm*, episode 9 of *Convergence Manifesto*, an Across Eberron adventure path. This adventure is the sequel to AE01-08: *March of Madness*, [available on the Dungeon Masters Guild](#), using characters and story elements introduced in the previous adventure. This adventure plays best when used in conjunction with the [Wayfinder's Guide to Eberron \(WGtE\)](#) by Keith Baker. If your players are unfamiliar with either the Eberron setting or the DUNGEONS & DRAGONS game, you may wish to use this set of [1st-level pregenerated characters, tailor-made for Eberron](#).

Weathering the Storm is an adventure designed for **five 5th level characters**. It offers players a chance to explore swashbuckling action and high stakes in the world of Eberron. Characters will have a chance to explore the islands and seas of the Lhazaar Principalities, taking to the skies and ocean waves.

SUMMARY

After making some backroom deals, Provost N. Faurious has procured an *Aethervane*, an astrolabe-like instrument used to navigate manifest zones. Unfortunately for the Provost, the Riedran ship that was carrying the *Aethervane* across the Sea of Rage to deliver it to their agent in Regalport fell victim to piracy. The player characters are dispatched to Regalport to meet up with the Provost's agent there and petition High Prince Rygar for more information about the stolen cargo.

When the characters dock in Regalport, they meet the Provost's contact and are ushered into a meeting with High Prince Rygar. Wishing to show his intolerance for piracy, Rygar charts one of his own ships for the party's use as they investigate the stolen cargo. Upon arriving at the crash site of the stolen cargo, the party is set upon by a fleet of pirates known as the Wind Whisperers. When things turn sour, a new surprise reveals itself as an unnatural storm rolls in, a stolen airship at its heart. The Wind Whisperers have found a way to convert the *Aethervane* to serve their own purposes.

Seeking aid from Rygar and House Lyrandar, the heroes chase after the pirates by sail and airship. As they do, they are bedeviled by the Chaos Fleet—strange ships sailed by an even stranger crew that are drawn to the *Aethervane* and the chaos it brings.

In a final airborne confrontation, the party boards the rogue airship and retrieves the sought-after artifact, with a chance to salvage or sink the stolen vessel in the process...

THE LHAZAR PRINCIPALITIES

Off the eastern coast of Khorvaire, the Lhazaar Principalities are a chain of islands that run the entire length of the continent. Inhabited mostly by sailors of all races and the descendants of elven refugees, the islands are grouped into principalities governed by regional princes. A principality is measured by the size and strength of a fleet, rather than the size of the island where they make port. Some of the isles are unsettled, but filled with history, legends, and mystery.

RUNNING THE ADVENTURE

Weathering the Storm is a swashbuckling action-packed adventure intended for five 5th-level characters and designed to take approximately 3-4 hours of game time. If you find yourself with time to spare, you may also wish to introduce the three bonus scenes. Each is expected to add around 20 minutes to your game.

While running the adventure, look out for the following formatting:

Text like this is intended to be read aloud or paraphrased for your players.

Sidebars like this contain rules reminders, reveal background Eberron lore, or point you to sources to learn more.



CAST OF CHARACTERS

Weathering the Storm follows the player characters as they meet pirates and princes alike. These are the colorful characters they encounter along the way.

MAJOR CHARACTERS

Ishmael (ISH-mail). The characters' contact in Regalport, Ishmael is an old sea salt and infrequent contact of Provost N. Faurious. A tall and slender changeling born in the Principalities, Ishmael has a knack for knowing the right people and keeping a keen ear on worthwhile rumors. An ex-sailor, Ishmael enjoys spinning a different tale every time someone asks about the peg leg, when in truth it was an unfortunate rigging accident.

Personality: I am a friend to all, for more friends mean more knowledge and experiences to learn.

Ideal: I want to be part of something worthy of remembrance.

Bond: Seeking knowledge is what I live for.

Flaw: I often ignore the shortcomings of those I consider allies. My thirst for gossip has gotten me in trouble before.

Thariv Brightwind (THAIR-ivh BRITE-wind). Half-elf captain of the *Kiss of Thunder*, Thariv is a fierce sailor who sails under the flag of her father. Years of piracy have taken their toll, and she compensates for her missing eye with the aid of her pseudodragon familiar, Spittlerime. Thariv bears an aberrant dragonmark, a mixed mark from her Lyrandar father and rumored Thuranni mother, which gives her powers over storms and skies. Even so, without the Mark of Storm, she cannot pilot her own ship, but relies on Lyrandar excoriates to control the elemental therein.

Personality: Bold and confident, I laugh at danger and carve my own destiny.

Ideal: The sea is mine to command, and my mastery of the storm is proof by birthright.

Bond: I will do *whatever* it takes to impress my father and earn his praise.

Flaw: My emotions are a tempest and react very violently when my plans go awry.



MINOR CHARACTERS

Krill (KRILL). A merfolk seaweed farmer who lives in the coastal waters near Greentarn. He tends fields of salas and enjoys competing with land-dwellers in games of sport and battles of wit.

Personality: The world is my oyster. I live to smile and make others laugh.

Ideal: Do my best for my people. Learn what I can for the services I provide.

Bond: My people are proud and I will not accept slights against us.

Flaw: I do not take landwalkers seriously and my jovial nature can seem uncaring.

High Prince Rygar ir'Wynarn (RY-gar ear-win-ARN).

Representing the Lhazaar Principalities at the Treaty of Thronehold, Rygar is a Prince of princes. The human captain rules the Seadragon Principality from the nation's capital of Regalport and claims to be of the same bloodline as Galifar's kings. A charismatic man, Rygar's wit is as sharp as his sword.

Personality: Kind, clever, and fair, I wish not to rule my people but to lead them.

Ideal: A lifetime of legendary deeds are only as worthy as who performed them.

Bond: Lhazaarites are a free-spirited people, and we are all bound by our love of the sea.

Flaw: I am fixated on my goals and bringing them to fruition which causes overconfidence.

Prince Koulton Brightwind (COLE-ton BRITE-wind). An excoriate of House Lyrandar, this half-elf rules the pirate fleet known as the Wind Whisperers. Mostly comprised of exiled Lyrandar and Medani heirs, Prince Brightwind brings many outcasts under his flag. His greatest advantage is the stolen airship, *Kiss of Thunder*, which his daughter Thariv often captains in his stead.

Personality: Haughty and arrogant, who is House Lyrandar to stop *me*?

Ideal: Increase the holdings of my Principality to rival the other princes.

Bond: The *Kiss of Thunder* means more to me than anything. I will use any tools at my disposal to further my goals.

Flaw: I cannot see beyond my own ambitions.

Lady Alizeh d'Lyrandar (Ay-LYE-zuh duh-lye-RAN-der).

Regalport's liaison for the House Lyrandar, Alizeh has been working with High Prince Rygar toward the bettering of relationships between House and Principalities. A meticulous half-elf woman past middle age, Alizeh has spearheaded the project of constructing an airship tower in Regalport to increase commerce and trade.

Personality: Shrewd and calculating, I take no unnecessary risks.

Ideal: Extend the reach of House Lyrandar to the skies above the Lhazaar Principalities.

Bond: My House is my family and come first in all matters.

Flaw: Everyone, even the Thuranni Baron, must look upon my magnificent creation.

Spittlerime (SPIH-tuhl-rime). Thariv Brightwind's loyal pseudodragon familiar, he answered the strength of her call after her mixed dragonmark manifested. He is devoted to his mistress and enjoys soaring through the clouds on the *Kiss of Thunder*.

Personality: I am content when I am spoiled.

Ideal: Serve my captain to be rewarded with treats. Make anyone who makes her cross fall asleep.

Bond: Thariv provides for me, and I am loyal only to her will.

Flaw: I have a habit of stinging allies.

ACROSS EBERRON CHARACTERS

The following characters appear as framing devices and are recurring characters in the Across Eberron series, though they do not directly push the narrative of this adventure.

Guild Handler Lhara (LAHR-ah). Lhara is a shifter with white hair streaked with black. Her skin is pale, she has blue eyes, and wears an eyepatch over the left. She holds a middling position of authority within the Clifftop Guild. Lhara is the characters' handler inside Clifftop and is trying to increase the guild's coffers and reputation.

Personality: I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

Ideal: Clifftop Adventurers' Guild. The Guild is my home and its members are my family.

Bond: I will prove that Clifftop is the best group of skilled troubleshooters and that we can get any job done.

Flaw: I am very sarcastic, and it can be difficult for people to tell when I am being serious.

Provost Nigel Faurious (NIGH-jel FAR-ee-us). The Provost is very focused on his work and is often lost in thought. He seeks to prove his theories on planar bodies and is willing to spend the money required to build his strange device.

Personality: I am horribly, horribly awkward in social situations and have little patience for any conversation that doesn't have to do with my work.

Ideal: No Limits. Nothing should fetter the infinite possibility inherent in all existence.

Bond: My life's work is the study of planar bodies and their effects on Eberron. I must complete my work and be given the recognition I deserve.

Flaw: Unlocking an ancient mystery is worth every coin of my family fortune.

CLIFFTOP ADVENTURER'S GUILD

Eberron, of course, has its share of organizations dedicated to the support and employment of exceptional individuals. Professional adventurers in good standing might be invited to join the Clifftop Adventurers' Guild (*WGtE* 150, *Sharn: City of Towers* 52), based in the Clifftop district of Upper Dura, Sharn. It was founded 150 years ago by a dwarf named Shekkal Korranor. The current leader is Sumara Korranor, better known among her charges as Summer.

The reputation of the CAG is well earned, and members are expected to uphold the Guild's virtuous principles. Their long-standing rivals, the Deathsgate Guild, have no such inclinations.

SCENE 1: REGALPORT

“To harness the churning power of Kythri’s chaos would be an invaluable boon...”

-fragment of Provost Nigel Faurious’s Convergence Manifesto

The characters, all members of the Clifftop Adventurers’ Guild, have embarked on a mission for Lhara, their guild handler. Their task is to retrieve a stolen relic called the *Aethervane*, rightly belonging to their client Provost Nigel Faurious. Read or paraphrase the following:

Your journey upon the frigid waters of the Lhazaar Sea draws to a close as your ship approaches Regalport. Ships flying the flag of the Seadragons escort you into port. Here is High Prince Rygar’s seat of power, as well as the home of House Thuranni. The bay city is grand, and it is easy to see why this is called the Jewel of the Lhazaar Sea. Regalport extends inland as the eastern cliffs of the Greentarn rise, offering natural protection to the city. As the cliffs peak, the beginnings of an airship dock tower overlook the city below.



The adventure begins as the characters step from the ship onto the docks of Regalport. Read or paraphrase the following:

As you plant your feet on the docks, taking a few moments to enjoy finding feet beneath you that no longer sway, a figure hails you as they draw near. A tall and slender changeling, they walk with a peculiar gait, and soon it is apparent they have a wooden prosthetic replacing their left leg. “Call me Ishmael. Hullo and welcome! You must be the ones the Provost sent word of, yes? Please follow me, let us move to somewhere dry.”

The changeling leads you a small watering hole called the Drowned Rat, whose sign displays a rodent upended in a mug of spirits. Dry is an overstatement, as there are leaking places in the roof and the thatch on the floor is almost soggy in places. Sliding two tables together to accommodate everyone, Ishmael allows everyone to introduce themselves if they haven’t done so along the way.

“So, you see, the ole Provost has run into a bit of a dilemma. You were supposed to arrive here on his behalf to pick up an *Aethervane*, a compass of sorts, touched by Kythri. A remarkable device, it reads the influence of worlds and their effects, rather than cardinal directions. However, the vessel transporting it ran afoul of pirates in the Lhazaar Sea. We’ve got you a meeting with the High Prince to see what he can tell us about these brigands and what you can do about it. Got it so far?”

What does Ishmael know? An old sea salt, the changeling knows many rumors about the Principalities, and is accustomed to unusual requests from the Provost. He is a well-connected sailor with contacts and friends in most ports.

- **The High Prince.** “Prince Rygar’s time is valuable, so it’s good to make an impression.” Ishmael knows that the window to meet with Rygar is brief, but will offer to help the Clifftop party make a better impression should they choose. High Prince Rygar has been cracking down on piracy, trying to better the world opinion of the sailors of the Principalities.
- **Travel.** “It’ll be boats of various craft and size to ferry us between X’s on maps.” There are always boats making port and setting sail from the isles, and Ishmael knows enough captains to get the party passage on vessels to get them to their destinations.
- **The Aethervane.** “Nigel said it helps track the... what’d he call ‘em, au’karak and manifest zones.” Ishmael only knows of the item by description, a large instrument, like an astrolabe, that is meant to foretell reality storms and measure manifest zones.
- **The thief.** “Haven’t the slightest idea which pirates stole it, these parts are full of ‘em. Hopefully Rygar will know more.”
- **Kythri.** “Place of chaos, maelstroms and the like. They say a bit of chaos is in the heart of every storm.” Kythri is a plane of primordial chaos and change, a roiling soup of proto-matter.

KYTHRI, THE CHURNING CHAOS

Kythri is an outer plane in Eberron’s cosmology that encompasses change and chaos. The entire plane is roiling cauldron of primal forces, elemental matter, and protoplasmic ooze, where islands of matter can be held in stability by willful inhabitants. Slaad and howlers call Kythri home, as well as the proud githzerai who dwell upon the stable islands. Chaotic in purpose as well as orbit, Kythri is unpredictable in regards to becoming coterminous or remote to Eberron, with no set pattern of effects upon the world when the plane is near or far. Manifest zones to Kythri are quite varied, amplifying elements of chaos in their borders. For more information on Kythri, turn to the *Eberron Campaign Setting* (page 96) and the *Eberron Campaign Guide* (page 263).

BONUS SCENE 1: EARNING YOUR SEA LEGS

If the players want to make a better impression before meeting with High Prince Rygar, include this bonus scene before their introduction in Scene 2.

“Salasta is the way to impress any captain—a strong drink made from salas seaweed. Every Lhazaarite worth their salt knows the value of salasta. If you’re aiming to gain Rygar’s attention, I know where you can go.”

If they agree, Ishmael offers to help the party gain a few bottles of salasta to present to High Prince Rygar and his court.

Ishmael manages to book passage for your group on a vessel called *Fury’s Rash*, a derelict ship little better than a rowboat captained by a red-nosed shifter simply known as Moony Mag. With inebriated grace, she sails her vessel around the Greentarn Isle to a small seaweed-choked bay. Several creatures swim through the waters, and it is not difficult to discern that these are merfolk.

Mag’s sailing is less than ideal. Players must succeed on a DC 10 Constitution save when the ship stops, or suffer disadvantage on their next skill or ability check. Anything that a character might have to negate seasickness can negate this save. A large raft of flotsam offers a brief escape from the *Fury’s Rash*. There, a merfolk leans upon the raft and greets the party.

“More landwalkers for the salasta harvest? Ishmael knows Krill cannot just *give* the efforts of his people away, so what will you do for me to earn it? Are you willing to trade your time for my entertainment? A test of your measure to earn the drink of captains.” The merfolk is all smiles as he speaks. “Deep below, a ship lies broken where other landwalkers underestimated the hunger of the sea. There is a chest where bottles of salasta rest. Reach the chest, that is all you have to do. Let Krill see how well those legs serve you beneath the waves. If you need more reason,” he draws a pearl from a bag upon his waist, “This gift of the sea will be given to whoever reaches the chest first!” Krill laughs as he tosses and catches the pearl. “A simple wager with nothing to lose but pride.”

A shipwreck inhabited by merfolk rests on the seabed **60 feet beneath the surface**, resting among fields of seaweed. The water is clear, but the seaweed lightly obscures visibility to 30 feet. Krill wants the landwalkers to succeed, and will even offer two *potions of waterbreathing* upon a successful DC 15 Persuasion check. The characters are encouraged to utilize whatever means they have to reach the ship and the chest be it by spell, wildshape, or other ingenuity.

GOING DOWN WITH THE SHIP

Characters must initially make a DC 10 Strength (Athletics) check to navigate the fields of seaweed choking the surface as they swim. Anyone who fails the check is tangled in salas and is considered grappled. A character’s second check to escape the grapple is made with advantage. Their third check to break free of the seaweed is an automatic success. Roll initiative and track the race as the players compete against each other to reach the chest of salasta. Krill swims along behind the party to watch their progress with bemusement.

ALL THAT GLITTERS

The seaweed parts to reveal the wide shipwreck, a battered chest chained to the main deck. Several merfolk swim around the ship, spectating as the adventurers swim along, while Mooney Mag remains upon her ship drinking. Whoever reaches the chest must attempt to open the stuck trunk with a DC 13 Dexterity (Acrobatics) check. Characters may help one another, but only whoever first touched the chest will receive the prize. Within the chest are six bottles of salasta in a net.

If a character, against all odds, is struggling and looks like they may start to drown, a merfolk will quickly rush them back to the surface.

BOOTY!

When the party finally resurfaces, Krill rises from the waters and leans against the raft.

“Well done, landwalkers! Your salasta has been well earned. Take it with our blessing, and this—” He tosses the pearl to whoever reached the chest first. “May it serve you well!”

The lustrous blue-gray pearl is worth 100 gp and can function as a component for the *identify* spell. After persuading the merfolk for a few bottles of salasta for herself, Moony Mag sails the party back to Regalport.



SCENE 2: LAIR OF SEADRAGONS

Accepting the mission, Ishmael leads the party from the Drowned Rat, not deeper inland, but further down the docks to where a magnificent vessel rests. Read or paraphrase the following:

If Regalport is the Jewel of the Lhazaar Sea, the ship before you is the brightest gem of the trove. A swift and powerful vessel, the *Dragoneye* is a marvel and it proudly displays the banner of the High Prince—that of a fierce seadragon on a field of blue-green waves. Many sailors stand at arms, their polished leather armor dyed to match the flag of their Prince.

You are escorted to the captain's quarters—a vast chamber that could house an entire smaller sailboat. High Prince Rygar ir'Wynarn stands as you enter, and your changeling contact awkwardly takes a knee, waving for you to do the same.

"Fair winds, and welcome to Regalport." The High Prince has a commanding presence, but he greets you warmly and steps forward to take each of you by the forearm if you accept his sign of greeting. If not, he does not press. "I understand that something belonging to one of your scholars has been taken." He clucks his tongue. "This simply will not do. I want to help you, to see your property returned... there are many who still cling to the old ways of blood and salt, but it is a tradition I am trying to steer my people away from, to join the civilized world."

HOIST THE COLORS

The party should have a chance to engage with the High Prince and his crew, as he wants to get to know them and learn about their plight in detail before offering assistance.

Rygar loves a good story or colorful show, especially those that regale him with valiant deeds of heroism. Each character may make an ability check related to their attempts to impress Rygar, or Help another party member with one. These might include Charisma (Persuasion) to convince them of their need, Charisma (Performance) to enthrall him with their tales of heroism, Charisma (Arcana) along with showy spellcasting to provide a captivating show of magical prowess, or any other creative skills you deem fitting. If the party previously completed **Bonus Scene 1**, the High Prince's eyes light up when they offer him the salasta, and he will offer to share a toast with the party. This reduces the DC of the below checks by 5. The highest check result of the group determines how much assistance he decides to provide.

- **Automatic:** After learning of what has happened, the High Prince will provide the party the coordinates of where the Riedran vessel was attacked by pirates, as well as offering one of his own chartered ships and crew to take the party there to investigate, along with four of his **Seadragon Wyrmguards** (see Appendix A: Bestiary) to escort the party.

- **DC 12:** In addition to the above, Rygar will send two additional **Seadragon Wyrmguards** along to assist the party should they run into trouble.
- **DC 15:** In addition to all the above, the Prince will loan the party a *rope of climbing* from his personal stores.
- **DC 20:** In addition to all the above, High Prince Rygar will loan a party member a *ring of swimming* from the Seadragon's cache.

The High Prince wishes the group luck as he ushers them to set sail swiftly on the Seadragon ship to investigate. Ishmael lets the party know he will be waiting at the Rat for their return.

SCENE 3: RASCALS & SCOUNDRELS

After gathering any supplies desired, the party boards the High Prince's loaned Seadragon ship, christened *Malleon's Bastard*. It sails northward, quickly leaving the comforts of the coast for the frigid expanse of the Lhazaar Sea. The soarwood vessel is slender and cuts through the waves as it heads toward its destination. Fast as she is, it still takes a day to reach the spot the High Prince noted. East of the Island of Questor, the Bastard sails upon an unfortunate sight.

A once-proud Riedran ship lays split upon an unseen shoal. As your own ship sails cautiously closer, the damage becomes clearer. The hull of the vessel is cracked as though it suffered a powerful blow. As your escorts load you into a rowboat to examine the wreckage, one of the Seadragons warns you that you are within the waters of the Direshark Principality, and they are not a kind lot.

As the party is rowed to the Riedran wreckage, two Wyrmguard sailors stay on the rowboat while the others join the party on the unstable shipwreck. Footing is hazardous at best, but a wide sand bar prevents the ship from slipping beneath the sea.

Once on board the wreck of the *Sun-Dahred Ohrs*, the party may look over the ship for clues. Upon a successful DC 17 Intelligence (Investigation) check, the party finds a transaction record in a logbook that has been spared from tumbling into the half-flooded captain's quarters. The log details acquisition of the *Aethervane* by Provost Nigel Faurious and payment for its shipment to Regalport. The other findings throughout the ship are grisly—Riedran sailors that have been cut down by blade and charred by electrocution.

TREASURE

Most of the ship has been scoured and picked over by other opportunists. But a successful DC 15 Intelligence (Investigation) check of the wreckage yields a false book with a vial inside containing a *potion of invisibility*, as well as a sea serpent carved from a khybershard, worth 75 gp.

VILLAINS & KNAVES

While still investigating the wreck, a warning call rings out.

While you scout deep inside the broken ship, you hear a shout from the *Malleon's Bastard*, and a sailor beside you curses. "Devourer take us, it's the Wind Whisperers!"

The alarm is raised and the sailors ready their arms. Read or paraphrase the following:

A ship speeds toward the wreckage, a ring of water encircling the ship and granting it an elemental boon. This is an elemental galleon, and the Wind Whisperer banner is unfurled. It will be fast upon you, and there is no time to make it back to your own ship. As they approach, the skies open up and a light rain begins to fall, heralding the arrival of those who command storms.

Characters can ready themselves as the galleon pulls up beside *Malleon's Bastard*. Seadragons begin to fire upon the galleon with ballista and crossbow bolts as it draws upon them. The galleon pulls alongside *Malleon's Bastard*, 240 feet from the wreckage where the characters are. Pirates begin to board the ship, and the characters notice that all of the rival sailors are half-elves. A band of pirates, the Wind Whisperers, leaps from the ship and speed toward the wreckage, surfing on a water weird that carries them.

Roll for initiative. The flooding ship makes poor footing for a battle. The entirety of the ship counts as difficult terrain. Moving from the interior hull to the slanted deck above requires a successful DC 12 Dexterity (Acrobatics) check.

There are four **Wind Whisperer pirates** (see Appendix A: Bestiary) sent to the wreckage to counter the party, plus one extra **Wind Whisperer pirate** for every two **Seadragon Wyrmguards** that have come to help the party on the wreckage. The **water weird** spends the first two rounds of combat dashing. After reaching the wreckage, the pirates jump off its back and engage in melee combat, then the water weird joins into the fray. The Wyrmguards defend the party as best they are able.

THE STORM IS BREWING

Once the party defeats the pirates, their remaining escorts (or the two left on the rowboat) urge them to head back to the main ship where the battle is still ongoing with the ship's crew. The rain and wind continue to get heavier as the fighting goes on. If no Wyrmguard escorts survive, the crew of the flagship hails the party to return.

Read or paraphrase the following:

As you begin rowing back, several cracks of lighting illuminate the skies, immediately followed by the tremendous boom of thunder. The rain falls in sheets and the wind has picked up considerably. Through the storm, it appears that the crew of *Malleon's Bastard* are besting the Wind Whisperers, and the elemental galleon has taken considerable damage from the efforts of Rygar's sailors. The sky, almost black with this sudden weather, lights up with another near-blinding flash of lighting, and at the center of the storm's eye, you see the silhouette of an airship. Ropes are tossed from the side, and the few living Wind Whisperers that remain grab ahold as the airship lifts further into the sky. As the ship disappears beneath the cover of the clouds, the rain ceases. Soon the gray clouds roll back and there is no sign of the mysterious flying craft, just an abandoned elemental galleon.

Returning to their ship, the party finds that the Seadragons took a few losses, but that the Wind Whisperers were severely outskilled. The fallen Seadragons are given rites and buried at sea, and the fallen Whisperers are given as tribute to the Devourer. A squad of the Seadragon sailors remain behind to see if the elemental galleon can be salvaged, and *Malleon's Bastard* turns and sets sail southward to take the news to the High Prince.



BONUS SCENE 2: HERE THERE BE MONSTERS

If the players are seeking more combat after their encounter with the Wind Whisperers, run this encounter at any time after Scene 3, allowing time first for a short rest, but before their ship finishes the day's sail back to Regalport. Read or paraphrase the following:

With a lull in the wind, your ship slows tremendously. Many of the Seadragons walk about the deck to pass the time. As you meander the deck, there is a sudden scream—one of the Seadragons is pierced by a harpoon and pulled overboard. An eerie sound cuts through the air as a flock of seagulls on a nearby rock outcropping take flight, disturbed by the sound of the sailor's screams. As the flock draws closer, you can see that their wings are disjointed, their flight awkward. Movement in the water below draws further attention as large fins break the surface.

The ship has sailed into the haunting grounds of three **merrow zombies** and a **swarm of undead seagulls** (see Appendix A: Bestiary). Roll for initiative.

The merrow have enough cunning left to harpoon their victims, pulling them overboard if they can, then attacking with bite and claw. At the start of the third turn of combat, roll initiative for the seagulls as they reach the ship and descend upon the party, attacking indiscriminately.

Any remaining **Seadragon Wyrmguards** immediately move to attack the merrow with light crossbows. For purposes of this combat encounter, you can describe the rest of the ship's crew as taking defensive actions against the seagulls or dodging the harpoons, but they do not engage in direct offensive combat. This encounter can be run in two dimensions, as if on a flat surface, ignoring the vertical component of ship-to-water combat.

TO THE BALLISTA!

A Seadragon bellows, "Someone send these damned things back to the depths! To the ballista!"

Two (or more) characters can take advantage of the starboard ballista to shoot the merrow.

BALLISTA

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Bolt. *Ranged Weapon Attack*: +6 to hit, range 120/480 ft., one target.

Hit: 16 (3d10) piercing damage.

TREASURE

The thankful crew pools together and rewards the party with 100 gp and a bottle of salasta for helping to thwart the undead.



SCENE 4: THE WINDS OF CHANGE

As the Seadragons sail back into port, read or paraphrase the following:

Soon after defeating the undead, the wind picks back up, and your vessel returns swiftly to Regalport. As soon as the High Prince's *Dragoneye* is in view, the crew sends a silvery pigeon as an *animal messenger*, carrying an update straight to High Prince Rygar. *Malleon's Bastard* weighs anchor beside the flagship. There is a somber atmosphere as the sailors reflect upon their fallen. As you disembark, you are ushered quickly to Rygar's chamber, where he sits surrounded by attendants. The prince pets the pigeon resting on his hand, and speaks softly but with a serious tone.

"Bahamut here tells me that you encountered the Wind Whisperers, and that they have a new edge in the sky. Please, tell me what happened."

Once again, Rygar and his privateers love being regaled with tales of derring-do. There is no risk of failure, but this is an opportunity to spin a yarn for sailors who live for legendary deeds on the high seas. Encourage the players to retell their deeds, with flair or a bit of embellishment, then have one character make a Charisma (Performance) check, rolled with advantage if other party members joined in.

- **Below 10:** The pirates nod, admiring the tale, but they remain somber, the mood fouled by recent events.
- **DC 10:** There is scattered applause as the morale of the Seadragons is lifted despite the recent loss of their comrades.
- **DC 15:** All the gathered Seadragons smile and applaud the tale, including Captain Rygar. 5d4 silver pieces are tossed on the planks before the party in appreciation.
- **DC 20:** The sailors of Regalport are thoroughly inspired by the party's silver tongues, and glasses are raised in their names. Later, at the Drowned Rat, the characters can overhear their tale being retold—and growing larger in the telling. Their drinks are paid for, and a few of Rygar's fleet insist upon gifting any party members willing to accept a Seadragon tattoo (or etching if a warforged player accepts the offer).

After the tale is told, Rygar speaks to the party again.

"You'll be meeting again with Ishmael, he is to take you to Alizeh d'Lyrandar, the liaison for her House in my Principality. I have been working with the Lyrandars to improve these isles, and they have recently begun construction on a docking tower for new airships. They will certainly wish to know about the threat of the Wind Whisperers. I thank you again for your efforts, but your tale has more that has yet to be written. Devourer spare you, and may we meet again soon on happier tides."

Any remaining **Seadragon Wyrmguards** bid farewell to the party and remain with their High Prince.

DRINK UP, ME HEARTIES

Returning to the Drowned Rat, Ishmael awaits the party within. Several revelers are deep in their cups, and the atmosphere is jovial. A rotund dwarf approaches the most fetching (or outlandish) party member and beseeches them to join in a lively dance, grinning wide with all three of their golden teeth. If a character wishes to make a Charisma (Persuasion) check (or an unarmed strike) to decline, the outcome remains the same—a contented dwarf falls to the thatch floor, unconscious and smiling from ear to ear.

Ducking through the revelers, Ishmael again has several lopsided tables pushed together so he may speak with the party.

"A little dragon filled me in on what's been about. Terrible business, the Wind Whisperers, bunch of outcasts. That puts this whole ordeal into the hands of Lady Alizeh. While you've been out, I've been trying to find more about your missing *Aethervane*. If the rumors are true, and this hurricane bodes very ill, the Whisperers that stole your relic have...twiddled with it. Their cap'n is a fierce one, daughter of Prince Brightwind—he's the leader of those wayward storm-children. Enjoy your small victory, my friends, we'll soon be off to the tower where Lady Alizeh has more information than old Ishmael."

The characters can celebrate, but the urgency of their task should not be forgotten. Soon enough, Ishmael draws them from the Drowned Rat and escorts them through Regalport, toward the Wyvern Aerie.

THE FISH WAS *THIS* BIG!

As the party makes their way through Regalport, Jewel of the Lhazaar Sea, they can buy supplies as they pass through the Pirate Exchange. On their way, allow them to attempt a DC 12 Charisma (Investigation) check in passing to overhear some of the rumors that pirates and sailors are swapping in the vast marketplace. Upon a success, they hear all of the below snippets. Upon a failure, they only glean one or two.

- "A white whale, it was. Bigger than any ship in the fleet!"
- "Shargon lost a bet to his cousin the Keeper, ye see, and that is why the dead swim near the Gray Tide."
- "Why it's them, surely it be. My sister's husband's friend said they wrestled the Daring Dar!"
- "Nay, a black whale, I heard that's what swallowed that lying warforged and the toymaker."
- "Sure as the sea, the witch gave the mermaid *legs* to walk among men, and took her voice for the price."

The DM is encouraged to play up any other sea tale, or have sailors recognize the Clifftop adventurers from some of their previous deeds.

SCENE 5: BRING ME THE HORIZON

The Wyvern Aerie is a half-completed tower that sits at the peak of the Greentarn bluffs. Scaffolding and rope ladders surround the climbing tower shell that connects a wide loading and passenger station that is fully constructed. The way is steep and the tower overlooks the grand port city below. When you finally reach the tower, Ishmael declines to follow.

"I'll see it when there are stairs. Ropes and I are no longer friends."

The peg-legged changeling waves them farewell as he makes his way back down to the Jeweled City below. Soon their next contact greets them, stepping from the lower boarding station. Read or paraphrase the following:

The Lady Alizeh d'Lyrandar is of proud stature. Though youth is a distant friend to her, age has done nothing to diminish her regal beauty. Her silver-plaited hair twists in a complex braid like a fishtail, and her piercing eyes shine like a sky just before a storm. A dragonmark curls along her collar and around the back of her neck.

"There is much to discuss. Please come inside." She curtly escorts the party inside the building into a chart room that acts as an impromptu meeting room.

"I am sure you have many questions. The Wind Whisperers who attacked your vessel are a band of pirates from Orthoss, led by Prince Koulton Brightwind, an excoriate of House Lyrandar. Many of his Chaos Fleet are former members of both House Lyrandar and Medani. We would pay a handsome reward to see Koulton's head brought to us—a few years ago, events led to Koulton fleeing from the House. This culminated in him stealing a precious airship and seeking refuge here in the Principalities. His excoriation is bad enough, but he continues to flaunt his abilities, making him a permanent embarrassment to us. We would have had him by now, but his *dealings* with House Thuranni have always kept him safe in the shadows. His daughter, Thariv, captains the stolen ship and commands her father's forces in his absence."

If any character in the party visibly bears the Mark of Storm, whether they are full heir or foundling, she turns to address them directly.

"Whatever matter your Guild has before you, the House will not hinder, but Koulton is a continued stain upon our line. Any blow you can strike against him will be appreciated—and rewarded."

Lady Alizeh pauses for refreshments. Characters are welcome to inquire more before she moves the conversation along.

What does Alizeh know of the Wind Whisperers? The half-elf is very knowledgeable about the excoriate and will readily answer any questions.

- **Location.** "Orthoss Isle is their home, though they seldom house the stolen airship there." Orthoss is a large island in the frigid northern sea. Blackrock is the name of the pirate base there.
- **Prince Brightwind.** "His charm is like summer rain after a long drought." The marked excoriate is a clever prince, and fights just as many battles with honeyed words as he does his cutlass.
- **Thariv Brightwind.** "She's a storm within her, and her inherited gifts over weather are a force to be reckoned with." The young half-elf fights unhinged, and the powers of her mixed mark are fearsome and powerful.
- **The Aethervane.** "Something that powerful has to be fueled by more than Lyrandar." The *Aethervane* is likely to be tethered into the matrix of the bound airship elemental.
- **Goals.** "Being a thorn in Lyrandar's side seems his primary joy." The Wind Whisperers frequently attack Lyrandar sailing vessels in attempts to upset or hijack shipments.
- **Airship layout.** "Here are the *Kiss of Thunder's* plans. Might help navigate the decks if you're unfamiliar with airships." Appendix B: Maps contains deck plans for the *Kiss of Thunder*, which can be provided to the party if they ask. The bound elemental is on the bottom cargo deck, and can be reached by taking the stairs in the middle of the ship.

Alizeh turns the conversation to the attack, and the *Aethervane*.

"It is not random that your *Aethervane* was purloined. There have been several other reports over the past few days of tremendous storms coming out of nowhere and disappearing just as quickly, showing a mastery over weather that no marked heirs of our House here in the Principalities possess. I believe Captain Thariv has found a way to alter or enhance the power of the *Aethervane* by empowering the device's connection to Kythri. The Wind Whisperers have unlocked the raw might of the storm, and it follows their airship, *Kiss of Thunder*."

"At dawn, our airship, the *Gilded Needle*, will arrive here at the dock. Staffed with Lyrandar heirs, their task is to help you chase the *Kiss of Thunder* and to reclaim the property of your employer. If all goes well, this will be a chance for us to finally reclaim the ship from the Wind Whisperers and cripple Prince Koulton's endeavors. It will not be easy, but power like this cannot go unchecked. Rooms will be prepared for you here. There is not much to our station yet, but whatever hospitality we can offer you as guests, we shall."

Lady Alizeh thanks the party, wishes them luck, and makes her exit. Half-elves of Lyrandar will see to the party's comfort for the night.

ABERRANT AND MIXED MARKS

The true dragonmarks, represented by members of the Twelve Houses, are predictable by bloodlines, and have reliable powers generally tied to the power to create. Aberrant dragonmarks are wild, unpredictable, and contrary or destructive by nature.

Aberrant dragonmarks can manifest on anyone, and there is no discernable way to determine if or how someone might develop one. Their powers are as varied as their form, some aberrant marks manifesting similar to the tattoo-like true marks but emerging in vivid reds or blacks, where another aberrant dragonmark might be traced in jagged burn scars or weeping lines like acidic cuts.

When two members of different dragonmarked houses have children together—such as heirs from House Cannith and House Deneith—it increases the possibility of one type of aberrant mark manifesting. These marks are still aberrant in nature, but are commonly called mixed marks. Mixed marks still have unreliable powers that might not have anything to do with the powers of either parent mark.

Persons bearing an aberrant or mixed mark do not have a guarantee to pass it along to their children, even if the other parent also has an aberrant mark.

For more information on aberrant dragonmarks, look to the *Eberron Campaign Setting* (page 47), *Dragonmarked* (page 156), the *Eberron Campaign Guide* (page 246) and *Wayfinder's Guide to Eberron* (page 111).

“May the winds favor you, and may these help if they do not.” She says as she distributes a *feather token* to each of you. “Let us worry about holding off the pirates on the *Kiss of Thunder*, while your mission is to retrieve the *Aethervane*, no matter what.”

Aboard the *Gilded Needle*, the party flies off as the sun rises, chasing storms and exoriated storm masters.

FEATHER TOKEN

Wondrous Item, Common

This small metal disk is inscribed with the image of a feather. While the token is in your possession, you can cast *feather fall* as a bonus action. A *feather token* only holds sufficient charge for a single use, after which it loses its power. While it's an expensive form of insurance, frequent airship travelers and citizens of Sharn often appreciate the security it provides.

INTO THE SUNRISE

Before the sun rises, the Clifftop adventurers are awoken and escorted up the rope ladders to the mostly completed docking platform. Read or paraphrase the following:

Wind from the sea carries the scent of salt and the mist of sea spray. Gulls caw on the docks of the city below, and the rolling waves crash against the bluffs. As the sun peeks over the horizon, there is a glint of gold. Keeping the sun to its back, the golden shimmer grows ever larger until details manifest of a glorious airship. The glomoured soarwood of the ship ripples like molten gold and the struts hold aloft a burning coil, a ring of elemental flame. The thrum of the ship cuts through the port sounds, the sound of the bound elemental forever burning in its perpetual ring. As it slides parallel to the dock, the *Gilded Needle* maneuvers in ways no vessel by sea could hope to match.

Several of the Regalport House Lyrandar heirs lay down gangplanks for quick boarding, the symbol of the kraken emblazoned on their tabards as they rush across to join their kin on the Needle. Lady Alizeh has come to see you off on your journey.



BONUS SCENE 3: WHAT'S OUR HEADING?

"You got the makings of greatness in you, but you gotta take the helm and chart your own course!"

As the *Gilded Needle* races north, tensions are high and demeanors are dour. Run this scene to lighten the mood and give characters a rare opportunity. During the flight, the party is asked to come to the helm, where a few of the airship sailors stand. Read or paraphrase the following:

The half-elf heir waves you over, his hand upon the *wheel of wind and water* that steers the vessel and lets him communicate with the bound elemental within.

"Want to give it a try? We'll be right here to make sure nothing happens."

If anyone wishes to help pilot the ship, the pilot will move to the side, keeping one hand upon the wheel as a player character steps up to the helm.

Any character who touches the helm must first make a DC 15 Wisdom saving throw. Any character with a Mark of Storm makes the saving throw with advantage. Upon a failure, the mental effort proves too strenuous. Failure by more than 5 results in the character taking 1 point of fire damage as the wheel burns hot in their hand.

If a character succeeds the saving throw, they may then enter into a contest of wills with the bound elemental. The character makes a contested Wisdom check against the bound fire elemental, which has 12 Wisdom. Any character with a Mark of Storm makes this check with advantage, while any others make the check with disadvantage.

Upon a failure, the presence of the elemental is too much for the character to bear:

There is a crackling hiss in your mind at the elemental shudders against its yoke. The entire vessel shudders and the pilot politely asks to take back the helm.

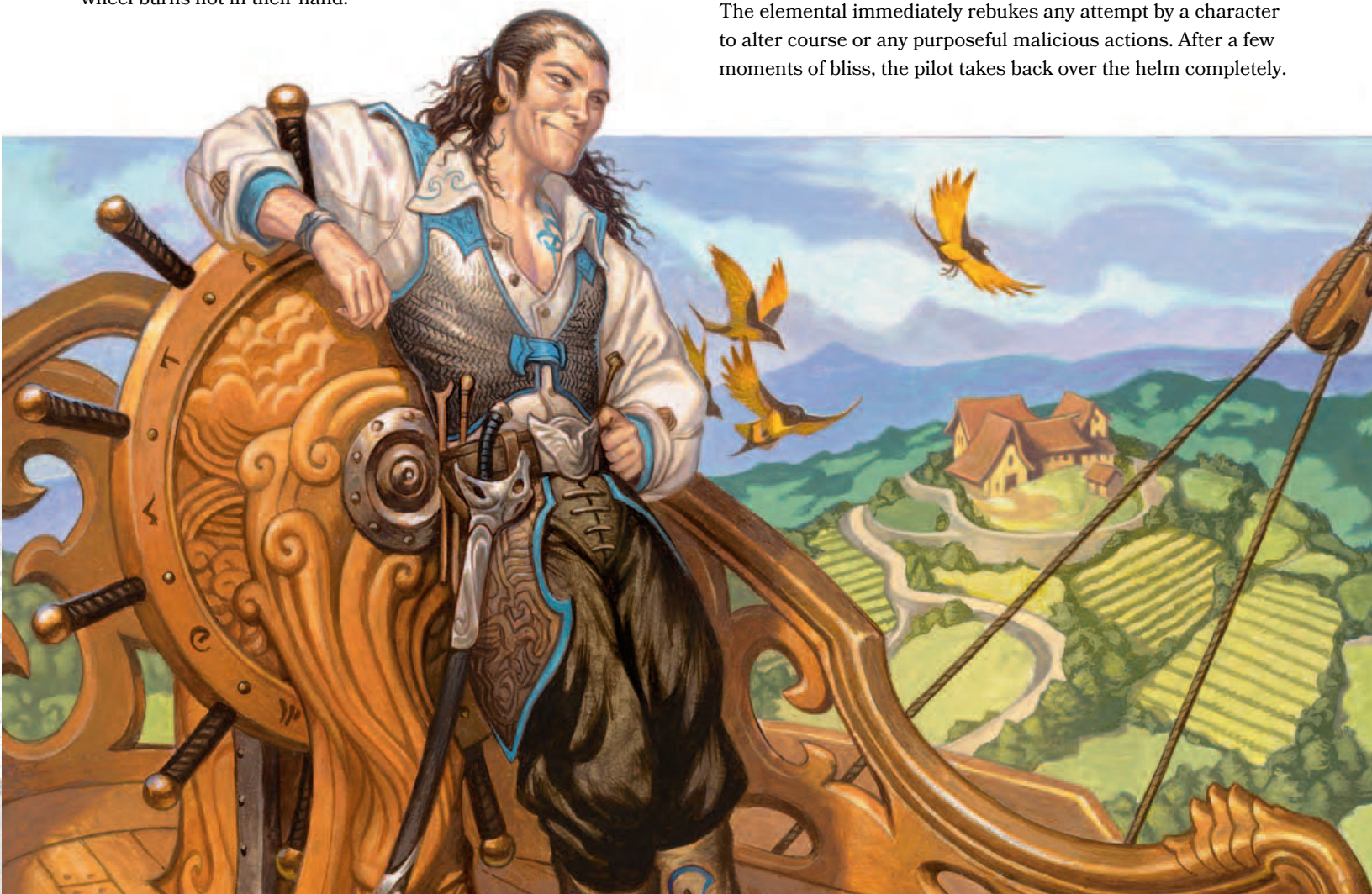
Upon a tie, the elemental's curiosity is piqued:

Inside your mind there is a strange sensation, as if a presence crawling, seeking something to burn. Make another contest of wills with advantage.

Upon a success, with the help of the pilot, the fire elemental bends to the character's will:

You feel the mental struggle of the elemental as it desires to burn, but you quell its turmoil. The straining subsides and for a brief exhilarating moment, you are guiding a vessel of soarwood and flame across the sky of Eberron, the distant horizon beckoning you to adventure.

The elemental immediately rebukes any attempt by a character to alter course or any purposeful malicious actions. After a few moments of bliss, the pilot takes back over the helm completely.



SCENE 6: YOU CALL THIS A STORM?!

A few days pass as the *Gilded Needle* chases the havoc the *Kiss of Thunder* leaves in her wake.

A merchant vessel sundered by lightning East of Orgalos. A passenger ship splintered in the straits of Port Verge. Devastation. The Khoravar of the *Gilded Needle* work quickly to plot the course the *Kiss of Thunder* is taking as it returns north toward Orthoss. Thariv is headed for Eel Bay.

Marked heirs work in shifts to continue sailing, coaxing all haste they can from the elemental. As the airship enters Eel Bay from the East, each character may attempt a DC 15 Wisdom (Perception) check.

Upon a success, they spot the *Kiss of Thunder* before their own vessel is spotted. Read the following:

Alert for any dangers, you spy the shape of what must be the ship among the clouds. Signaling to the Lyrandars, your vessel begins to ascend in pursuit. Soon the *Kiss of Thunder* comes fully into view. A wider airship than the *Needle*, the entire ship has been painted a deep red. An air elemental powers the ship and the ring crackles with electricity. As your ship climbs quickly above the *Kiss*, preparing for boarding, a ballista bolt cuts through the sky and grazes your hull.

Upon a failure, the *Kiss of Thunder* spots the Lyrandar vessel first. Read the following:

The air is still, the thrum of the elemental ring drowning out most other noise. A sudden shout brings everyone's attention to a shape amidst the clouds. The *Kiss of Thunder* alters its course to intercept you, coming fully into view. A wider airship than the *Needle*, the entire ship has been painted a deep red. An air elemental powers the ship and the ring crackles with electricity. As your ship struggles to climb above the *Kiss*, jockeying for a boarding position, a ballista bolt cuts through the sky and grazes your hull.

Characters must succeed on a Dexterity (Acrobatics) check DC 13 or be knocked prone. Pre-combat, this does not have any mechanical disadvantage, but will happen again later once they have boarded the *Kiss of Thunder*.

As the airships close on each other, the *Aethervane* is activated to unleash a hurricane. Read or paraphrase the following:

As the airships draw near, you can see the Wind Whisperers are clad in tabards of crimson cut with white lightning bolts. Their captain stands beside the helm, her raven tresses whipping beneath a tricorn cap. A long overcoat trails behind Thariv, two gloved hands rest upon her hips, and a pale pseudodragon rests upon her shoulder. She raises a hand and it crackles with lightning as she kneels to funnel the

lightning through the arcane matrix of the vessel. She commands the Lyrandar excoriate at the helm to awaken the storm. An electric tremor ripples through the ship before their elemental ring bursts with blue and white radiance. The clouds immediately begin to darken, the winds howl, and the skies open to torrents of rain as Thariv summons a hurricane with the power of the adjusted *Aethervane*.

BOARDING THE KISS

As the *Gilded Needle* fights against the hurricane, it draws close enough to be over the deck of the *Kiss of Thunder*, 50 feet above the stolen airship.

Roll initiative as the party prepares to board the other ship. The party and House Lyrandar sailors may roll with advantage if they succeeded on the earlier Perception check to spot the *Kiss of Thunder* before they were spotted. Fourteen **Lyrandar airship sailors** roll as a group, and fourteen **Wind Whisperer pirates** roll as another group. **Captain Thariv Brightwind**, **Spittlerime**, and the players roll individually.

When the sailors and party begin boarding the *Kiss of Thunder*, the *Kiss*'s defenders attempt to rebuff the boarding party as they make their way on deck. Read or paraphrase the following:

The Lyrandar heir at the helm calls to you, "We will hold them off on deck, you fight through to the *Aethervane* two decks down!" And with that, the sailors around you begin to leap overboard and plummet to the ship below.

Captain Thariv howls in fury as the Lyrandars begin to board her ship. "You'll never have it!" The jagged dragonmark that twists up the side of the half-elf's face glows red. Hand outthrust, she launches a bolt of red energy at a Lyrandar as she slides down a rope toward the *Thunder*—the energy crackles and the lifeless heir falls toward the Eel Bay below. Thariv takes off, pseudodragon on her shoulder, abandoning the helm to flee below deck.

Player characters have several options for boarding the *Kiss of Thunder*, all of which can be completed in the first round:

- Characters may jump overboard and activating a *feather token* to float down to the ship as crossbow bolts fly past them. Allow all characters using a *feather token* or the *feather fall* spell to land successfully somewhere on the deck, but at a random DM-selected location away as the winds dramatically push them off of their intended landing spot.
- If characters have *misty step* or similar teleportation ability, a character may jump overboard and activate it, allowing them to land where they desire without complication.
- Characters may use the *rope of climbing* if Rygar loaned it to them, which automatically attaches to the deck at a location of their choosing, leaving no chance of them being blown off course. To slide down the rope safely in the hurricane, characters must succeed on a DC 15 Strength (Athletics)

check or take 2d6 bludgeoning damage and fall prone on a random location on deck.

- Characters may throw a harpoon (treat as a javelin) against the deck (AC 10 to hit) and climbing down the attached rope. The harpoons have disadvantage because of the strong winds of the hurricane, but if they hit, this allows characters to climb down at a location of their choosing, leaving no chance of them being blown off course. To slide down the rope safely in the hurricane, characters must succeed on a DC 15 Strength (Athletics) check or take 2d6 bludgeoning damage and fall prone on a random location on deck.

To add to the feelings of peril, narrate the following *after* the characters decide upon their method of descent, but *before* they know that they successfully land on deck:

As you make your descent to board the rival airship, you watch a Lyrandar sailor tie a rope around their waist and jump over the rails of the *Needle*. The hurricane gale whips the Khoravar into the crackling elemental ring. The sailor's screams are short-lived.

Regardless of the narration above, fourteen Lyrandars should land on the deck without falling damage or other mishap.

SKY DECK

Once initiative is rolled, the party has **13 rounds** before the *Kiss of Thunder* is destroyed to retrieve the *Aethervane* from below deck. If the players linger on deck, reinforce that the ship is continuing to be fired upon by the *Needle* by ballista bolts and spells from the Lyrandars. The Mark of Storm heirs and exorciates will be engaging each other, but the Lyrandars can only buy the party so much time (and fight for their own survival for so long) before the stolen airship takes too much damage from the battle. The party's focus should primarily be upon retrieving the artifact, which lies two decks below.

As the party plus the Lyrandars successfully land on board the *Kiss of Thunder* during the first round (assume all sailors land without falling damage), they are pelted with crossbow bolts from fourteen **Wind Whisperer pirates** on deck. Do not focus fire on the party, but a few crossbow bolts might strike them on the way down.

Every 1d4 rounds at the top of the round, a ballista bolt strikes the deck of the *Kiss of Thunder*, rocking the entire ship and requiring a DC 13 Dexterity (Acrobatics) check from each character on deck; upon a failure, they are knocked prone.

For every round of combat that the party remains on the Sky Deck (see Appendix B: Maps, Deck 1), 1d3 Whisperers break away from combat with the Lyrandars to intercept them.

Otherwise, the pirates on deck should not be the party's primary focus, nor do other pirates take opportunity attacks against the party, but are there for narrative tension, engaging each other on the storm-driven deck while the party fights their way through the ship. You can use the rules for Handling Mobs in Chapter 8 of the DMG as the two factions fight if you wish, or skip the dice-rolling for the other pirates that are not engaging the party. If the party targets the pilot instead of heading below deck, the ship is able to keep flying, as several of the Whisperers

are marked Lyrandar exorciates, who will jump in place to control the elemental if one of their kin is felled.

As the party fights their way to the stairs down, a **Wind Whisperer pirate** stands blocking the door leading below deck, which has been hastily barricaded. Once the Whisperer blocking their path has been dispatched, a successful DC 10 Strength (Athletics) check allows them to force open the stuck door, rolled with advantage if another character helps with the attempt. Alternately, the party may break down the door, which has AC 15 and 10 hit points. Once the door to the lower decks is breached, one more **Wind Whisperer pirate** blocks their way down the stairs. Once they are dispatched, no more Whisperers follow them downstairs, remaining engaged in combat on the sky deck.

PASSENGER DECK

As the party moves below to the passenger deck (see Appendix B: Deck 2), read or paraphrase the following:

On this mostly abandoned floor, the *everbright lanterns* crackle as the entire ship hums with electric energy amplified by the *Aethervane*. Arcs of lightning ripple across the walls following strange patterns.

This deck is mostly abandoned, the Whisperers having already gone above deck to defend the ship. However, two **Wind Whisperer pirates** move to intercept the party as they round the corner toward the next set of stairs down.

As on the previous deck, every 1d4 rounds at the top of the round, a ballista bolt strikes the deck of the *Kiss of Thunder*, rocking the entire ship and requiring a DC 13 Dexterity (Acrobatics) check from each character; upon a failure, they are knocked prone.

There should be no reason for the party to linger on this floor to explore. If Lady Alizeh previously gave them plans to the ship, the characters will know that the next set of stairs to head further down lie directly behind the stairs they're currently on and can head directly there. If not, a successful DC 15 Wisdom (Survival) check allows them to track the wet boot prints of Captain Thariv around the corner, leading the way to the khybershard core of the airship. Alternately, the party may choose to explore behind each door until they find the stairs down; for every room they enter before finding the stairs, they encounter 1d2 Whisperers.

SCENE 7: AN AGENT OF CHAOS

Once the party reaches the bottom deck that contains cargo and the bound elemental, Thariv awaits their arrival. The elemental room lies at the stern (the back of the ship), amongst the cargo. As the party approaches the room, read or paraphrase the following:

A door stands ajar, a strange whirring sound emanating from within. Behind the door, Thariv's voice goads the party, "Come and taste the death my storm has for you. I know who you are, you've come for the *Aethervane*. I say again, you'll not have it. I've come too far."

Within the elemental room (see Appendix B: Deck 3) stands **Captain Thariv Brightwind**, with her pseudodragon **Spittlerime** perched on her shoulder. Whoever opens the door first is targeted by Thariv's readied *eldritch blast*. After narrating the results of that attack, read or paraphrase the following:

This chamber of the airship is where the khybershard is housed. This is the heart of the vessel. Lightning dances along sigils on the floor and walls, chasing a complex arcane matrix that directs the elemental through the ship. A large blue khybershard is nestled in the center of the room within an impressive gilded cage. The stone glows with a pulsing cerulean light. In front of the cage, the *Aethervane* has been installed with makeshift conduits of copper and brass.

This artifact you seek resembles a combination of an orrery and an astrolabe. Rings of metal spin around each other, studded with tiny Siberys dragonshards. Where a normal device would glow gently with the indication of planar anomalies, Thariv's device spins wildly and whirs at incredible speeds. The *Aethervane* pulses in a kaleidoscope of colors that compete with the energies of the elemental within the khybershard.

An exasperated Khoravar steps in front of both devices. She holds a cutlass before her. Her aberrant mixed mark still glows red hot, as if it threatens to burst from the lines that contain it. One eye is covered by a scarlet eyepatch, hiding an old wound. The glowing pulses of light reflect against the beads of rain and sweat that glisten on her dark skin. She bares her cutlass. The small pale dragon perched upon her shoulder hisses and flicks its tail.

"This ends now. I'll not let you so easily take what my father has struggled for."

ENVIRONMENTAL EFFECT

At the top of each round of combat until the *Aethervane's* gyros are slowed, instead of rolling for ballista strikes as on the previous decks, roll 1d4 on the following table to determine if any environmental effects occur.

d4 Effect

- 1 A ballista bolt strikes the hull of the *Thunder*. Each character, excluding Spittlerime, must succeed on a DC 13 Dexterity save or be knocked prone.
- 2 The makeshift conduits of the *Aethervane* temporarily overload, sending tiny jolts of lightning through the room. Each character, excluding Spittlerime, must succeed on a DC 13 Dexterity save or take 2d6 lightning damage.
- 3 The elemental strains against the force of the hurricane, and for a moment, a mighty gale blasts through the room. Each character, excluding Spittlerime, must succeed on a DC 13 Strength saving throw or, if no walls are in the way, be pushed 10 feet further from the *Aethervane*.
- 4 No effect.

If anyone in the party bears a **Mark of Storm**, Thariv focuses most of her aggression toward them. During the encounter, Thariv will flaunt her apparent superiority. Here are a few barbs and villainous one-liners the half-elf can bandy about while she fights:

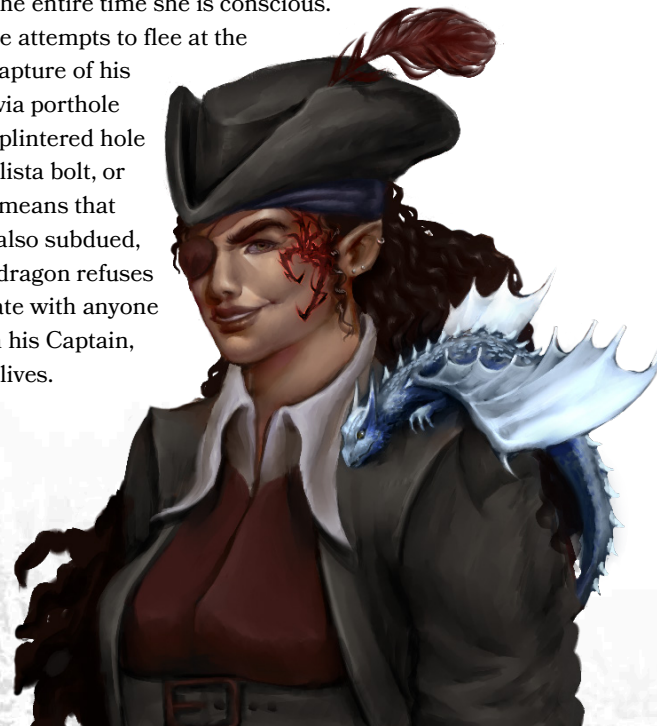
"Only I understand the whim of the storm. I hear her calling, the Fury answers me!"

"You will fall like droplets of rain, and your blood will wash away with my victory."

"It is *my* powers that have unlocked the true potential of the *Aethervane*."

Thariv refuses to surrender, instead fighting to the death. If the characters manage to subdue or incapacitate her, she will be taken into custody by House Lyrandar for her crimes, cursing the party the entire time she is conscious.

Spittlerime attempts to flee at the death or capture of his mistress, via porthole window, splintered hole from a ballista bolt, or any other means that he can. If also subdued, the small dragon refuses to cooperate with anyone other than his Captain, if she still lives.



SECURING THE AETHERVANE

When Thariv is defeated, the party has precious few moments remaining to claim the *Aethervane*. If the characters attempt to wrest the *Aethervane* free without first defeating Thariv, she will be quick at their heels and continue her attack, but might not be able to finish the party off before her ship is destroyed.

Anyone attempting to grab the *Aethervane* must succeed on a DC 15 Dexterity saving throw or take 1d6 points of bludgeoning damage from the spinning gyros. If the check is successful, the character must then succeed upon a DC 10 Strength (Athletics) check to slow the gyros. Upon a failure, both checks must be attempted again. If *dispel magic* is cast upon the *Aethervane*, the gyros stop spinning immediately, there is a ripple across the conduit and a large crack appears in the nearby khybershard housing the elemental.

After slowing the spinning gyros, the party can safely attempt to free the *Aethervane* from its chassis. Characters may attempt an Intelligence (Thieves' Tools or Arcana) check. If they succeed on this check with a 25 or higher, they are able to remove the *Aethervane* from its makeshift housing unit without disrupting the arcane matrix of the *Kiss of Thunder's* bound air elemental. If they succeed upon this check with a 15 or higher, they figure out how to uninstall the jury-rigged device effectively, but it disrupts the matrix and the airship begins to lose altitude. Alternately, they can crudely break it free from the chassis, which has AC 15, 10 hit points, and is immune to piercing and psychic damage.

If the party frees the *Aethervane* with a check of 25 or higher, read or paraphrase the following:

With careful attention to the energies flowing through the matrix, you are able to remove the *Aethervane* from its makeshift housing unit without disrupting the arcane matrix of the *Kiss of Thunder's* bound air elemental. You have it, the *Aethervane* is yours. The winds outside immediately start calming, and much to your relief, the khybershard containing the elemental glows peacefully before you. Perhaps the *Kiss of Thunder* will live to fly another day!

If the party frees the *Aethervane* by cutting it loose, or with a check below 25, read or paraphrase the following:

The planar device wrests free from its makeshift housing. You have it, the *Aethervane* is yours. The winds outside immediately start calming, but the matrix tethered to the khybershard begins to sizzle and crack. You need to get out now, the ship is going down!

The *Aethervane* weighs 30 pounds and is slightly larger than a backpack. The characters must now make a hasty exit, finding that the hurricane has ceased, and many of the surviving Whisperers have surrendered while others have flung themselves over the rails, depending upon *feather tokens* or other abilities to survive the plunge. In the calm, the party can now easily climb ropes back to the *Gilded Needle*.

If the party preserved the bound elemental in the khybershard, read or paraphrase the following:

You hastily return to the *Gilded Needle*. Waiting with bated breath and watching the *Kiss of Thunder*, you see her remaining aloft, though the elemental ring's intensity is dampened. After several more anxious moments, the Lyrandar heirs breathe more easily, realizing that the ship remains intact. On their way over to help calm the air elemental, several heirs pat you on the back in appreciation for a ship preserved and job well done.

If the khybershard was damaged upon retrieving the *Aethervane*, read or paraphrase the following:

You hastily return to the *Gilded Needle*. Barely back on the ship, you see the elemental ring of the *Kiss of Thunder* flicker, sputter, and then erupt into a brilliant explosion of electricity as the air elemental breaks free of its bonds. The *Gilded Needle* pulls a short distance away as the *Kiss of Thunder* crashes into Eel Bay. The descent isn't completely destructive, and perhaps the Lyrandars can salvage it yet.

In the unlikely event that the party does not obtain the *Aethervane* within 13 rounds of combat, the matrix spectacularly overloads, cracking the khybershard and sending the *Aethervane* ricocheting across the room, where it can safely be retrieved. All characters in the room must succeed on a DC 16 Dexterity save or take 3d6 lightning damage. Several Lyrandar sailors then arrive to quickly assist the party, along with the *Aethervane*, back to the *Gilded Needle* just before the *Kiss* crashes. If Thariv still lives and was neither defeated nor subdued, she will go down with her ship. Read or paraphrase the above text from the escape after damaging the khybershard.



CONCLUDING THE ADVENTURE

Once the party escapes the *Kiss of Thunder* with the *Aethervane*, the journey back to Regalport is serene by comparison.

Upon their return, Lady Alizeh d'Lyrandar praises the party for striking a telling blow against the High Prince Brightwind. She offers the party free passage back home to Sharn when they are ready to leave.

High Prince Rygar thanks the Clifftop adventurers for their part in helping quell the actions of pirates, and the Seadragons sing many songs and share many drinks on behalf of the party. Any surviving Wind Whisperers are imprisoned in Regalport, where Rygar promises to turn over any excoriates to their proper houses.

MISSION REWARDS

Once back in Sharn, Lhara will reward the party for their efforts and deeds on behalf of the Clifftop Guild, giving each character 600 gp in payment for services rendered. She also passes on the gift of a *Quaal's feather token of a swan boat*, given with gratitude from House Lyrandar and High Prince Rygar.

If the party managed to salvage the *Kiss of Thunder* without its destruction, House Lyrandar gifts the party an additional 100 gp per character, a *trident of fish command* as a token of their appreciation, and free passage upon one Lyrandar vessel by sea or air to a location of the party's choosing.

THE CONVERGENCE MANIFESTO

With the acquisition of a Kythri-empowered *Aethervane*, Provost Faurious is nearing the completion of his *Convergence Manifesto*. If the players wish to complete further missions for the Guild, they can continue this adventure path in AE01-10: *At Death's Door*.



APPENDIX A: BESTIARY

CAPTAIN THARIV BRIGHTWIND

Medium humanoid (half-elf), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7

Skills Acrobatics +5, Arcana +4

Damage Resistances lightning, thunder

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elven, Kytheric

Challenge 6 (2 300 XP)

Aberrant Dragonmark. Thariv's innate spellcasting ability for her aberrant dragonmark spells is Charisma. She can innately cast the following spells at will at their lowest level (spell save DC 15), requiring no material components: *booming blade*, *detect magic*, *jump*, *levitate*, *mage armor* (self only), *thunderwave*

Familiar. Thariv has bonded with Spittlerime, a pseudodragon, forming a magical telepathic bond with them. While the two are bonded, Thariv can sense what Spittlerime senses as long as they are within 1 mile of each other. While Spittlerime is within 10 feet of Thariv, she shares Spittlerime's **Magic Resistance** trait.

Static Aura. At the start of each of Thariv's turns, each creature of her choice within 5 feet of her must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage, provided that she isn't incapacitated.

Spellcasting. Thariv is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following spells:

Cantrips (at will): *eldritch blast*, *gust*, *lightning lure*, *prestidigitation*, *shocking grasp*, *thunderclap*.

1st-5th level (3 5th-level slots): *confusion*, *elemental bane*, *enemies abound*, *feather fall*, *hex*, *lightning bolt*, *shatter*, *thaumaturgy*, *vicious mockery*, *warding wind*, *witch bolt*

Actions

Multiattack. Thariv makes two melee weapon attacks. She can choose to forgo one of her melee attacks in order to let Spittlerime, her familiar, make one attack with his reaction.

Cutlass of the Storm Queen. *Melee Weapon Attack:* +5 to hit, Reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 8 (2d8) thunder damage.

LYRANDAR AIRSHIP SAILOR

Medium humanoid (half-elf), chaotic good

Armor Class 13 (leather armor)

Hit Points 37 (6d8 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Acrobatics +4, Perception +2

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elven

Challenge 1/2 (100 XP)

Boarding Action. When boarding an enemy ship, on the first round of combat, a Lyrandar airship sailor can use the Dash action as a bonus action.

Loyal. Lyrandar sailors get advantage on all saving throws to resist spells or effects that cause the charmed or frightened conditions.

Innate Spellcasting. The Lyrandar airship sailor's spellcasting ability is Charisma (spell save DC 10). They can innately cast *gust* at will, requiring no components.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2 slashing damage).

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2 piercing damage).

MERROW ZOMBIE

Large undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	17 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal, Aquan and Giant but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the merrow zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the merrow zombie drops to 1 hit point instead.

Actions

Multiattack. The merrow zombie makes two attacks; one 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) piercing damage

Harpoon. *Melee 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 DC 13 Strength save or be pulled up to 20 feet toward the merrow zombie.

SEADRAGON SAILOR

Medium humanoid (human), chaotic good

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)	12 (+1)	10 (+0)

Skills Athletics +2, Perception +3

Senses passive Perception 13

Languages 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 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

SEADRAGON WYRMGUARD

Medium humanoid (human), chaotic good

Armor Class 15 (scale mail)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Skills Athletics +4, Intimidation +3, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

Sea Legs. The Wyrmguard have advantage on ability checks and saving throws to resist being knocked prone.

Actions

Multiattack. The Wyrmguard makes two melee weapon attacks with their scimitar.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

SPITTLERIME

Tiny dragon, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 7 (2d4+2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. Spittlerime has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Limited Telepathy. Spittlerime can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sting. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

SWARM OF ZOMBIE SEAGULLS

Medium swarm of tiny undead, neutral evil

Armor Class 12
Hit Points 32 (7d8)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing and slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 9
Languages -
Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny seagull. The swarm can't regain hit points or gain temporary hit points.

Undead Resilience. If damage reduces the zombie swarm to 0 hit points, it spawns 1d6 zombie seagulls.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, Reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

WATER WEIRD

Large elemental, neutral

Armor Class 13
Hit Points 58 (9d10+9)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances fire; bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak
Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

Actions

Constrict. *Melee Weapon Attack:* +5 to hit, Reach 10 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

WIND WHISPERER PIRATE

Medium humanoid (half-elf), any non-lawful alignment

Armor Class 17 (leather armor and Suave Defense)
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 +6, Athletics +3, Persuasion +4
Damage Resistances lightning
Senses darkvision 60 ft., passive Perception 10
Languages Common, Elven
Challenge 3 (700 XP)

Fey Ancestry. The Wind Whisperer has advantage on saving throws against being charmed, and magic can't put them to sleep.

Lightfooted. The Wind Whisperer can take the Dash or Disengage actions as a bonus action on each of their turns.

Suave Defense. While the Wind Whisperer is wearing light or no armor and wielding no shield, their AC includes their Charisma modifier.

Innate Spellcasting. The Wind Whisperer pirate's spellcasting ability is Charisma (spell save DC 12). They can innately cast *gust* at will, requiring no components.

Actions

Multiattack. The Wind Whisperer makes three attacks: two with its rapier and one with its dagger.

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

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.

ZOMBIE SEAGULL

Tiny undead, neutral evil

Armor Class 10
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Damage Vulnerabilities radiant
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 30 ft., passive Perception 9
Languages -
Challenge 0 (0 or 10 XP)

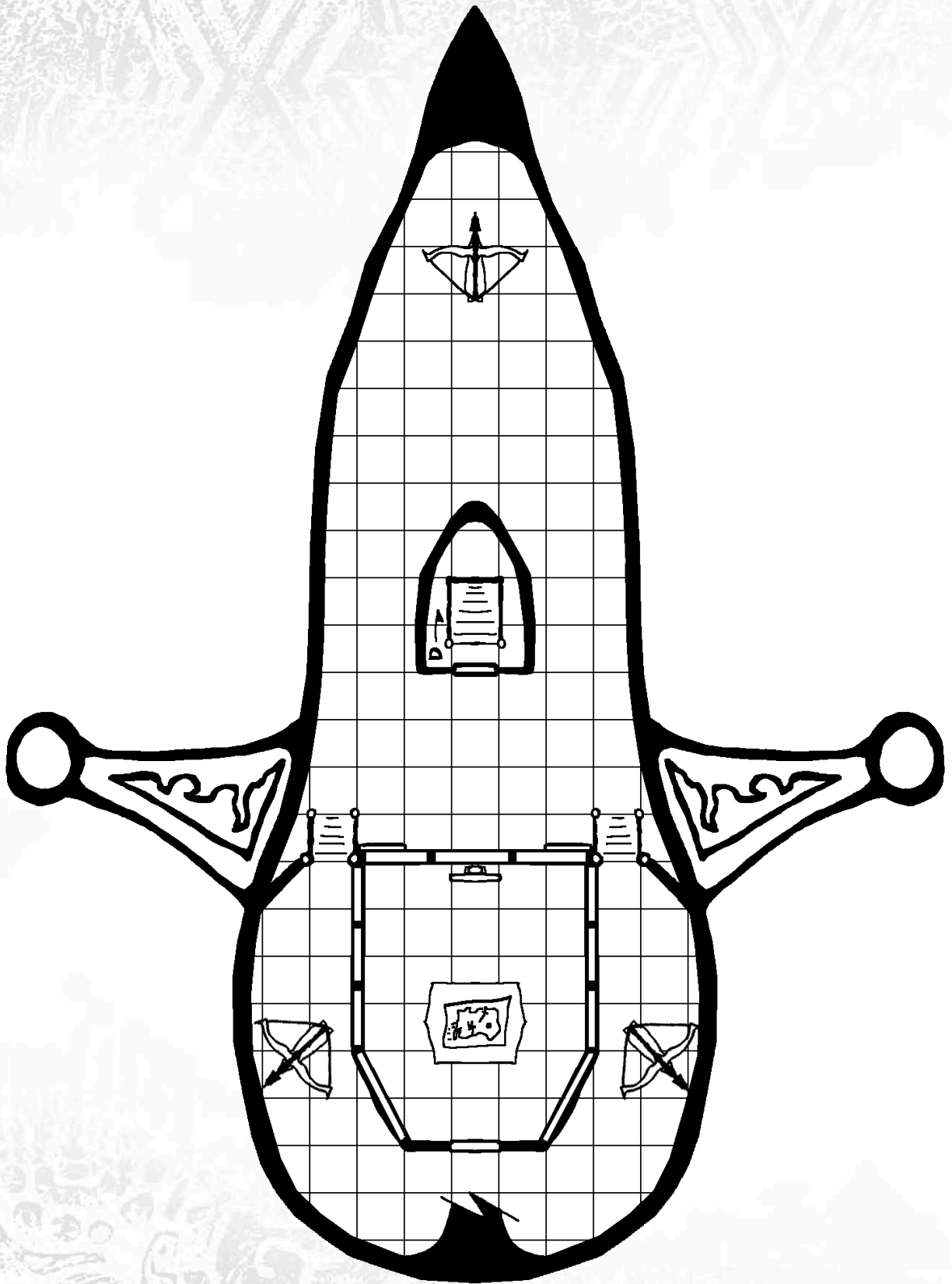
Undead Fortitude. If damage reduces the zombie seagull to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie seagull takes no damage instead.

Actions

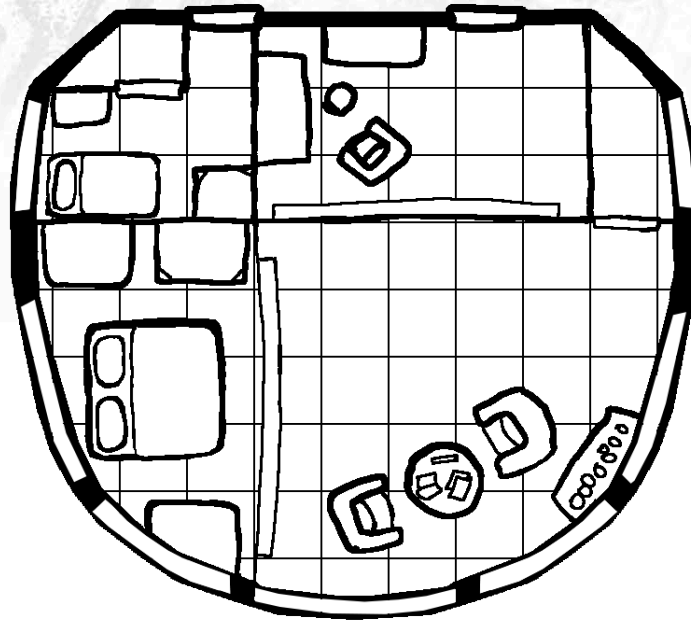
Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

APPENDIX B: MAPS

DECK 1: SKY DECK



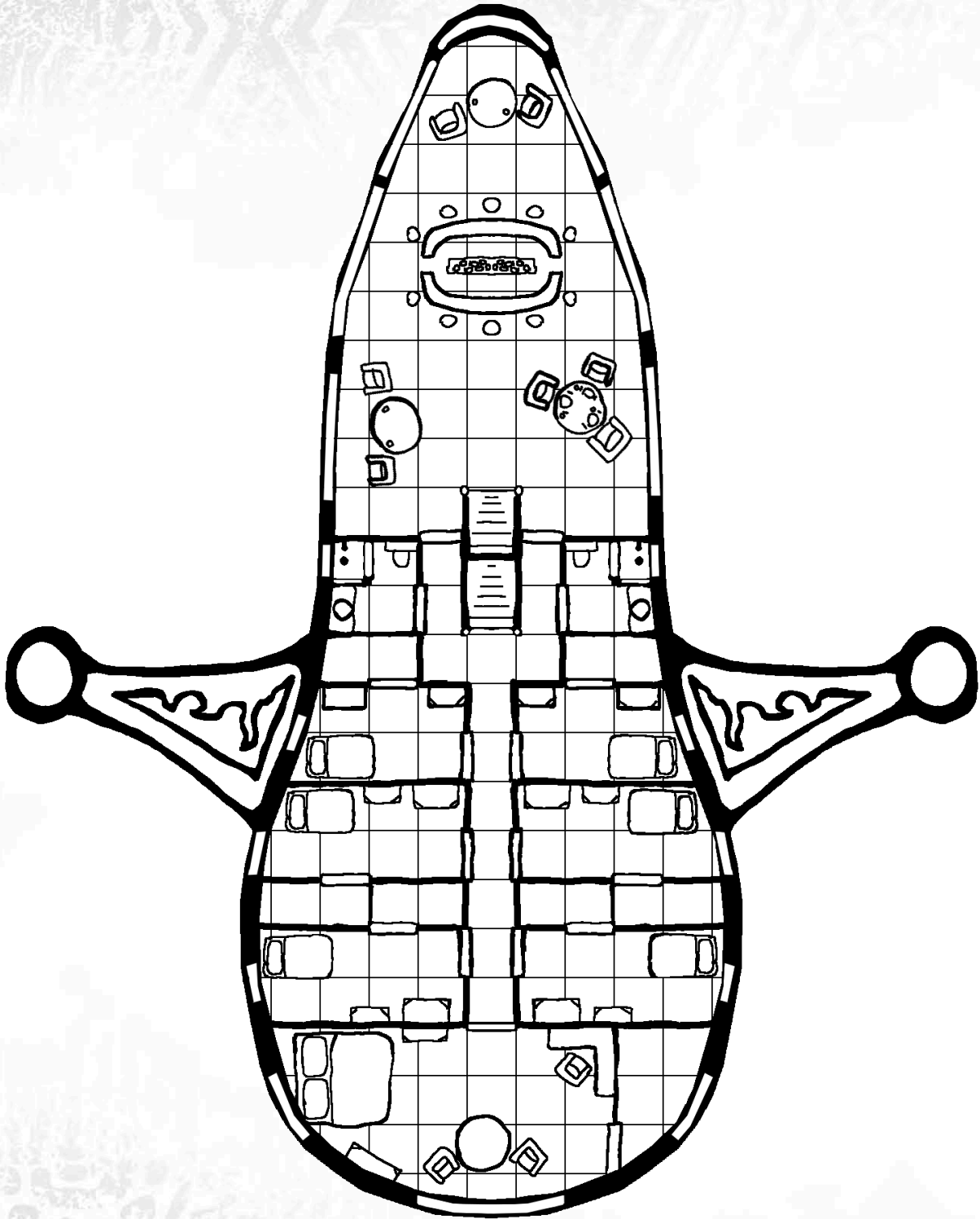
DECK 1A: CAPTAIN'S AND PILOT'S QUARTERS



DM NOTE

The scenes aboard the *Kiss of Thunder*, as written, do not reference Deck 1A: Captain Quarters, which lies beneath the bridge. However, it is included for completeness, in case you wish to expand upon the adventure or use the battlemaps for other adventures.

DESK 2: PASSENGER DECK



DECK 3: CARGO DECK

