CCC-SFBAY 1-1 : Plots in Motion

Crib Sheet

1. Obligatory Bar Fight

- Doppelganger starts next to a PC, and gets an opportunity attack if the PC moves away.
- Doppelganger is treated as surprising the PCs on its first attack.
- Characters have a chance to cast spells and heal after the fight, but do not get a short rest.

2. Into the Storm

- Each character makes three DC 12 Dexterity (Acrobatics) checks.
- A character may gain advantage on a check by taking their time.
- Each time a character takes their time they arrive at the next encounter one round later.
- Failing a check causes a character to take 1d6 damage.
- Read the box text as the characters see the rider flee.

3. Struggle in the Surf

- If a Kuo-Toa (not a Monitor) is missed with a melee attack, the attacker must make a DC 11 Strength Save or their weapon is stuck to the Kuo-Toa's shield. This requires the Kuo-Toa's reaction.
- The Archpriest attempts to cast *Hold Person* on up to 4 people when the fight starts, using a 5th level slot.
- The characters will get a long rest after this encounter.

TIMELINE

Rnd	Events
1	Characters who rushed reach the shore and enter combat.
2	Characters who took their time on one check arrive. First two wisps arrive, for normal difficulty.
3	Characters who took their time on two checks arrive. Two more wisps arrive for strong parties. One survivor drowns if none have been saved.
4	Characters who took their time on all checks arrive.
5	A survivor drowns if two have not been saved.
6	Thematically appropriate Kraken arrives.
7	The final survivor drowns if none have been saved.

4. Meeting the Survivors

- Ruth Tolfest always survives. She can describe the storm.
- Gibbar Jusan is the first survivor saved. He is Zhentarim, has a little information about the box.
- Talindra Moondown is the second survivor saved and will "reward" the party. The party earns the Crown Jewels story award at the end of the adventure.
- Druman Lakeman is the boatswain. He helps repair the skiff in the next section.

5. Repairing the Skiff

- The skiff starts with at 3 Hull Points
- Make 3 DC 14 Strength (Athletics) Check to carry it to the beach. First failure ok, -1 HP after that.
- +1 HP if the party has the Mending cantrip. +2 HP if they saved all three survivors.
- Two rounds of Wisdom (Carpentry or Sea Vehicles) to fix. DC 12. Each success restores one 1 HP.

6. Seafood Buffet

- The skiff takes 2 HP of damage as the fight begins (before initiative is rolled).
- The skiff takes 1 HP of damage from the Huge Chuul every round, or 2 HP if the Chuul cannot reach any character (it has 10ft. reach).
- The quippers are in the water, and take half-damage from fire based attacks. They have advantage on savings throws against fire damage.
- Characters wearing medium or heavy armor in the water have disadvantage on attack rolls and ability checks unless they can breath water or have a swim speed.
- The characters will get a long rest after this encounter.

7. Three Part Harmony

- Party gets surprised by the Harpies' song when they investigate the body.
- One Harpy sings every round.
- Charmed characters are drawn into the towers, where the Owlbears have their den.
- The Harpies flee and do not return if they are directly threatened.

8. Henpecked

- Initially there are 36 chickens in addition to the cockatrices.
- Bonus action to make a DC 12 Wisdom (Perception) check to target a cockatrice. On failure, roll 1d6. On a 6 target a cockatrice. On failure, automatically kill a chicken.
- When the number of chickens is equal to or less then the number of cockatrices it is no longer necessary to spot a cockatrice.
- Area of effect spells get 3 chickens and 1 cockatrice per 5ft square. One PC, determined randomly, is hit for each cockatrice.

SPELLS VS. FLOCK

Spell	Chickens	Cockatrices
Burning Hands	12	2
Thunder Wave	18	3
Shatter	32	5
Fireball	All	All

9. Shades of Netheril

- The doors slam shut when the fight starts. DC 18 Strength (Athletics) to break down, or do 30 points of damage.
- The Banshee and the Wraith get a surprise round.
- The shadows do Strength damage in addition to their regular damage.

10. Lair of the Hags

- Either the sea hag or the green hag casts *Hold Person* using the 6th level slot at the first opportunity.
- The hag not concentrating on *Hold Person* uses *Polymorph* to turn the night hag into a Giant Ape on round 2.
- The hags must stay within 30ft of each other to use their coven spells.
- The hags lose their coven spells if anyone of them dies.