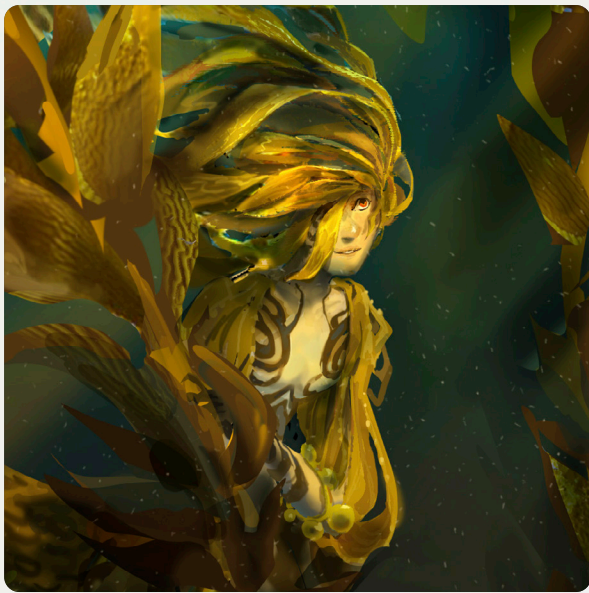




MUJ MHARA

A BOROUGH BOUND CITY



Abyssal Fae and the Ambergris Coven

MURKIER WATERS



The abyssal enclave is every bit as strange and disorienting as the rumors suggest. Plumes of strange chemicals emanate up from the hadal rifts, suffusing the waters with acrid tastes and inky shades. The abyssal fae appear to be far fewer in numbers than their shallow kin in the upper reaches of Muc-Mhara, but this is misleading. The abyssal fae are more likely to hide in their homes, veil themselves with illusory magics, or descend into the murkier waters below Muc-Mhara proper. Some spend most of the day covered in silt, while others camouflage themselves among the coral and kelp.

Despite what many say, abyssal fae are not intrinsically evil. Those who swear fealty to the Unseelie Court are not required to commit heinous acts or succumb to wickedness. Fae drawn to the Unseelie Court are often those who are malformed and rejected by the Seelie Court, those who seek more insidious powers beyond mere illusions and charms, and those who delight in terror more than mischief. Adventurers may discover this distinction and consider the ramification quizzical-

ly. After all, a malformed sea creature who wields dark magic and takes pleasure from the fear of others certainly *sounds* like a textbook example of pure evil. However, when set side by side with *true* evil—slavers, demons, despots, and bankers—the gap in intent is immediately apparent.

COMMON VARIETIES OF ABYSSAL FAE

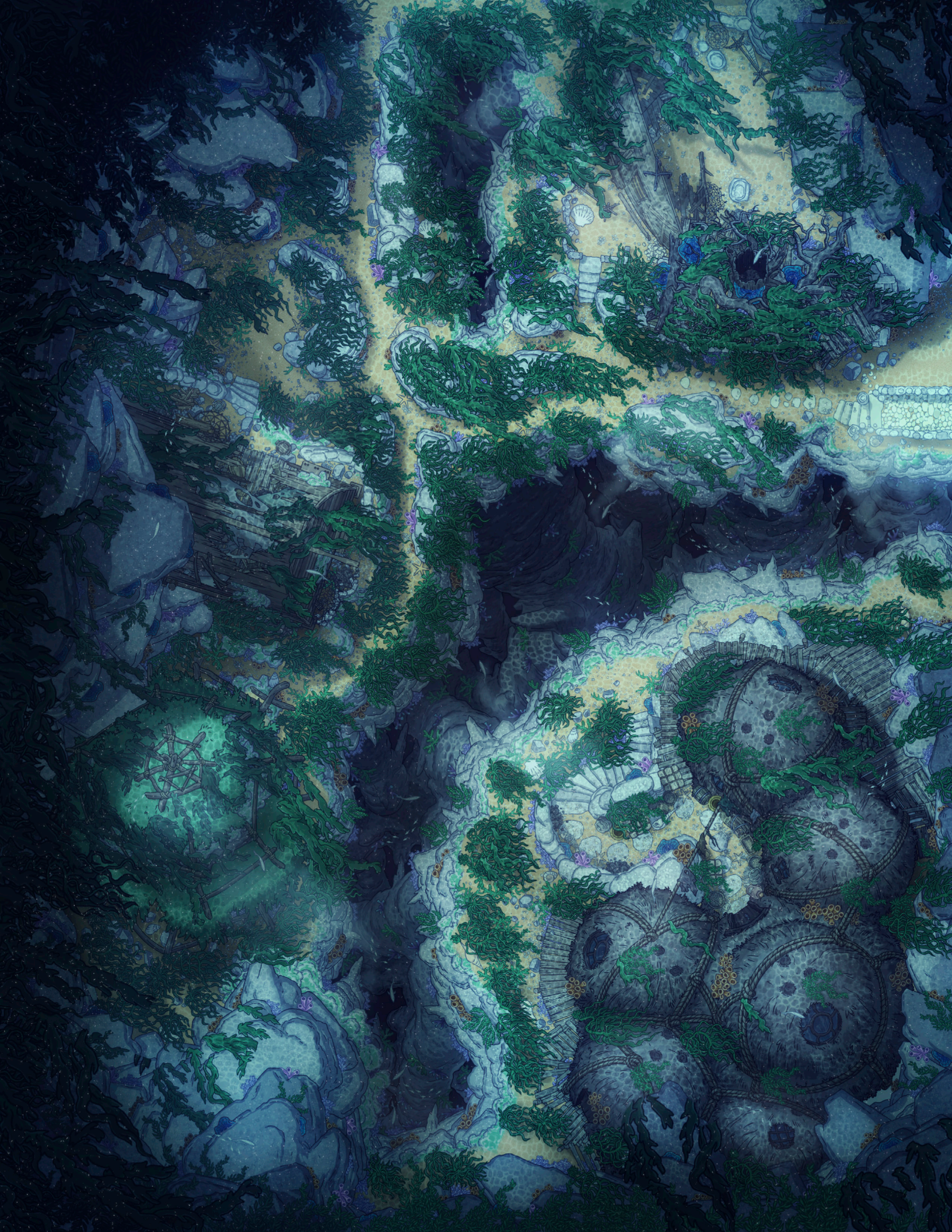
Much like the diverse array of shallow fae, abyssal fae take many forms. It would be ludicrous to attempt a full taxonomy of their ranks. In fact, there are even fewer well-represented species among the abyssal fae. While Muc-Mhara's azure elf population numbers in the hundreds, the most populous race of abyssal fae—the wispy kelp dryads—never account for more than four dozen or so inhabitants.

Many of the residents of the abyssal enclave seem to be completely unrelated to any other creature throughout all of the Yartharen Sea. Some say that the archfae who rule the Unseelie Court are drawn to loners and recluses, and thus the strange creatures who wander the seafloor are cursed to find no kin resembling themselves. Researchers point to the biodiversity of non-fae deep-sea creatures and surmise that the abyssal fae are likely similar. The ocean depths prompt nature to fill its unusual niches, and that often produces strange results. In either case, some broad classifications of abyssal fae follow.

SEA HAGS

The most dangerous and powerful abyssal fae are sea hags, clever witches who use dark magics to torture and control. Though each looks quite distinct, they all share an oily leathery skin, a proficiency with powerful sorceries, and a strong desire for domination. Additionally, each and every sea hag is female. They are capable of creating new sea hags not through procreation, but by luring in young girls, slowly instructing them in the dark arts, and whisking them away to the Principality. As such, there have been no new sea hags since Scamhóga's fall and the severing of the sea fae from their home.

The most notable sea hags throughout the Yartharen Sea are the trio known as the Ambergris Coven. These three witches are responsible for untold suffering and mayhem in their collective centuries of terror. When the abyssal fae converged on Muc-Mhara, the Ambergris Coven immediately established themselves as the leaders of the abyssal enclave, though their grip on their kin is likely looser than they believe.



CALYPSOMORIANS

Snàmh ùra who wander too close to the abyssal enclave are often surprised to discover that fae can grow to such incredible sizes. Calypsomorians are relatives of the giants who once ruled the realm of men. They can stand up to 15 feet tall, though many have even greater wingspans. Supposedly cursed by the nymph Calypso, these warty and hulking giantkin are among the ugliest creatures in the depths. Unlike many of the other abyssal fae, however, few are able to overcome their own self-loathing. They desperately wish to be beautiful, but are fated to gradually devolve into increasingly hideous forms over the course of their great lifespans.

Calypsomorians do not engage in any of the trickery of their kin. They are aggressive and impulsive, and they will happily tear a snàmh ùr limb from limb if given the chance. The Ambergris Coven has explicitly forbidden such wanton violence, but even the legendary sea hags of the Yartharen Sea cannot *always* remain watchful. Snàmh ùra who find themselves in a dark corner of Muc-Mhara near one of these vile giants are encouraged to flee as quickly as possible.

KELP DRYADS

Sea hags are power-hungry, calypsomorians are aggressive, deep boggles are woeful, and kelp dryads are... enigmatic. Though not actually formed from kelp, these wispy creatures typically plant their feet and sway gently in kelp forests. In almost all circumstances, they are perfectly camouflaged. They drift and twist in the slow ocean currents, carefully watching and waiting.

More than anything, it is clear that kelp dryads like to touch. When an oblivious snàmh ùr wanders through Muc-Mhara's macroalgal blooms, they'll often report feeling as though they've been caressed by thousands of tiny invisible seaweed hands. They are not wrong. Kelp dryads cannot help but grasp at the world around them in all of its tactile glory. Whether they have more nefarious aims beyond this is anyone's guess.

GOBLIES

A wide array of creatures fall under the umbrella of "goblies": the highly poisonous bugjellies, evasive gobohobs, sniveling arg dwfn, and cacophonous lopucks. Each of these creatures has access to some small amount of magic spells (a gift from the Unseelie Court), a seemingly lesser intelligence than their abyssal kin, and a deep hatred for snàmh ùra. Though a quick glance would indicate few similarities in their forms—bugjellies are

faceless, tentacled monstrosities, whereas lopucks are squat humanoids—they are lumped together by archfae and sea hags who view these creatures as "lesser fae." One gobly is ultimately quite a bit less threatening than any of the "greater fae" in the abyssal enclave, and each has little to no say in what actually happens in the dense community.

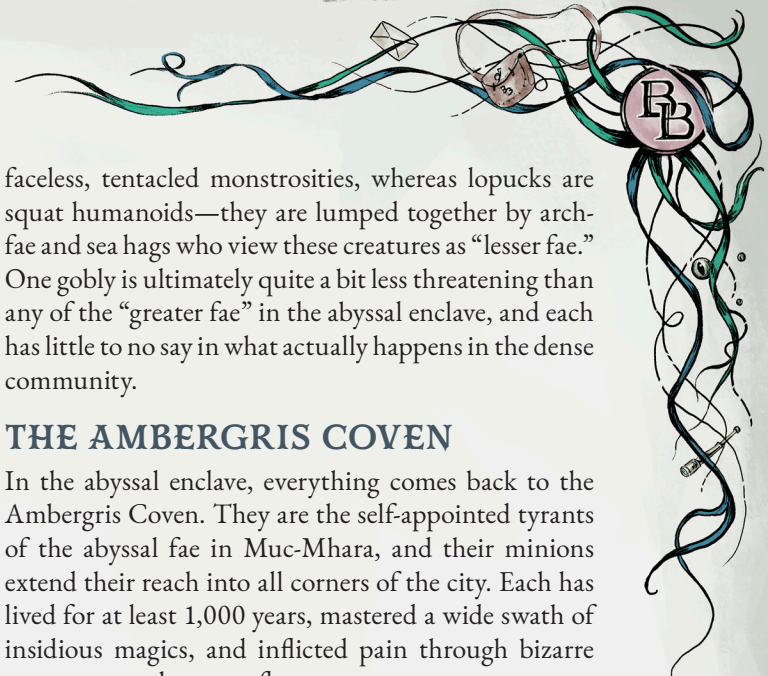
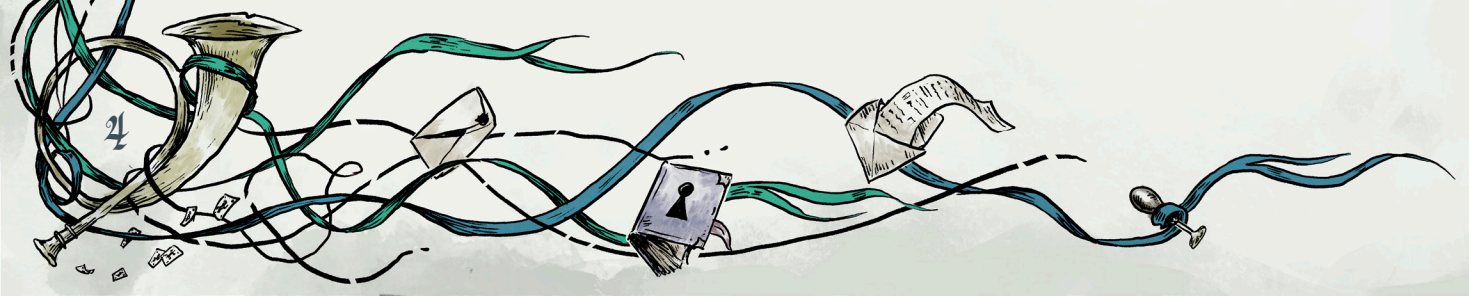
THE AMBERGRIS COVEN

In the abyssal enclave, everything comes back to the Ambergris Coven. They are the self-appointed tyrants of the abyssal fae in Muc-Mhara, and their minions extend their reach into all corners of the city. Each has lived for at least 1,000 years, mastered a wide swath of insidious magics, and inflicted pain through bizarre means across the ocean floor.

The Ambergris Coven has wreaked havoc throughout the waterways across the realm of men for hundreds of years. They sacked the merfolk archives, commanded storms to strand sailors, and hunted noble species to the brink of extinction. If there's anything they can do to cause misery and demonstrate their power, they will do it. These acts are often petty. They've certainly spread nasty rumors about arbitrary azure elves for no other reason than to frustrate their poor marks. They're also brutally impactful when they want to be. Some say the bloody Battle of Seren's Strait was the direct result of Ambergris Coven illusions and deception. Men suffered, the hags laughed, and nothing was accomplished beyond pointless bloodshed.

Few would reasonably describe life under Ambergris Coven rule as oppressive. If anything, the three hags are like schoolyard bullies, dictating which behaviors are acceptable, stealing whatever trinkets they covet, and occasionally tormenting those whom they've chosen to despise. Abyssal fae are altogether too untamable to fall under the thumb of true tyranny. Each of the fae residents of their shadowy enclave is free to exhibit almost total autonomy until they displease the coven.

Though there are other sea hags in Muc-Mhara, none would dare defy the Ambergris Coven. They are the most studied, the most ruthless, and the most *favoured* of the Unseelie Court's emissaries in the realm of men. The archfae who rule the shadowy hollows of the Principality have bestowed each of the three sisters with unique gifts. As such, though they have no particular claim to their supposed seats as leaders of the enclave, no one challenges their authority.





OIGHRIG MESSMAKER

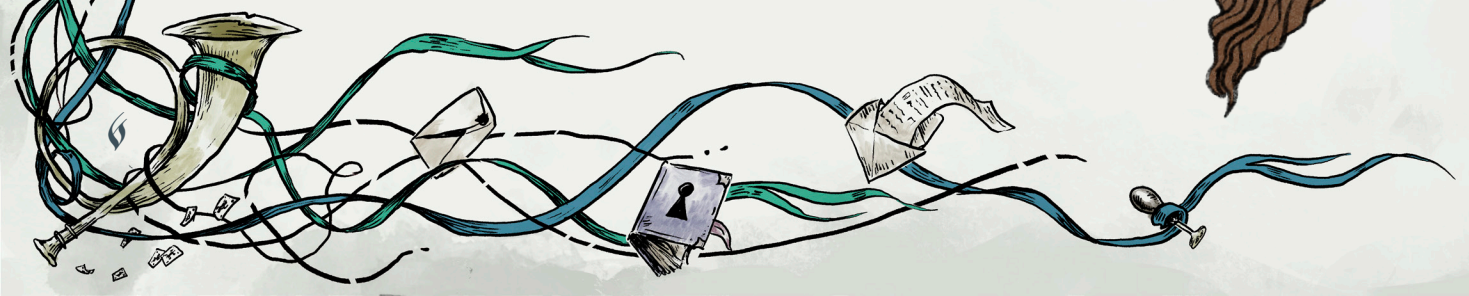
No other individual in Muc-Mhara has developed a greater reputation than Oighrig Messmaker (she/her). With gnarled, woody features and a tight bun of hair that remains rigid in the unfloating waters, Oighrig strikes a strange and imposing figure. She is the youngest and least clever of the three hags, but she accomplishes her goals with shocking efficiency. What Oighrig wants more than anything is chaos. The sea is normally such a *predictable* place, and Scamhóga's fall has created an incredible opportunity to turn that monotony on its head. Through clever bargains, devilish lies, and good old-fashioned conniving, Oighrig has ruined marriages, spoiled salvaging runs, and doomed explorers.

Oighrig knows magic. She can sculpt water, speak with fish, and tamper with memories. Using these simple incantations just never seems to cross her mind. Sowing chaos usually requires little more than a well-deployed lie, or sometimes an insidious truth. Crucially, Oighrig is quite content to explore the entirety of Muc-Mhara. She'll catch new arrivals in the snámh ùra enclave and feed them dangerous promises before they have a chance to catch their breaths. She'll use her sway to influence the Council of Contracts. She'll even spook folks into thinking they've succumbed to the Calling, when in fact it'll just be ol' Oighrig whispering to them from behind illusory cover.

Put simply: Oighrig is everywhere all at once. Wherever there are gullible or desperate folks—humans, fae, fiend, or otherwise—Oighrig will show her face, cause a ruckus, and live to tell the tale. Wealthy visitors and powerful shallow fae have of course toyed with the idea of confronting her, but the prospect of falling afoul of Oighrig's true wrath—or that of her sisters—is an all too convincing deterrent.

ROISIN BUMBLETICK

Where Oighrig relies on her wits, Róisín Bumbletick (she/her) instead calls on her dark spells to further her aims. Far more reclusive than Oighrig, Róisín does most of her work from her coconut laboratory. With the aid of her anglerfish cauldron, Róisín weaves nefarious incantations with far-reaching consequences. Couples who come to Muc-Mhara often blame Róisín when they fail to conceive after a romantic night in the Lost and Found Lodge, and half of the time they're right.



Róisín is not efficient. She's anxious, painfully timid, and though her magic is potent, it's woefully inaccurate. She's a force to be reckoned with when a scattershot approach to magic is appropriate; when warring against the merfolk, Róisín's shotgun blasts of whale viscera shrapnel devastated homes, farms, and battalions alike. However, she has never been terribly successful with deliberate, pointed attacks. Her complicated spells usually do *something*, though it's rarely what she intends.

Throughout her time in Muc-Mhara, Róisín has done her best to stay far away from outsiders. She casts distant spells to inflict pain on the shallow fae and to cement her coven as the terrifying and powerful trio that they are. And yet, if she were ever confronted in person, she would cower before her assailants. Cut Róisín off from her cauldron, and she's all but useless.

TADHG THE UNRAVELED

Róisín and Oighrig would never admit it, but Tadhg (she/her) is the true mastermind of the Ambergris Coven. She is unfettered and untamed, a ruthless tactician who focuses the wild fervor of her sisters into actionable plans. See, the Ambergris Coven *is* working toward an end, and Tadhg is helping direct this seemingly arbitrary mayhem.

Tadhg earned her moniker ages ago when some deep boggles believed she had truly gone insane. After Tadhg swore dangerous and unwise oaths to Fiaclan, the deep boggles declared her "unraveled." Of course, Tadhg knew exactly what she was doing, but she also recognized that the title would serve her well over the centuries to come. A villain who is dismissed as unraveled will either be vastly underestimated or avoided at all costs.

There is little that Tadhg does herself. Tadhg does not make promises, she rarely casts spells, and she will never interfere directly with the snàmh ùra or shallow fae. She commands her goblin minions to spy and to meddle. She schemes with her sisters, and she draws up elaborate diagrams. Tadhg's strange shadowy form is intimidating enough as is, and so few have the gall to speak with her, let alone confront her. As such Tadhg can rest assured that everyone will think of her as "that crazy witch," avoid her, and give her all the privacy she needs to enact her schemes from a distance.

THE COVEN'S AIMS

There is a method to this madness. The Ambergris Coven has taken charge of the abyssal enclave for a reason. Never before in the history of the Yartharen Sea has such a dire consequence befallen the sea fae, and one would have to be a fool to imagine that the most powerful creatures of the depths would not try to take advantage of these circumstances.

With the majority of the sea fae in one place, mischief was always bound to occur, but it is likely that even the most skeptical of shallow fae are unprepared for what the Ambergris Coven has in store. When planning plot arcs that concern the trio of hags, consider exploring the Coven Aims table.



D6 **THE COVEN'S MOTIVATION** **DESCRIPTION**

1	Overconfidence	The Ambergris Coven wants to regain their connection to the Principality, and they are certain that they are the only ones able to unravel the mystery of Scamhóga and their severed magic. As such, they need to amass as much power as possible so that they are prepared to rekindle their bonds once they find the opportunity.
2	Titanic Control	The coven's power over the seas will always be limited until they can command the very titans themselves. With Scamhóga slumbering and Fiacan lingering nearby, the coven is in a prime position to expand their sway over two of the four primordial lords of the realm of men.
3	Destruction	The shallow fae tend to be evenly scattered across the Yartharen Sea. As such, the three witches had never before conjured any hopes of defeating the Seelie representatives in one fell swoop. Now that they've all accumulated in Scamhóga's general vicinity, one swift attack might be all it takes to wipe out the shallow fae once and for all.
4	Treasure	The scavengers are nabbing some pretty trinkets from the Trench of the Lost, but the Ambergris Coven seeks greater treasures. If they can establish enough dominance over Muc-Mhara, they may be able to bully any scavengers into bestowing them with what they <i>truly</i> seek.
5	Influence	Some among the sea fae are far more proficient at expanding their influence. Pàdraig the Loss Broker has outmatched the coven's efforts repeatedly, and today the three hags have little sway over the various governments and factions of the realm of men. If the Ambergris Coven can instill fear in the hearts of Muc-Mhara's residents and visitors, they may be able to leverage that reputation into a seat at the table of the world's most powerful agents.
6	Stellar Secrets	The depths are boring. The true wonders are beyond the realm of men and beyond the Principality. Only in the stars above can the Ambergris Coven reach their true potential. Scamhóga dreams of the heavens. If the three hags can plunder those dreams, they may find a means to access the astral plane and its vast unknowable mysteries.

PLOT HOOK: DEFEAT THE AMBERGRIS COVEN

Almost everyone who has ever spent time in Muc-Mhara holds a grudge against the Ambergris Coven. These hags have ruined relationships, stolen untold treasures, and inflicted very real pain on the innocent and guilty alike. It would be a great service to unseat them once and for all.

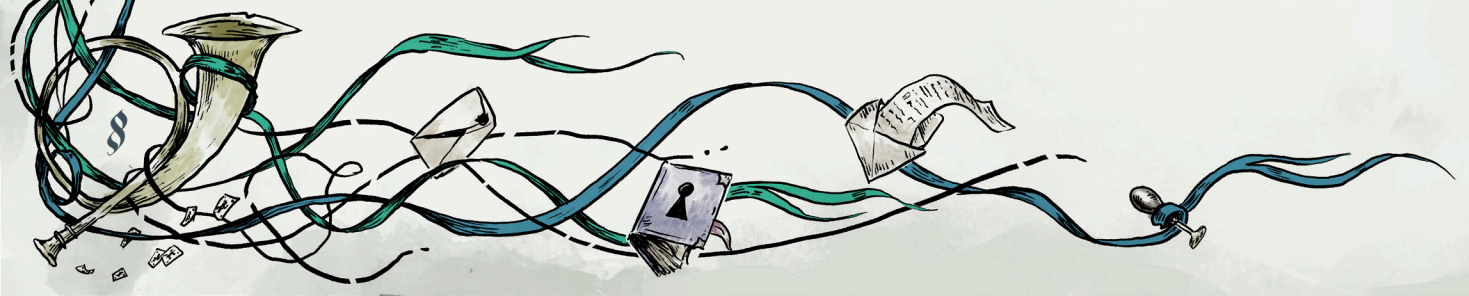
If challenged, the Ambergris Coven will throw the full brunt of their energy and resources into defending themselves. They are powerful and well connected. They have minions and magic and a mysterious lair. What's more: there are *three* of them. This is not some simple monster hunt. Adventurers who oppose the ladies of the abyssal enclave will need to play their hands flawlessly.

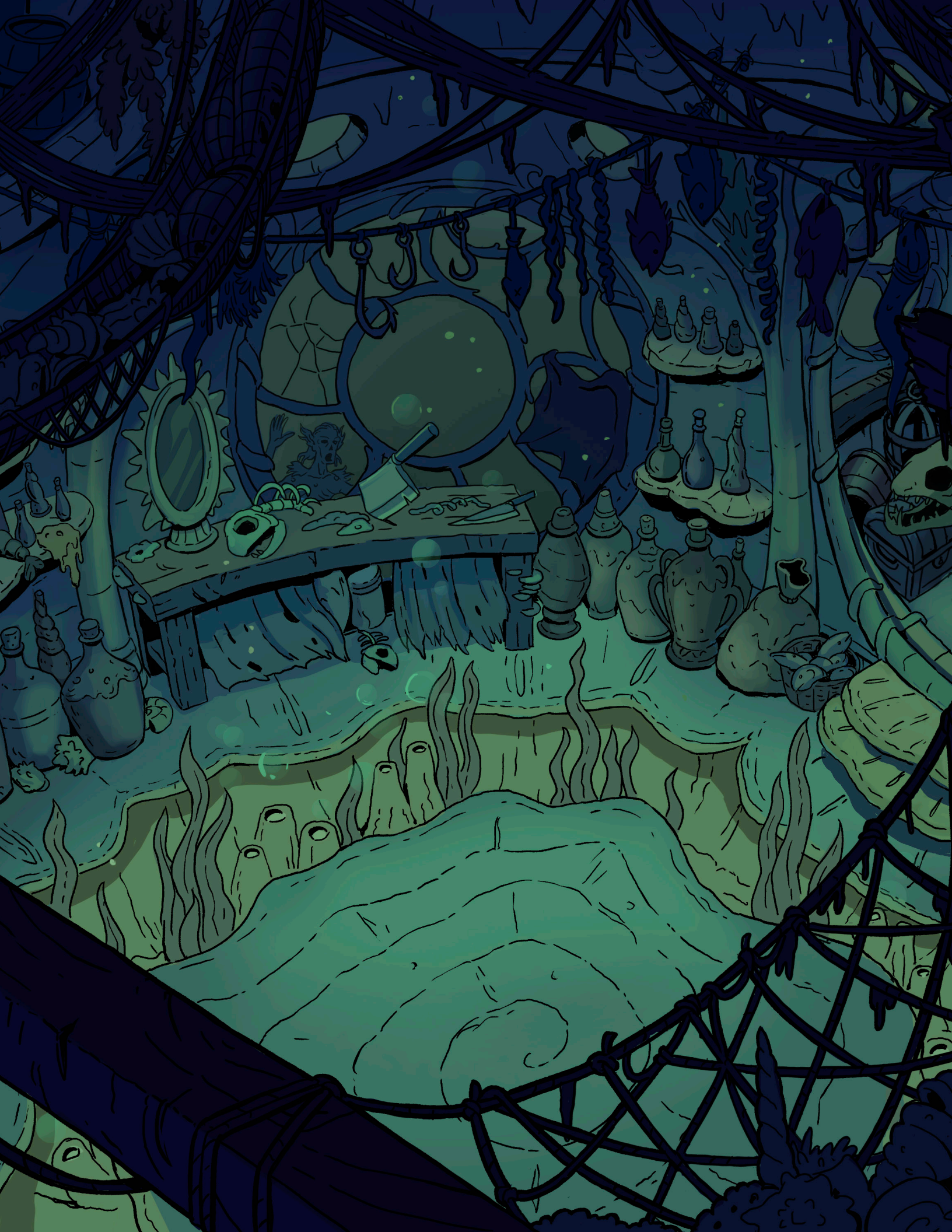
There are innumerable tacks the party can take when attempting to defeat the coven: they can attempt to turn the sisters on each other, they can rally the shal-

low fae against their common enemy, they can even revive Scamhóga and unsever the links between fae and Principality. They *could* find someone powerful enough to replace the Ambergris Coven as masters of the abyssal fae, or they could—of course—just kill the wicked witches.

THE COVEN'S MINIONS

If threatened, the Ambergris Coven will always deploy their lackeys before they get themselves involved. In the majority of instances, a pair of angry calypsomorians will be more than sufficient to bully antagonizers and stop a coup before it even starts. Tadhg the Unraveled has assembled an impressive team of brutes, mages, and tricksters to act as her personal enforcers. Organized as ever, Tadhg has grouped these lackeys into unique squads, each with particular talents and responsibilities.





D6	TEAM NAME	COMPOSITION	BIO
1	The Swarm	Somewhere between 20 and 50 deep boggles	Most snàmh ùra should have no trouble stomping one deep boggle into the sand, but a squad of these pests can quickly overwhelm. What's more, the liquid woes that drip off the oily minions can be incredibly contagious.
2	Heaven's Oafs	Two young and dumb calypsomorians	Bacstair and Baillidh are strong and violent. That is what they bring to the table. If Tadhg wants to send a message that <i>cannot</i> be misinterpreted, she sends Heaven's Oafs.
3	Shallow Sleepers	Seven coral spriggans and one azure elf	Most coral spriggans swear fealty to the Seelie Court, but a scant few have chosen (through hive mind consensus) to "switch teams." Tadhg also has an azure elf spy on the Council of Contracts. She can activate these agents whenever she needs intel on the shallow enclave.
4	Gobly Squad A	A dozen assorted goblins, mostly humanoid in shape	The first of Tadhg's gobly squads is devoted entirely to trickery. With simple but effective spells and a penchant for japes, these various strange sea fae are the perfect distraction when the Ambergris Coven needs to buy some time.
5	Gobly Squad B	Eight assorted goblins, primarily bugjellies	The second gobly squad is all about magical offense. They do not distract. They poison, blind, and otherwise incapacitate. The B squad is made up of unusual commandos who excel at hit and run tactics.
6	The Called	An ever-growing platoon of snàmh ùra who have succumbed to the Calling.	Those who fall to the Calling typically make their way down into the rifts that stretch below Muc-Mhara or to Scamhóga herself. A select few, however, are intercepted and puppeted by the Ambergris Coven. The hags don't want to reveal their zombified minions unless they absolutely have to. They are completely under Róisín's spell and will do anything to protect the coven.

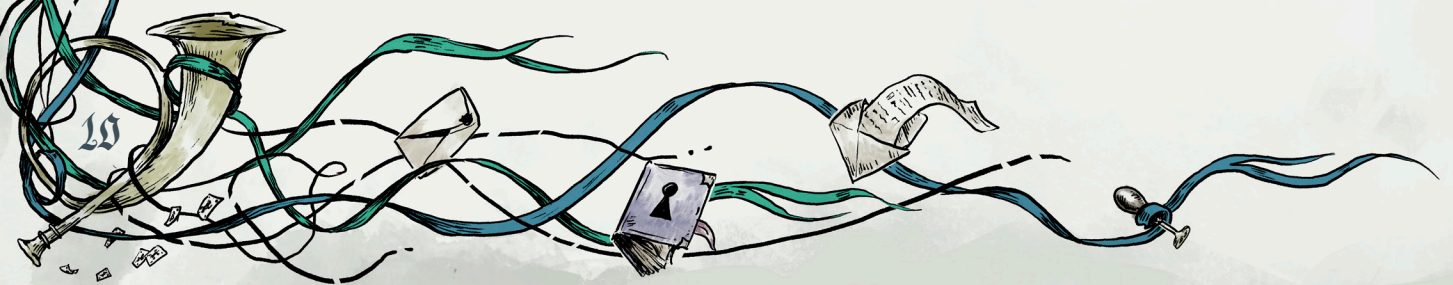
THE COCONUT ABODE

When the sea fae converged on Muc-Mhara, most had to start their lives anew. Nomads were forced to learn to live in one place, and anyone who had left a more permanent home had to build something from scratch. The Ambergris Coven, on the other hand, brought their home with them. The Coconut Abode is their mobile home, a tangled web of hollowed-out coconuts that can be controlled to float through the seas via Róisín's incantations. When it was time to settle in Muc-Mhara, the Ambergris Coven loaded up into their coconut home, drifted over to the town that was to be, and parked right next to poor Scamhóga. Whenever they feel the need to relocate, they can simply climb into the Coconut Abode, chant some strange spells around Róisín's anglerfish cauldron and scoot somewhere else.

The Coconut Abode is also a key aspect of the Ambergris Coven's grip over the abyssal fae. Gobly minions

patrol the hallways that connect the coconut chambers, and interlocking wards keep out unwanted guests. If the Ambergris Coven suspects that someone has come to challenge them—perhaps some pathetic merfolk adventurer intent on vengeance—the easiest thing to do is simply take the Coconut Abode somewhere else. On more than one occasion, the witches have taken the entire home down into the Hadal Rifts when they needed a bit of privacy.

Adventurers who plan to ambush the witches need to prepare for the difficulty of actually invading the Coconut Abode. The sea hags are quite capable of gliding gracefully through the scattered chambers, while snàmh ùra will have to trudge through the unfloating waters and clamber up from coconut to coconut just to traverse the awkward lair. What's more, they'll have to do this all while contending with hags and their combative minions. Illusions, traps, and arcane locks will stymie



them at every turn. Needless to say, taking the assault directly to the Ambergris Coven's home may not be the tactical masterstroke the adventurers think it is. It will almost certainly be more effective to take the witches out one by one, away from their lair.

THE COVEN'S WEAKNESSES

Oighrig, Róisín, and Tadhg are not invincible. They have enemies across the Yartharen Sea, and centuries of ever-increasing madness. In fact, the hags' greatest foes may just be themselves. Their overconfidence and distrust has left them vulnerable to infighting, sloppy contracts, and—fighting fire with fire—some fae trickery from their shallow neighbors.

Additionally, each member of the coven was cursed with a significant unique weakness. The archfae of the Unseelie Court always ensure that those who are the most blessed can also be easily defeated in a pinch. After countless favored fae attempted to overthrow the lords and ladies of the Court, the archfae learned the hard way the importance of maintaining a constant advantage over their vassals.

The hags know their unique weaknesses, and they protect these secrets more than any. If the party wants to discover how best to defeat the hags, they'll have to figure out these weaknesses for themselves. Maybe the hags have a tell, or maybe some powerful archfae could reveal what they know. Alternatively, it may be possible to trick the hags or their allies into revealing these weaknesses. Once known, capitalizing on the flaws of the hags should be comparatively easy.

OIGHRIG'S WEAKNESS

The maven of mayhem is easily defeated by one of the most common household items in the realm of men. A single tap from a common broom will inflict lethal wounds on Oighrig. Perhaps the archfae were playing with common fairytales of terrestrial witches, or perhaps they just wanted to poke a little fun at Oighrig and the "messes" she creates. In either case, even if the party did not bring a broom with them to the ocean floor—which, to be fair, why would they?—they should have no trouble finding one among the refuse in the Trench of the Lost.

RÓISÍN'S WEAKNESS

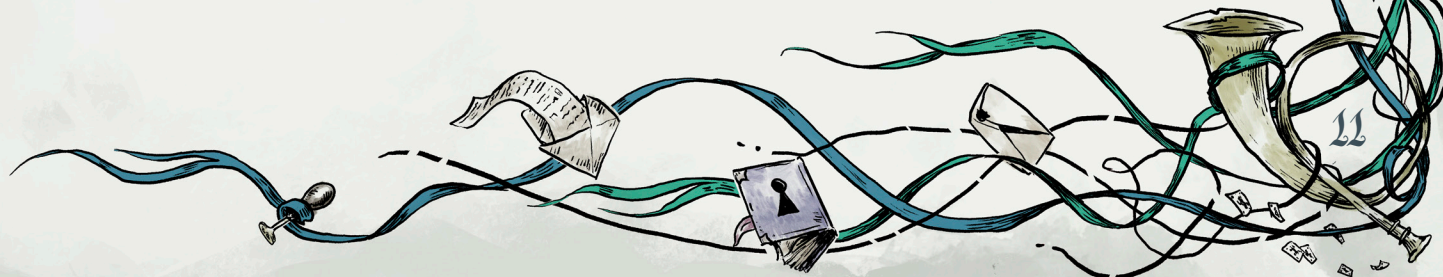
While Oighrig and Tadhg tease insular Róisín, the truth is that her self-imposed quarantine is entirely strategic. Róisín isn't afraid that others will dislike her,



but that they will show her affection. The spell-slinging witch is highly allergic to flattery. Any compliments or displays of affection will cause her to collapse, hyperventilate, and succumb to painful hives. Of course, Róisín has never experienced this because her sisters would never deign to praise the meek witch.

TADHG'S WEAKNESS

If Tadhg makes eye contact with *anyone*, she cannot look away. Given her frightening visage, this is never a problem. Minions, antagonizers, and common snàmh ùra typically cower in fear when they meet Tadhg's glare, and if the hag thinks someone might be aware of her weakness, she will simply close her eyes before speaking with them. Of course, Tadhg is not immune to blindness. A sea hag with her eyes closed is a much



easier threat to combat. Alternatively, brave adventures can potentially lock the witch in place with a powerful enough stare.

POTENTIAL OUTCOMES

It's entirely possible that the adventurers will fail to accomplish their tasks. If the Ambergris Coven fends off the attack—physical, political, or otherwise—the witches will use their victory to bolster their reputation and further cement their rule over the abyssal enclave.

Tadhg claims that the abyssal enclave would fall into disarray without the guiding hand of the Ambergris Coven. This is patently false. The abyssal fae were doing just fine without the witches, and life is likely to improve if the witches were somehow removed from the equation. The vast majority of abyssal fae will likely heap praise and favor onto the party for ridding Muc-Mhara of the hags.

There is a wide range of possibilities if only one or two of the hags are defeated. Tadhg might be able to maintain her chokehold on Muc-Mhara by herself, but Oighrig and Róisín would flounder without assistance. If *only* Tadhg is defeated, however, Oighrig and Róisín could be threatened or persuaded into fleeing the city... they could also band together and become “reasonable” despots.

Resuscitating Scamhóga would mean the end of the abyssal enclave as it currently exists, but the Ambergris Coven will continue inflicting terror on the Yartharen Sea for years to come. Their influence will be far lesser outside of hyper-concentrated Muc-Mhara, however.

In the unlikely circumstance that the party allies with or pledges loyalty to the Ambergris Coven, the hags may eventually bring the party deeper into their plans. The coven will have an easier time accomplishing their strange magical aims, nefarious or otherwise, with a little bit of help.

Muc-Mhara will never be truly unified. The shallow and abyssal fae aren't at *war*, exactly, but there is no love between the two factions. That said, the abyssal fae would be extremely grateful if the shallow fae assist in ousting the Ambergris Coven. This may make finding a mutual solution to their lost magic much more feasible.

