

Arrr...Maties

A One-Round Living City Tournament

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Because this adventure begins as a simple quest for loot, some players may feel that their characters, (particularly Paladins and Priests of some Lawful Good faiths,) may not be suitable for this kind of adventure. When the players arrive, forewarn them of this. If players insist on bringing said characters after the introduction is over, proceed with play normally assuming the goal of such characters is to raise funds to benefit the charities of their order. Recommend to such characters that they increase the amount of their tithe (at least 20% for such a profitable adventure would not be unreasonable.)

Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

Dm Information

This adventure begins as a straightforward treasure hunt. An old sailor and bar-fly recruits the adventurers to go looking for the "Lost treasure of Ivar Bloodhand." A series of encounters make finding the treasure and getting it back to Ravens Bluff easier said than done. The sub-plot of this module is a terrible "Curse," a persistent monster looking for revenge, that will be causing terror among the crew (and hopefully the PCs as well).

Introduction:

The PCs meet with Patter "Pegleg" McAbbe, a retired sailor. He has a treasure map, has hired a ship, and has a secret clue as to the location of the plunder. The party can introduce themselves, buy equipment, and get a feel for their patrons past and the legends that surround the mysterious treasure. The long introduction is provided mostly for the DM, You may read or paraphrase it if you wish, although to do the adventure justice, you will need at least an hour and a half for encounter six. The short intro should suffice for most players.

Encounter One:

The PCs find their ship and are introduced to the crew. This is the first sign that things are not going to be a picnic, as the crew is a rough and generally surly lot. Then the PCs meet the Captain who turns out to be new. In fact he won the ship in a card game and knows almost nothing about running a boat!

Encounter Two:

A problem with thievery aboard the ship. It establishes the incompetence of the captain, weakens the party, sets the crew on edge, and sets in motion the Sub-plot.

Encounter Three:

The ship reaches the island and the PCs put ashore, only to find hungry predators waiting for them in the surf. Their patron 'Patter' is eaten, and they must decipher an obscure clue in order to find the treasure without his help.

Encounter Four:

The PCs explore the island. They penetrate the swampy exterior to find three prominent geographical features. There is the volcanic peak, a set of caves

overlooking the ocean, and a needle-like spire that happens to be the key to finding the Pirates loot.

Encounter Five:

The party search for the hidden treasure and attempts to recover it, as it is concealed by puzzles and guarded with traps.

Encounter Six:

The party gathers up the treasure and heads back toward civilization only to find that something horrible is happening to the crew on the journey and people begin dropping dead. "The Curse That Devours" has decided to follow them. This is the most time-consuming part of the adventure, taking place over several days of game-time and it could leave the party in dire straits. If they do not cooperate and plan carefully this could be a deadly encounter. **BUDGET YOUR TIME. THIS ENCOUNTER MAY TAKE AS MUCH AS ONE HOUR TO RESOLVE.**

Conclusion:

If the PCs finally defeat the monstrous stow-away that plagues them, and manage to return to Ravens Bluff, they may be rich. But after what the DM should be putting them through in this adventure and the risk that they will be incurring, they will deserve it.

"The Curse That Devours"

Three years ago, when the thief and pirate Ivar Bloodhand came to the island to bury his treasure, he brought ten members of his crew to do a few days of grueling work. Carrying the heavy chests, digging the pit, and installing the needed safeguards. In true pirate fashion, he killed them after the hard work was done (Dead men tell no tales...and all that.)

By strange coincidence his crew had been infiltrated by the enforcer of a rival pirate, the Ogre Mage Hajuki! By sheer luck the first member of the dupes to be 'killed' was Hajuki, who Ivar Bloodhand managed to actually drop with a backstab. Luckier still for Bloodhand, Hajuki had used his *gaseous form* earlier in the day while taking a message through the swamp, to avoid the insects that dwell there. After killing the rest of the workers, Ivar proceeded to remove their heads and scatter the bodies around the island. He did this thinking they would not return as undead to avenge their death or impede his reclaiming the treasure at a later date. This suspicion actually saved his life, as Hajuki was unable to regenerate until his missing head was re-attached.

After a short time the terrifying figure of Ivar Bloodhand left the island and his ship disappeared beyond the horizon, the carnivorous apes that live on the island collected the body-parts. Perhaps out of some primitive superstition, or perhaps simply to make a convenient larder, the apes rejoined the body parts and covered them with stones.

Hajuki, re-united with his head, began to regenerate. After dark, when his wounds had completely vanished, he broke out of his shallow grave and made a desperate but futile attempt to find Ivar Bloodhand. Unable to take revenge, and not within flying distance of any known civilized land, Hajuki decided that sooner or later Ivar Bloodhand would return to reclaim his treasure, and when that happened it would be pay back time. In the meanwhile there were plenty of tasty, screaming, little things on the island to amuse himself with, as he honed his skills as a lurking predator and waited...

The party's arrival has presented Hajuki with a means to escape the island and find his way back to the Pirate Isles. He plans to take full advantage of this. If using the crew and killing the PCs becomes necessary, so be it.

Important Note:

The important encounter in this adventure ('The Curse that Devours') is an Ogre Mage. It is by no means the top of the AD&D food chain, but it is one of the most powerful monsters if it is played **smart**. As the DM the challenge of this adventure is to play the monster to the hilt without bending the rules. It is of exceptional intelligence, has the advantage of stealth and surprise, it regenerates, and has a magic item. **Most of all it is subtle**, which gives it a big advantage over the PCs. Keeping the monster's identity a secret, **even the fact that it is a monster**, for as long as possible gives it an edge, and keeps the level of terror and suspense high.

Another Important Note:

Many characters in Living City have the mini-max. ugly curse. (Players max. out prime statistics and strip other stats, often Charisma and Intelligence, to the bare minimum.) This scenario may have them regretting that. As the adventure progresses it turns into a kind of horror/slasher film. The PCs need the crew to get them home and could use their help in fighting the monster. However as the "Curse" begins to take it's toll, the crew's morale and discipline will begin to crumble and they may pose as much of a danger as the monster. (See Crewman Appendix.) Characters with high charisma can offset some of this danger, however **characters with low Charisma could actually make**

things worse, much worse if they have a low intelligence and they are very vocal!

Player Introduction.

The Short Introduction (Optional)

An old sailor from the Ravens Bluff navy, who you thought was killed in the war, Patter "Pegleg" McAbbe, comes up to you in your usual haunt and with a grin say's quietly, "I've got a treasure map and we are gonna be rich..., meet me at the Sleepy Dwarf Tavern tomorrow at dawn."

The Long Introduction

"A Day of Remembrance." That is what the town criers called it. "The Honorable Lady Mayor Amber Lynn Thoden proclaims two days hence, a day of festivity and celebration to honor the heroes of our fair city. All good citizens are asked to attend."

The day was rainy and cold however and many of the tournaments, performances, and ceremonies were postponed. Late in the day a number of priests from the clerical circle gathered to stop the rain, but by then the ground and the moods of the people were to dampened for juggling contests or pixie races. Many returned to their homes. Some headed for the taverns, some for mulled wine and some for hot tea, many just for a warm fire and warm company of those who would remember the brave and not-so-brave who fell defending the gates of Ravens Bluff in the past war.

You find yourself sharing old war stories over a drink (of one kind or another) with a mixed band of former adventurers and mercenaries. Even Charles O'Kane shows up unannounced, buys a round for the house, and drinks a toast to, "Another kidnapping of the mayor, to keep the town from getting boring."

A cheer goes up when another unexpected guest shows up, a long lost citizen of Ravens Bluff and veteran of the navy enters the tavern and a familiar voice says, "Aye lads, it's good to be home, and as fine a day as any too!"

It's the salty old sailor, Patter "Pegleg" McAbbe who lost his 'left limper' to a catapult stone back in the "good old days" fighting pirates. He hasn't been seen around since the war broke out and many had thought he had been killed in the first days of fighting. After several rounds toasting his return, and after the cheers and catcalls die down he tells his tale. As always he tells his story with a flourish of hand gestures, and lays on the accent embarrassingly thick, just so ya' don't think he's taking himself too seriously.

"Arrr...Maties, it weren't a pleasant story. It was on that fateful night, just before the crack o' dawn.

There I was walkin' home from this very Inn after a fine night of wine, women and song, when I saw this suspicious lookin' fella down by the dock."

(At this point there will probably be a few heckles from the crowd, "suspicious lookin' in the harbor district, unheard of." and "You could still see?" and "Maybe it was that old geez' Longbottle he always looks suspicious to me." The players may well join in, if it goes on too long McAbbe will object, "Are ya' gonna finish the story for me. Ya might make it a bit more thrilling.")

"So, as I was sayin' this sneaky bit of a guy was over by the dock and he has this hooded lantern and he starts wavein' it out toward the break-water. Well I figured I'd run across a smuggler of some sort. So bein' a fine upstanding member of the community (Soliciting Laughter) I decided to sneak forward to investigate, when I stumbled on a rock!"

"You was drunk," yells someone from the crowd.

"Arrr...I was nothin' of the kind, It is a sad state of affairs that our civic leaders have allowed the streets of this fine city to fall to such a state of disrepair."

"You WERE drunk," yells the crowd.

"Ohhh! Fine load of friends you are... all right I was drunk, and as I crept up on this fella he drew a cutlass as big a dragon's fang and tried to skewer me, I held him off with me trusty skinner, and that's when I saw a horrible sight, a whole line of black-sailed ships coming into our beautiful harbor."

At this point the crowd becomes solemn once again and Patter nods as the smile fades from his face.

"Well the bugger must have had a sneaky pal, 'cause I felt a great bloody crash on the back of me head, and then the next thing I know, I'm back on the high seas, shackled to an oar! I spent the war on a slave galley, part of the fleet of ugly old Ivar Bloodhand himself."

"Can you see it, Hobbled old me, rowing a mad merry bunch of pirates up and down the coast, not a very heroic fate for an old pirate hunter like myself."

"End of the war came near, and the ship I was on was lugging a band of ogres over for an assault on the trade road gate. The ogres had heard that the war had a nasty turn against their side, and lost their nerve. They took control of the ship and made us row them all the way to Thesk were they managed to run us aground. It was a bleak night, and many of the rowers drowned as the pirates and ogres left us to our fate."

"Bein' born at sea, and having a bit of added floatation (he taps his wooden leg) I managed to swim ashore and after months of hard living,

managed to make my way here to Ravens Bluff... It's good to be back!" He raises a tankard and the crowd cheers again.

After milling around, the crowd a bit, he hobbles past your table, and seems to recognize you. He leans over to be heard over the newly arrived musicians. "I've got another bit of the story, I'll save it 'till tomorrow..."

He gives the PCs a wink, "Be back here at dawn, It'll be worth suffering the hangover."

Patter 'Pegleg' McAbbe, hm, T2: AL CG; AC 8 (Leather); MV 6; hp 6; THAC0 20 ; #AT 1; Dmg 1-4 (Dagger); SA Backstab +4 to hit, x2 damage; SD nil; Str 10; Dex 15; Con 12; Int 13; Wis 14; Cha 16; MR nil; SZ M; ML14.

'Pegleg' is an aging sailor with no means of gainful employment. He is too old and hobbled by his missing leg to be much use in a fight. He can defend himself by parrying and call warnings to others, he also has a keen ability to stay out of people's way.

The Next Day

Patter meets you along with a group of adventurers.

Allow the party to introduce themselves, be sure they give at least some physical description.

Patter addresses you all. "I've got a ship hired and a map to the treasure of Ivar Bloodhand himself. It is most likely a year of pirate's profits. I'm leaving on the evening tide and I could use a few friends to watch my back. When we find the treasure and get it back here, I'll split it with you fifty-fifty. I get half, you lot can split the other half."

The shares might sound steep, but as Patter will point out, he has the map and knows its secrets and without them the treasure is none...take it or leave it. Patter won't haggle. Keep in mind the map is all he has left, and there are plenty of other adventurers in Ravens Bluff that would jump at the chance to make such a tidy sum.

Here's a guide to answering the questions the PCs might have, keep the Q&A short, Patter still has things to do before the ship leaves and is in a hurry.

- How did you get the map?
"I was a captive of the pirates through the war. End of the war came near, and the ship I was on was lugging a band of ogres over for an assault on the docks of our fair city. The ogres had heard that the

war had a nasty turn against their side, and lost their nerve. They took control of the ship and made us row them all the way to Thesk were they managed to run us aground. It was a bleak night, the surf began to pound the galley to flotsam, and many of the rowers drowned as the pirates and ogres left us to our fate."

"I managed to grab one of the pirates trying to escape. My oar mate held him with a chain and I killed him with his own dagger. I freed myself and the prisoners I could reach, and managed to swim ashore thanks to years of practice and a little added buoyancy. (He taps his false leg.) When I got to shore I found the ship's captain. He was laying on a rock, half drown and badly beaten by the surf. He had lost his sword in the waves and was clutching a wooden box. The fool drew his dagger and tried to stick me, but I pushed him off the rocks and sent him back into the waves where I lost sight of him. The box washed ashore. I managed to amble along the rocks and get the small chest which contained a pouch of gems and this map. I used the gems to hire passage home for myself and the few other slaves that survived. The rest I used to get supplies and find a ship that will take me to the island where the treasure lays just waiting for someone to pick it up!"

- How long is this going to take?
I figure it's not much more than a month there and a month back if the weather holds fair and the wind is favorable.

It will actually take thirty days to get to the island (barring PC intervention.) The return trip will depend on the number and loyalty of the remaining crewman. (See Crewman Appendix.)

- How much do we stand to make?
"Maybe as much as 20,000 in gold, even a small share of that should be enough to live comfortable for years, or to make quite a show at charitable contributions..." He winces at the thought of adventurers just giving away vast sums...

- "I have plenty of gold, why should I go?" Or "I do not see this as a worthy cause..."
"Well I ain't gonna twist nobody's arm to make 'em rich, but I heard you lot were adventurers. This is definitely going to be an adventure... and who knows what we might find along the way.

- If asked to see the map.
Patter holds up a piece of parchment and say's, "Lads, I'd rather not show the map to anyone. I trust you of course, but ya never know how word gets

around. If you'll agree to go of course, I'll give ya a gander at it..."

See Player Hand out #1. He will show it to them, but retain possession of it and will not allow them to make a copy of it.

- Who is this Ivar Bloodhand?

"Only one of the most ruthless and successful rogues ever to put to sea in a ship! Stealthy as a cat, and quick as a humming bird with a rapier. Some say he even learned some ancient secrets of the pirates of ages past... but he must be dead by now... after all those pirates got killed in the war and all.

- Is the treasure guarded?

"Not likely. The pirates might have left a few traps behind, but it's on a deserted island in the middle of nowhere. There may be some beasties, but probably nothing for seasoned adventurers the likes of you to be afraid of."

He will conclude the session with a nod and the following:

"All right then Mates, buy any gear ya' might need for the journey. Don't worry about rations. We'll get those on the ship. I'll get the shovels and picks crated up and meet you lot down at the docks two bells until sunset, on the Swan of Selgaunt. Remember, no-one knows about the map but you, and me, and the captain of the ship, so let's keep it our little secret. If anyone asks, we're going on a mapping expedition. Arrr harr!"

At this point allow players to update their character sheets with new equipment and re-memorize spells if they choose to.

Encounter One The Swan of Selgaunt

DMs guide to the Swan:

The *Swan of Selgaunt* is originally a ship from the nation of Cormyr. The crew is an assortment of rough and tumble conscripts, rogues who signed on to avoid prison, and vagrants pressed into service during the war. They are kept in line by an iron fisted First Mate and a thin line of marine guards. The former Captain did an amazing job welding this assortment of 'human clutter' into an efficient crew. He actually lost the boat covering his gambling debts. The new captain (Bayron

Bloomfield) is delighted to finally have a chance to sail the seas in search of treasure and high adventure, but has no clue as to how to run a ship.

Captain Bayron 'Bloomy' Bloomfield, hm, T3: AL CG; AC 7 (Leather & Dex); MV 12; hp 12; THAC0 20 ; #AT 1; Dmg 1-6 / 1-8(Short sword); SA nil; SD nil; Str 14; Dex 15; Con 8; Int 8; Wis 10; Cha 14; MR nil; SZ M; ML10.

Although he has the ability to backstab, he never thinks to use it. 'Bloomy' is an adventurous spirit that has not had a whole lot of experience at adventuring. 5'3" tall and slight of build, he is an outstanding gambler and a quite the dandy with a good eye for fashion. He hasn't the slightest idea on how to command a ship. His charisma is a function of his dashing appearance and bubbling sense of humor. It should not be interpreted to be his qualities as a leader (he doesn't have any.) 'Bloomy' appalls violence and will seek to avoid it at all costs, (because he is a coward.) His favorite expression is, "We have to keep our spirits up!"

First Mate Champer, hm, F3: AL LN; AC 6 (Leather & Dex); MV 12; hp 14; THAC0 17 ; #AT 1; Dmg 1-8 / 1-12 (Long sword); SA nil; SD nil; Str 15; Dex 16; Con 13; Int 12; Wis 14; Cha 15; MR nil; SZ M; ML 16.

Champer is 44 years of age, black hair, brown eyes and has a hardened look. He is a 'by the book' sailor of the old school. He has fought off pirates, sahuagin, and a giant squid and has the scars to prove it. He has a strict code of justice that has kept the crew in line for the past four years he has been on the Swan. His favorite expression is, "The sea doesn't suffer fools."

Marines (6), var., F2: AL LN; AC 8 (Leather); MV 12; hp 10; THAC0 19 ; #AT 1; Dmg 1-6 / 1-8 (Spears and Short swords); SA nil; SD nil; MR nil; SZ M; ML 15 (13 w/o Champer).

These men are the most veteran crewmen and are doggedly loyal to Champer, who has kept them alive through many fights. They do not socialize among the rest of the crew or with the PCs, acting only as guards and lookouts they are paid to be alert and suspicious.

The Crew, a.k.a. scurvy dogs (11), var., T1: AL CN; AC 10 (none); MV 12; hp 6; THAC0 20 ; #AT 1; Dmg 1-6 / 1-3 (clubs / improvised weapons); SA nil; SD nil; MR nil; SZ M; ML 13 (10 w/o Champer).

These men do not like Champer but they respect him. They know their duties and they know the rules. Like Champer they believe that the sea is no place for

idiots and will say as much to the face of anyone who offends them.

The crew will make no effort to help the party feel at home on board. Though most speak Common, many of them speak with accents (Sembia, Calimshaw, Sword Coast.) and are difficult to understand. They are distrustful of 'foreigners' and are a suspicious and superstitious lot.

If a savvy PC casts *know alignment*, they will learn that the crew is roughly three quarters Chaotic Neutral. The rest are an assortment of Chaotic Good, Neutral, and a few Lawful Neutral Marines. Some of the Neutral Crew have Evil tendencies, but this is not likely to be evident until times of stress or if they are provoked.

The only thing that will improve the crew's view of the passengers is if they stay out of the way. Even PCs with sailing, navigation, weather sense and related skills will be talked about behind their back, and judged to be a 'show-off' if they insist on helping. (Imagine how an airline's flight crew would re-act if a group of amateur pilots they didn't know showed up and started trying to do their jobs.)

Any attempts to bribe, cajole, or intimidate the crewmen will be met with indignation. Persistence will bring outright hostility until the First Mate recognizes what's going on and yells at the crewman in question to "Move Along!"

The crew finds swashbucklers especially annoying and will avoid them at all costs, knowing full well the 'good-natured' bad luck they bring along with them. Favorite expressions of the crew are:

"Passengers are bad luck...specially from THIS city, I hear half the ships that leave this port get jumped by pirates, or sea monsters or worse!"

"We'll be lucky if the storm season isn't early this year, and if this lot doesn't take us to a sea of trouble."

(If a swashbuckler is present.)

"Their kind bring luck...Bad Luck."

"I hope the shark's aren't hungry where we are headed."

It is worth noting that the Swan requires a crew of at least 8 to sail. Keep a running tally of crewmen that die using DM aid #4 (most likely in encounter 3 **Appetizers** and 6 **Terror on the High Sea.**)

Boarding The Swan of Selgaunt

Making your way to the pre-arranged pier, you find a tall-rigged, twin-masted, gray hulled caravel. She has the name "Swan of Selgaunt," on her bow and the graceful figurehead of a swimming bird. An officer on deck calls orders to the crew who are seeing the last of the supplies up the gangway with well practiced ease. A guard nods to you as you approach the ship and asks, "What's your name and business."

Each of the PCs are asked their names before they are allowed to board, the guard instructs them to talk to the First Mate. He is direct and business like referring to each PC as sir or ma'am. If asked his name he will respond,

"First Marine Sergeant Kole, Sir!"

If questioned about anything he will repeat his instructions for them to talk to the First Mate.

If one of the PCs calls themselves captain (due to a title, former occupation, or ranking in the guard.) and doesn't clarify the title, the guard will salute and greet him,

"Sir, we have been expecting you Sir. Good to welcome you aboard Sir. Everything readied according to plan Sir!"

If they point out they are not actually THE captain, he will bristle at having been made to look like a fool, direct them to the First Mate and then keep silent. If the party plows it's way up the gangplank they will get in the way of the crew loading supplies. The crew will make way for them, but this will draw a few stern, sideways glances. As the PCs cross to the First Mate they will be asked to step aside at least three times, create the distinct feeling they are underfoot. As they arrive at the side of the First Mate, he will be in the midst of directing a boom loading of the main hold. He will be polite enough to the PCs, however, if the PCs interrupt him he will be clearly agitated.

"Your Cabins are Aft of the Cargo Hold. There's one Port and one Starboard of the beam passage. The Stairs are at the Quarter-deck door. Meals are at Dawn, Noon, and Sunset. The rules on this ship are simple, no stealing, no brawling, no gambling on duty, no sleeping on duty, no drinking on duty. First infraction is twenty lashes, Second is fifty, ya' try it again after that you'll be put off the boat... where-ever

we happen to be at the time. Now, if you'll be kind enough to excuse me I've a ship to ready."

The PCs find their cabin. It is cramped, has no windows, and smells of brine, sweat, and pickled fish. Patter, the venture's patron, will arrive with his large sea trunk shortly after the PCs. A few minutes later, the ship will be loaded, rigged and ready to sail an hour before sunset the Pilot oar boat standing by to tow the Ship to the harbors mouth. That is when everybody gets to wait...

The new Captain, Bayron Bloomfield, arrives an hour and a half late in a flurry of activity. His personal coach brings him to the edge of the dock. A dozen servants in a wagon that follows, start a conveyance line handing boxes and chests up the plank as Bayron begins walking up and down the dock admiring the ship. He then jogs up the ship without so much as a by-your-leave from the Marine guard, who comes shouting after him. This of course draws the attention of the First Mate who begins yelling. "Who do you think you are, and what the hell do you think your doing!!!"

The PCs, even if waiting patiently in their cabins, will hear this and may wish to investigate.

The new Captain will then waltz up with a cheerful smile to the First Mate and eloquently greets Patter, and introduce himself to the First Mate, the PCs and several members of the crew.

"Good evening Sir, I am Bayron Bloomfield at your service. You can call me Bloomy all my friends do. I'm the new owner and captain of this fine ship!"

'Bloomy' can barely suppress a giggle as the First Mate snaps to attention, "Captain! Sir, the ship is ready for inspection, Sir!"

"Ahhh! You must be Champer the First Mate. I'm told you'r a smashingly good sailor. No time for the tour now. We have plans to make! Go ahead and take the boat out and we'll see what she's made of."

The First Mate looks furious. He shakes the Captains hand and looks him in the eye as he begins bellowing orders to the crew to get the SHIP underway.

The Captain apparently oblivious to the inconveniences of missing a friendly tide and having to cross the sand banks in approaching dark, continues to smile and greet crewmen. Allow the introductions to be made then tell the players the following:

Night falls and the pilot boat manages to guide the Swan safely out of the harbor. Within two hours the Swan is on the open ocean and tacking south-west. Another hour out of harbor, the crew, the marines, and First Mate Champer each throw a coin overboard.

Most throw copper pieces, the First Mate throws a silver. If asked about this practice no-one seems to want to talk about it.

The First Mate simply says, "It never pays to short change the Bitch-queen."

Anyone with the religion NWP will realize it is meant as a sacrifice to UMBERLEE. It is not a sign of worship, but of appeasement. If they would care to point this out to the other PCs using her name, the crew will take a collective gasp of shock. The First Mate will sprint up to said character and try to clamp his hand over their mouth.

"Do not say that name aboard this ship again or I'll have you thrown over after those coins. A fool thing like that could bring her wrath on us all!"

At this point the character in question will begin to get an uneasy feeling. Consider anyone who speaks her name after this point to have got her attention. They will have 'bad luck' until they reach dry land. The DM should feel free to throw in a few things to make the character feel uncomfortable.

From now on the crew will look at that PC suspiciously every time something bad happens. Later in the adventure this may come back to haunt them.

Encounter Two The Briny Deep.

The next few days of the trip are uneventful. The Captain keeps telling everyone to call him 'Bloomy', although the entire crew continues to call him captain. He asks questions constantly of the First Mate like, "What are those Islands over to the left?"

"Port, sir... and those are the Graywind Islands."

"And those to the right?"

"Starboard, sir... and those are clouds."

The crew seems uneasy with such a man as Captain, but the First Mate keeps them busy and crew seems to settle into their routine.

'Patter' tries to pass the time planning his retirement. He happily chat's with the PCs away from the rest of the crew about how they plan to spend their share of the loot.

A Thief on Board

Four days out of port one of the PCs find a piece of their equipment is missing. (What kind of item is left to the DMs discretion, in low tiers, just a lantern or dagger, at high tiers, a valuable gem or small magic item.) Let the PCs go about their business for a few minutes trying to investigate the loss, then read on:

There seems to be a disturbance below deck in the hold and crews quarters. A few seconds later, one of the marines marches onto the deck, dragging a member of the crew. The marine pulls him to his feet before the captain and first mate, as a number of other crewman look on. The four of them begin talking in hushed voices.

If the PCs try to find out what's going on they will learn that one of the crew (Seaman Feegs) has been brought before the Officers for stealing food from the ship's stores. If his personal equipment (sea bag and hammock) are searched, the PC's item is there. If confronted Feegs will also admit to stealing the PCs item and tell them where to find it.

The First Mate gives orders for the grate to be rigged for a flogging but the Captain seems hesitant. "No need for such barbarous treatment, it was just a little food, the lad was probably hungry..."

If the PCs speak up they can sway the Captain one way or the other. The First Mate will point out that nothing will destroy the morale of the crew faster than petty crimes that go unpunished. The Captain, a bit of a rogue himself, thinks that flogging is inhumane and has probably done a few things in his day to warrant it himself. He just didn't get caught. The PCs may have other ideas on the subject of corporal punishment and should be allowed to sound them out. In the end the Captain will relent but only if he hears a convincing argument.

If the man is flogged he will be a bit resentful toward the First Mate. Everything else will be back to normal in a day.

If the man is not flogged, the crew will be agitated, mumbling among themselves. Seaman Feegs will get a different kind of punishment. He will disappear the next night, as one of the other crewmen will wait until after dark and push him over the rail. If the PCs

investigate this using spells, they will quickly find the person who did this (Seaman Gator) and he will be flogged and confined to a box (5'x5') in the hold for seven days. The First Mate will insist on this and will not relent.

Encounter Three Land Ho!

After sailing for almost three weeks of clear skies and fair winds one of the lookouts calls from the crow's nest. "Island of the Starboard bow."

As the day passes it is clear The Swan of Selgaunt has reaches a small archipelago. And the unnamed island on the treasure map can be seen beyond the outer chain of islets, sandbars and reefs. As the Swan of Selgaunt draws nearer, you can make out the wide beaches, thick jungles, and rocky volcanic spires that loom above them. The ship slowly makes its way among the reefs to the sheltered waters south-east of the unnamed isle and drops anchor just as the great red orb of the sun settles beyond it and darkness begins to fall on the sea.

Patter pulls the party aside at this point:

"All right Maties, were going to put ashore at dawn. The Capt'n and his Mate will take care of restocking the ship. We'll go in on the jolly-boats while the crew takes on fresh water and sends out forage parties. Once on shore we need to find a landmark. I'm not sure what it is, but we should know it when we see it. Once we find it, finding the treasure will be easy. The island is two days march east to west and one day north to south. The Capt'n says we should have four or five days on 'mapping detail' before the crew gets suspicious."

Allow the PCs to make any other plans necessary. They can also pre-cast whichever spells they need to and can memorize before the longboats leave at dawn.

Appetizers

As the crew prepares to restock the Swan, the party can accompany them. Twelve men can travel in each longboat and six need to row. Patter will take his place in the bow of the first of two boats, the PCs can position themselves as they see fit. Make sure to note which PCs have heavy armor on. (A kind DM may wish to point out that the sound of heavy surf can be heard pounding on the beach.) Because the bay that the Swan has anchored in surrounded by steep cliffs, the

longboats will need to make their way around the southern point of the island, and up to the beach on the south-west side. (See DM's Map.)

The crewmen aid you in boarding the jolly boats and lower down bundled supplies. Casting off the lines and pulling on the oars to pace of the marine guards call, the boats make way from the Swan toward a suitable landing sight. Rounding the island's southern point, a wide black-sand beach comes into view. Many large rocks jut from the surf between the swells. The waves can be heard crashing against the cliffs to your right with an angry roar.

As the boat crosses the sandbar at the island's southern point, the boat rocks suddenly and a huge claw erupts from the waves,

Have the PCs roll a d10 for surprise. Note that elf bonuses and dexterity adjustments do not apply as everyone is on board longboats, however someone with Alertness NWP that makes a successful check may add their bonus to the roll. If the total roll is 8 or more (7 w/ alertness) the PCs may see a strange ripple in the water around the boat and can make an initiative roll. Success allows them to act, but the creature is hidden between three large rocks and has 75% cover (+6 to AC and saves) and will only be visible as a shadowy form beneath the surface. If the party rolls 7 or less the party fails its surprise roll, the first sign of trouble is a huge claw slashing out of the water and plucking Patter from the bow of boat.

Regardless of the tier, one creature will be attacking Patter and will not join the creatures in attacking the PCs.

This encounter is designed with an average magic party in mind. If the players have multiple *horns of the tritons*, *rings of free action*, and *cloaks of the manta ray*, add an additional set of monsters on the third round.

Tier 1 (Levels 4-13):

Giant Crabs (2 or 4): Int non-; AL N; AC 3 (-3 until attacking); MV 9 Sw 9; HD 3; hp 18; THAC0 17 (13 w surprise); #AT 2; Dmg 2-8 / 2-8; SA nil; SD surprise; MR nil; SZ L (13'); ML 13.

Tier 2 (Levels 14-25):

Giant Crabs (3 or 6): Int non-; AL N; AC 3 (-3 until attacking); MV 9 Sw 9; HD 3; hp 22; THAC0 17 (13 w surprise); #AT 2; Dmg 2-8 / 2-8; SA nil; SD surprise; MR nil; SZ L (13'); ML 13.

Tier 3 (Levels 26-37):

Giant Lobsters (3 or 6): Int non-; AL N; AC 3 (-3 until attacking); MV 3 Sw 9; HD 4+4; hp 30; THAC0 15 (11 w surprise); #AT 2; Dmg 2-12 / 2-12; SA nil; SD surprise; MR nil; SZ L (13'); ML 13.

Tier 4 (Levels 38-56):

Sea Lions (6 or 12): Int semi-; AL N; AC 5/3 (-3 until attacking); MV Sw 9; HD 6; hp 30; THAC0 15 (11 w surprise); #AT 3; Dmg 1-6 / 1-6 / 2-12; SA Mauling; SD nil; MR nil; SZ L (15'); ML 12.

Any creature hit by both paw attacks in the same round is being mauled. Mauled creatures cannot attack and must make an open doors roll to free themselves. When mauling a creature, the Sea Lion follows up with a bite attack with a +4 bonus to the attack roll causing double damage if successful. The lion-like head and mane are AC 5, the scaled belly and tail are AC 3.

Tier 5 (Levels 57+):

Sea Lions (8 or 16): Int semi-; AL N; AC 5/3 (-3 until attacking); MV Sw 9; HD 6; hp 40; THAC0 15 (11 w surprise); #AT 3; Dmg 1-6 / 1-6 / 2-12; SA Mauling; SD nil; MR nil; SZ L (15'); ML 14.

Any creature hit by both paw attacks in the same round is being mauled. Mauled creatures cannot attack and must make an open doors roll to free themselves. When mauling a creature, the Sea Lion follows up with a bite attack with a +4 bonus to the attack roll causing double damage if successful. The lion-like head and mane are AC 5, the scaled belly and tail are AC 3.

At tiers 1, 2, and 3 the largest and very hungry predator moves with amazing speed from its underwater hiding spot and pull Patter into the rough water. The PCs will see him struggle briefly and then go limp. He is unconscious and will be dead the next round. If one of the PCs leaps into the water and distracts the creatures (Engages them in melee combat underwater), the creature will release Patter's unconscious body. If they choose to abandon Patter's body and lay on the oars they can out run the creatures and fight them on land.

Saving Patter should be almost impossible, I would have made it a 'boxed text kill,' but if the PCs do something astoundingly creative or self-sacrificing (i.e. give their life, use a MAJOR one-use magic item) they may save him. It is also possible a PC priest may be of sufficient level to raise him from the dead. In either case he will be so shocked, that he will be of no use for the rest of the scenario, even if all his wounds are healed.

At higher tiers the creature(s) will capsize the boat and then attack the floundering party. Characters that are unencumbered can spend two rounds climbing onto the sandbar and from there be safe from drowning. Others begin drowning unless they have swimming or some sort of magical aid. Characters on the sandbar can assist others on following rounds. Normal drowning rules apply.

REMEMBER that surface dwellers engaged in melee underwater are at -4 on initiative and 'to hit' rolls. (See DMG underwater Combat.) Missile fire at creatures underwater also incur a -4 penalty to attack rolls. The crewmen on the boats will save themselves first and then throw a rope to any one they can. Any monsters not engaged by the PCs will spend their free time devouring one crewman each round.

After the creatures are defeated or driven off or the party flees:

If none of the PCs rescued Patter they find that nothing remains of Patter but his backpack. If successful in recovering his body they will find his short sword, scabbard, and the map (**Players Handout #1.**) In his pack is a journal of his adventures so far, a lantern, three flasks of oil, an hourglass, a scrap of leather with some scratches on it, and a small brass sundial. Packed in a large sack in the second boat, Patter has 100' of heavy rope, three shovels and two pick-axes. If the players examine the scrap of leather, give them **Player handout 2.**

From this point the PCs must decide what to do. If they return to the *Swan of Selgaunt*, Captain Bloomy will defer to their judgment, although the boat still needs to be re-supplied. They are free to return to Ravens Bluff empty handed, if so go to **Encounter Six.** If they decide to continue searching the island, go to **Encounter Four.**

Encounter Four The Angry Island

Arriving on the beach, you are greeted by the strange sounds and smells of a wild and tropical paradise. Huge rainbows of strange flowers adorn the bushes, multi-colored birds flutter in the tree tops. There are fruit trees in abundance, and a small waterfall splashes over the rocks at the far end of the beach. But ominously, strange animals call out from the surrounding jungle, and no sign of trails or roads can be seen anywhere... man, it seems is not welcome on this island.

Investigating the beach will show nothing of great interest. The small waterfall is fresh water and can be used to restock the ships' stores. Plenty of food can be found about the rim of the beach to re-supply the food stocks. The crew will begin doing this. They will not enter the island's interior as there are already rumors spreading among the crew of some lurking danger.

The island is rich in fruits and edible plants. Bananas, guavas, kiwis, coconuts, and other succulent plants abound. There is also a large number of wild pigs. These are small and not at all the wild boar terrors of the mainland. If the PCs get themselves stranded here, at least survival will be easy. There are also carnivorous apes on the island, mostly keeping to the thick jungle growth on the volcano's lower slopes. These creatures are reclusive and will seek to avoid the PCs.

Carnivores Apes (1): Int low; AL N; AC 6; MV 12 (9 in trees); HD 5; hp 25; THAC0 3; #AT 3; Dmg 1-4 / 1-4 / 1-8; SA +2 to Surprise; SD nil; MR nil; SZ L; ML Unsteady (5-7).

The statistics for these creatures are here only for reference. The creature will flee if given any chance and fight only if cornered. If the PCs cast *Speak with animals*, the beast may be of some help. If the PCs are kind to the beast or use *charm mammal*, *charm monster*, it will tell them that "Loud men from the water moved dirt near big black rock in pale clearing."

It knows nothing more of value.

The Swarming Swamp.

Pressing inland you find the foliage becomes much thicker, every step must be preceded by two or three slashes to drive back the plants. The cooing and cawing of animals grows distant and is replaced by the buzz of insects, the croaking of frogs and crushing heat and humidity.

As the PCs move off the beach and into the interior of the island they will have to traverse an area of swampy ground to reach the highlands beyond. The area is fed by a hot spring which leaves the area much warmer than the rest of the island and very humid with a layer of thin haze hanging in the air. While moving through the area, they will be intermittently attacked by swarms of huge mosquitoes and biting flies that will make the travel through the next step of the journey miserable. Each of the PC's will be attacked by hundreds of insects as they make their way through the swamp (Good-bye *stoneskins*). Dozens of the nasty little things will try to sting and bite the characters. The damage

that the characters sustain will be 1-3 hp for each turn spent in the swamp. PCs that rush through the swamp at maximum movement can traverse it in one turn.

Damage can be reduced by producing smoke, by coating their skin with oil or mud (the method used by any crewmen that head through the swamp, reducing damage to 1 hp per turn), or using some insect repelling magic. Flying characters in the area attract double the amount of insects but can traverse the swamp in half the time, taking normal damage unless they linger about the area searching. *Stoneskin* will prevent all damage, but all *stoneskins* will likewise be negated.

Once beyond the atrocious swamp the island again takes on the look of a tropical paradise. Game trails from wild boar can be found. A large fresh-water stream flows down from the highlands and fills a wide brackish lagoon.

How the PCs search the island is up to them, at high tiers it is likely a character will have the ability to fly via a spell or magic item, if so they can easily spot the Standing Stone and its surrounding clearing from the air. Searching on foot will take three days but the PCs do not feel to be under much of a time constraint. Light rain falls daily on the island along the volcano's western face, feeding the fresh water pools and streams that join to form the islands small river and waterfall. Feel free to keep them nervous with strange jungle sounds as they make camp, but the only creatures on the island - apes, birds, and wild pigs - are wary of humans and will not attack.

Beyond the swamp there are three points of interest on the island, the Hill of the Fang, the Groaning Cliffs, and the Volcano's Edge.

The Groaning Cliffs.

Overlooking the sea, on the west shore of the island is a range of cliffs. There are dozens of holes and caves of various sizes left by volcanic activity. The wind is very strong at this spot, driving the waves to pound with thunderous fury at the rocky wall below. A mournful howl rises and falls, filling the air, seeming to surround you. The groaning sounds like the spirits of the restless dead.

The strong and steady wind causes a low moaning sound as it passes through the hollow lava tubes along the cliff face. Although unnerving the sound is harmless. This area is the lair of "The Curse that Devours," but there are so many caves and tunnels the party would need to search for days to find it. That

cave, in a long series of tunnels, is covered with footprints of dozens of different humanoid creatures. All are left by Hajuki, the Ogre Mage, in his various forms. Hajuki will not confront the PCs here.

There is nothing of value in his lair, only the bones of the dozens of carnivorous apes and hundreds of wild pigs he has devoured over the past three years. If the PCs approach his cave, he will become gaseous and allow the wind to whisk him through the long channels of tiny tunnels toward the east. He will also avoid the PCs seeing him. If by some freak occurrence they do, (the use of magic) they will see a carnivorous ape, a form in which he spends most of his time while on the island.

The Volcano's Edge.

The rough craggy peak of the island's center looms above the jungle. The dull black volcanic stone, glittering in places with glassy streaks has an ominous cloud that hangs about its crest. Distant rumbling sounds can be heard as the party nears the upper slopes.

The volcano is dormant. The rumbling sounds are caused by the geyser and boiling water that wells up in the volcano's hollow bowl. There is no danger of it erupting. Of course the players won't know that.

The Pale Clearing.

This area of the island is a wide clearing covered in sand. Standing in the center of the space is a large irregular chunk of shiny black rock (coarse obsidian.)

Finding the Treasure Pit

Ivar Bloodhand wanted to make sure his treasure was difficult to find and recover, insuring that he would be the only one to spend it. He made a map so he could find the island again, but was hesitant to put the location of the actual treasure location on that map. To make sure he could find his loot, he found the only obvious landmark on the island, took ten paces toward the setting sun, turned right and fifteen paces. That is where he had his men dig. After the treasure pit was finished, and he had killed the crewmen he had brought with him, he scratched the bearing inside his boot so he would not forget, then he did his best to conceal any trace of the digging. The boots he wore that day are long gone, but he kept the leather scrap. **(See Players Handout 2.)**

The leather scrap is an obscure clue (10 paces west, fifteen north.) If the PCs do not figure it out, or if they do not have the leather scrap, they may be able to

find the treasure using a *potion of treasure finding* or other similar magic item. The spell *locate object* (Priest, 3rd Level) may help if the proper item is called to mind for the spell. Make the players be specific. Copper, silver, gold or platinum coins will work, as will the image of an iron strongbox. A wooden chest will fail, as none of the containers are made of wood. A *comprehend languages* on the scrap will reveal 10w 15n, but not their significance.

This portion of the adventure could go quickly, or it could be a slow grinding process. If the players come up with a truly brilliant method of finding the treasure not mentioned here, let them find it. Under no circumstances should you just hand over the loot, the PCs have to earn it.

Do not forget timing. Opening the chests will take a while, and an hour for encounter Six is a minimum.

Encounter 5

Opening the Treasure Pit

Not only is the treasure hard to find, it is also hard to get to. (See DMs Graphic Treasure Pit.)

Digging on the spot you suspect is the place old Ivar Bloodhand hid his treasure, you find the work exhausting. The loose sand is heavy and difficult to keep moving. The heat of the tropical island is overwhelming, but after what seems like an eternity of digging one of the shovels hits something beneath the sand with a hollow 'clang.' Clearing the sand and gravel away, you find a heavy iron strongbox.

Strongbox #1

Scrawled atop the strongbox is a warning written in common tongue. It reads "Beware the Curse that Devours."

Digging ten feet down will uncover the first chest (A) containing 3,000 copper coins. This chest is not trapped. The greenish gray mass is verdigris, which is harmless (Though the PCs may suspect it is some horrible type of mold of slime and attack it). Exposure to moisture over the past three years has caused the copper to oxidize. The copper inside is still valuable but needs to be cleaned off before the coins can be spent. When the PCs open the first box read them the following:

The heavy iron box opens with difficulty. Inside the dull glow of metal coins can be seen through a horrible looking greenish gray mass.

The PCs may conclude that this is the treasure, (the value of which is a mere 30 gold). **If the PCs wish to leave, let them. In fact any time during the process let the players feel free to walk away.** The bulk of the treasure actually lies deeper still. The walls of the shaft are firm, digging deeper will not require bracing or shoring, only the removal of loose sand.

Strongbox #2

Continuing to dig deeper into the shaft, hours go by until at last one of the tools again makes that welcome sound of metal on metal.

Ten feet deeper lies the next box. This box is just as heavy and contains 1200 silver coins. It also contains a trap. A thief who checks for traps will find a wax seal along the seam of the chest to keep the air out or to keep gas in. (Actually it is the former, Ivar Bloodhand filled the chest with *oil of fiery burning*.)

Opening the chest will cause the oil to ignite, inflicting damage to all within 10'. The number in front of the slash represents the first round of damage, after the slash is the subsequent round(s) unless the person is immersed in water or extinguished by magical means. A saving throw vs. Spell will halve the amount of damage.

Tier 1: 2d6 / 1d6

Tier 2: 3d6 / 2d6

Tier 3: 4d6 / 2d6

Tier 4: 5d6 / 3d6 / 1d6

Tier 5: 5d6 / 4d6 / 2d6

The oil will not cause any damage to the treasure or the box. A successful disarm traps roll by a thief will allow a small amount of wax to be removed, the chest will then start hissing and smoking, giving everyone enough time to get out of the area of effect before the box explodes harmlessly the next round scattering coins over a 30' radius. *Dispel Magic* with a roll that succeeds in canceling a twelfth level spell will cause the oil to become inert (q.v. *Player's Handbook, dispel magic*.) Another way to bypass damage is to open the box underwater, in which case the oil will float to the surface before igniting for 1d6 / round for 5 rounds to anyone swimming on the surface.

If the PCs dig further they will find that there is only a few inches of sand beneath the second box. Below that is a wooden flooring. The heavy wooden planks are the top of a bracing put in place to keep the upper levels of the treasure pit from shifting.

Strongbox #3

Working one of the stout beams out of place you can glimpse what lies beneath. The pit below has rough volcanic walls, and descends nearly 15 feet. At the bottom is a pool of dark, evil smelling liquid that fills the pit from wall to wall. Dust and sand from the shifting wooden planks settle on the surface and cause it to ripple.

The water is smelly and filled with sediment. It is harmless but makes recovering the other chest's challenging. Visibility in the water is reduced to inches, the water feels slimy and cold to the touch. PCs swimming down into the water will feel a slight rippling current as they descend.

The pit is a rough shaft 15' across.

Attempts to drain the water out of the pit will be quite a task. The PCs can get buckets from the ship, use the already opened chests, or cut lengths of bamboo in order to have a means of hauling the water out of the pit. The water seems to refill by itself. This is due to a narrow tube that angles out of the hill toward the river. In order to bail out the pit the PCs will have to find the other end of the tube (chance of detecting secret doors) and plug it, or find some other way of clogging the tunnel.

At the bottom of the water is another box, half submerged in thick black sediment. Thieves making a successful find traps will notice a strange blue/black flicker of energy along the seam of the chest. It contains 1,200 gold pieces, and a trap. Ivar Bloodhand, using a scroll he had taken off a former adversary, cast a *programmed illusion* (q.v. W6 spell) to scare off anyone who tried to tamper with the strongbox. If anyone attempts to open the lid without tapping it three times with a key, read the following passage:

The box opens with some difficulty. For a moment, as the lid is lifted a loud rush of air seems to be sucked in and then everything seems quiet. Hovering in the center of the box is a flickering black ball, It seems to slowly float out of the box, picking up speed as it heads towards you!!!

The *sphere of annihilation* is an illusion, but a rather convincing one. Leaves, dust and bits of sand will seem to swirl off the ground to get sucked into the sphere. It follows the person who opened the box at movement rate of 12, relentlessly heading toward them for three rounds and then vanishing without a trace. Anyone hit by the sphere must make a saving throw vs. spell (Wisdom adj. apply) success means the sphere appears to them to pass harmlessly through them. Failing a

save will mean the PC will be knocked unconscious for 1-3 turns. (see Illusions, Players Handbook.)

As the *programmed illusion* fades, the gold will be visible in the chest.

Strongbox #4

If the PCs continue to dig through the sediment read the following:

Hours of backbreaking, sweating, stinking work go by. Finally you reach the bottom of the shaft, clearing the last of the mud off the smooth sandstone floor, you find at the base of the pit there is a small niche.

The niche is narrow. If the water has not been drained the muck is so thick the PCs must prod about with a sword or similar item to find it. Inside is a smaller strongbox. However, pulling the box out of the niche causes a blade to scythe across the opening. A character pulling out the box without the precaution of some sort of tool such as a hook or shovel, will find himself minus 2d4 hitpoints **AND 1d4 fingers**.

The box itself is not trapped and contains 6 sapphires of outstanding quality, worth 200 gp each.

Strongbox #5

It is not likely that the PCs will continue past the fourth box. Players that are really paying attention may notice that in the above descriptions the walls are rough volcanic rock. The floor is smooth sandstone. If a dwarf is present and deliberately checks for new construction, let him know there is something suspicious about the floor.

The fact is that Ivar Bloodhand hid his most valuable treasure where he was sure it would not be found. He placed it on the floor of the pit, and used another of his scrolls to cast *transmute rock to mud* (W5 spell), allowing the chest to sink for a minute before casting the reverse, turning the mud back into the smooth sandstone flooring. Ivar felt confident that no-one would be able to find it even if they looted the rest of his plunder.

If the PCs really get crazy and keep digging (using the picks it will only take one day) they will find that the sandstone continues down another 10' until:

Once again the hours of work pay off. Another metal strongbox is concealed in the stone. It is larger than the others and looks quite heavy.

The box is heavy. It contains 2400 platinum pieces, two *potions of extra healing*, and you guessed it... a

trap. If a thief successfully detects traps, he will find that this chest has a double hinge in back, and a wax seal around the seam. A successful remove traps roll will let him know that the trap is rigged to the lock, but not automatically disarm it. Scratched on the front of the chest is a clue as to how to open it without catastrophic results.

*Face to Me,
Face the windswept Sea,
Face Cormyr,
Face no Fear,
Selune's path Three,
That's the Key.*

(Player Handout #3)

This is a rather complicated way of saying turn the key Counter-clockwise three times before opening. (If you are facing Cormyr and the nearest part of the sea, you are facing North. Facing the chest, and turning the lock three times in the direction the moon travels across the sky. It disarms the trap.)

The PCs do not have the key of course, but if a thief picks the lock he can easily spin the tumbler with his lock-picks. If the PCs open the box without this precaution, make sure you know were everyone is standing. Opening the box without de-activating the trap releases a cloud of reddish brown gas. If opened in the pit, the gas will fill the pit completely. If opened outside or on the ship, it will quickly be driven by the wind (east) and spread out. The area of effect is a 5' radius of the strongbox and a fifteen-foot wide path, 60' downwind before dispersing.

Anyone standing in the area of effect must make a saving throw against breath weapon (modified by Dex.) to avoid the oncoming cloud.

If the box is opened in the pit, the pit will fill with gas. Characters in the pit can not avoid the cloud. It just fills the pit and sits there. Unless a gust of wind or like magic is used to disperse it the cloud remains in the pit for about an hour.

The gas causes metal to corrode at an amazing rate. Bronze, gold, platinum, and silver are unaffected by the gas; but iron and steel rust into useless crumbling chunks in a single round.

PCs caught in the cloud must make saving throws vs. disintegration for all of their metal equipment each round they are within the cloud. Metal armor, weapons, grappling hooks, iron spikes and (gasp!) magic items; all have to make a successful save or become so much useless dust. (Blades, armor, shields, and helms, are probably steel unless specified

otherwise. Rings, amulets, pins, and other jewelry magic, are probably not.) The DM has the final say as to which items must roll saving throws.

This is of course the last box, not that the PCs would believe that. They can keep digging if they wish, but will find no more treasure.

The contents of the box are unaffected (platinum.)

Encounter Six The Curse that Devours

After the last chest is recovered and the PCs are packing up their gear to return to the boat,

Across the clearing you see a group of men walking in your direction. It appears to be First Mate Champer, two Marines, and six of the ship's crewmen. They are all carrying their weapons ready and looking about the clearing.

If the party does not hide the strongboxes in some way, but has kept the treasure a secret to this point, the First Mate will look scornfully at the party. The crewmen will look at the heavy boxes with knowing admiration and envy. It is possible the PCs might even get nervous with all the treasure around and a gang of armed men coming, but robbing the PCs is the last thing from their minds at this point. The PCs drawing their weapons or readying spells against the crew will not go unnoticed. In any case, First Mate Champer address the party, his tone will be determined by the PCs actions:

"I hope you are done 'mapping the island,' and I hope you have all you came here to get. The Swan is leaving. If you want to be on it you better hurry up, because I don't plan to be in sight of this island tomorrow. Six men from the foraging party have just plain vanished and the crew is getting restless. Besides, the weather looks like it might turn bad, and I'd like to get home before the worst of the winter storms hit."

If the PCs insist on searching for the lost party, the First Mate will insist they be on board by nightfall (assume four hours away.) Searching the area of the beach, the PCs will find no one. If one of the PCs is a ranger or has the tracking NWP and makes a successful check, he will find a set of tracks in the sand from six men leading into the swamp. (An Observation NWP check or 1/2 Intelligence check are good enough to find the tracks but NOT to follow them for any good

distance. PCs trying to check this way will most likely get lost.)

A successful Tracking NWP check will lead through the swamp to the area around the groaning cliffs. There are no signs of struggle or blood. A careful search will determine that the men all dropped in their tracks. There is also no indication where the crewman might have gone or what may have happened to them.

If the PCs stay on the island past sunset the ship will leave them behind. (Go to 'Stranded' in the Conclusion.)

What is really going on.

Hajuki, the ogre mage, has been busy. He has been aware of the *Swan of Selgaunt* since it dropped anchor. Suspecting that Ivar Bloodhand or one of his lackeys had come to recover the treasure, he has stalked various members of the crew, spying on them from a distance.

The day before, he ambushed the foraging party. Flying above the crewmen he first used his *sleep* ability to drop them, then used *charm person* on one of the fallen. The rest he threw over the western cliff, into the pounding sea below before waking his charmed dupe. Hajuki then questioned his 'trusted friend' with the help of his amulet in regards to the PCs, why they are here, and what the crew knows of Bloodhand. After the questioning was complete, Hajuki lifted his 'buddy' into the air and dropped him over the edge to join his dead companions in the shark filled waters below. **One Marine, five crewmen dead.**

Hajuki has learned that the crew is not associated with Bloodhand, and that the PCs are "Powerful Adventurers." He has also reasoned that the PCs have come for Bloodhand's loot, and he has decided to hitch a ride off the island with them. Not knowing how powerful the PCs actually are, Hajuki has taken a cautious approach by stowing away.

He will personally remain hidden from the PCs until he feels the odds are most in his favor for defeating them. Playing on the fears and superstitions of the crew, as well as their baser nature, Hajuki plans to turn them to his advantage as well.

Hajuki flies invisibly on board the *Swan of Selgaunt* and hides in the cargo hold where he will lair for the rest of the voyage. He will come out only at night, invisible or in human form, attempting to disguise himself as a member of the crew. He will use his *charm person* ability to gain 'friends' among the crew until he feels the time is right to take over the boat.

Terror on the High Seas

From here the DM must really play Hajuki by feel. Adjust his activities by what the party does. Remember, for the first ten-day time is on his side. He can plan, and *charm* and stack the odds in his favor. The crew is already getting their edge up, six of their number are dead, and the PCs have enough treasure to make them all rich. Keep in mind that the First Mate will want them below deck as much as possible to keep them out of the way.

If someone casts a *detect evil* on the crew, three of them fit the bill. They are thinking about the chances of offing the First Mate, Captain, and taking the boat for themselves. They have not actually acted yet, however and any attack on them will be resisted by the rest of the crew. When word of the treasure spreads, the number of 'Evils' will double.

If the PCs are on to him before the 11th night, he will fly invisibly away and return later, after they lower their guard.

The DM can use the following as a guideline for Hajuki's activities. It will need to be tailored to suit the party. It begins on the day they leave the island.

Night 1

Hajuki get on board the *Swan* and hide in the hold. If the crew search the ship with magic, he will use his amulet to create a *misdirection*, drawing attention away from himself.

Night 2

Hajuki will replace one of the crewmen (Seaman Weller.) Turning *invisible* and waiting near the crow's nest, Hajuki will wait for the midnight shift change. After the new look-out has settled in, Hajuki will climb into the crow's nest and cast *sleep*. Stripping the unconscious body, and turning invisible again, Hajuki will fly outside of the light of the ship's lanterns and drop the crewman from a great height. Returning to the crow's nest, he will *polymorph* into a human and wear the clothes of the now deceased crewman, become visible and finish out his watch. Although he cannot become a perfect copy of the man he killed, he will skulk about with his face covered and avoid contact with the PCs.

Nights 3-7

Hajuki will use *charm person* on one member of the crew each day. He will also quietly spread the rumor of the PCs' treasure and let the greed of some crewmen do his work for him. The weather will be cloudy and

rain on and off. The higher waves make the trip much less comfortable for the PCs.

Night 8

Hajuki will kill First Mate Champer. Late at night he will wait until Champer is off by himself, use *sleep*, break the First Mate's neck, and throw him overboard. Note that there will be rough seas this night. Hajuki will also turn the Swan toward the Pirate Isles to the south. Unless the players ask, the course change will go unnoticed. If players ask, PCs with direction sense or navigation will know something is amiss with a successful check (at -2, due to bad weather.)

Night 9

This is probably the first time the crew will be aware that something is amiss.

There is a knock at the door of the cabin. The door opens and the Captain pokes in his head. "Have you seen that fellow Champer? He usually wakes me up about an hour after dawn, but I can't seem to find him anywhere. He's usually such a dependable fellow..."

The weather seems to let up a bit on this day, but heavy black clouds hang in the west. The crew is visibly nervous about the missing First Mate. When the Captain calls orders, they hesitate. They obey, but are noticeably less disciplined. They watch the PCs carefully and keep clear of the marines. Their conversations end when the PCs come into view. If a rogue uses his hear noise, or a mage *clairaudience*, they will be heard talking about the suspicion of 'accursed treasure,' the danger of an incompetent captain, and how much safer it would be to head south and seek shelter for the winter in the pirate isles...

Night 10

Although the weather improves, the crew does not. Characters with Direction Sense, Navigation, Astrology or enough common sense to ask where the sun is rising will realize the ship is not on course for Ravens Bluff.

One of the Marines goes overboard, and another crewman is *charmed*.

Later, one of the lookouts on the bow "swears by any god" that he saw the ghost of Champer last night while on watch. Champer appeared silently out of the spray and was pointing west, as if warning them to go back. *Detect lie* or other divinations on him will show he believes himself to be telling the truth. (What he actually saw was Hajuki, *polymorphed* and flying before the ship. Hajuki turned invisible when he turned

to tell the others.) The Captain will scoff at the notion and order the men back to work. They will stand around with their arms crossed until the one of the Marines yells at them, "Back to work, you scurvy dogs. You heard the Captain!"

Night 11

The party is awoken by yells of alarm from the crew, moving to the deck the PCs will see that the crew is crowded on the deck, looking toward the bow of the ship which is shrouded in 'a cloud of darkness'.

A *light* spell or *continual light* will negate the magical *darkness* and reveal a horrible sight.

The Captain lies dead on the deck, impaled on his own sword. His body is circled by a warning written in grisly red ink, "Return the accursed treasure or despair."

At this point the PCs will need to act. No officers are left, the Marines are leaderless, and the crew is a powder keg. Hajuki knows this is the threshold moment and that mutiny is only a gentle push away.

If the PCs do nothing, one of the crewmen steps between the slack-jawed crew and the awful display. "All right lads... back to work. We turn south, try to dodge the heavy weather. Someone roll that poor bastard overboard."

Unless the PCs stop them, the crew will head for the Pirate Isles and surrender the ship there in exchange for safety. (See **Stranded 2** in the Conclusion.) The (*charmed*) crew will point out that there is a fierce storm building to the northwest, and try to convince the PCs that they will be much safer to the south among the safe harbors of the islands there.

If the PCs order the crew to take them to Ravens Bluff, they are in for a fight. The number of crewmen that turn on them will be determined by the Crew Morale Table. (**DM aid #4**) Hajuki's statistics are determined by the Tier Level. Either way this will be a terrible fight, and Hajuki will fight among the mutineers until he can line up the party with a *cone of cold*. (In this fight he has already used his *sleep* spell for the day to overcome the Captain.)

Tier 1 Levels 4-13

Hajuki, Male Ogre Mage, (1): Int exceptional (16); AL LE; AC 5; MV 9 fl 15; HD 5+2; hp 32; THAC0 17; #AT 1; Dmg 2-12; SA once per round: *fly* (12 turns) *invisibility*, *darkness 10' radius*, *polymorph* into a human or similar bipedal creature 4'-12' tall. 1/ day: *charm person*, *sleep*, *cone of cold* 60' long, 20' diameter at end, 4-16 (4d4) dmg, save vs. spell for

half; SD assume gaseous form; MR nil; SZ Varies; ML 13.

Magic Items: *amulet of ESP/misdirection*.

At First Tier, Hajuki will open up with a *cone of cold*, only using it against the highest level fighter. He will then melee using his *darkness* to protect himself from missiles and magic attacks, fighting blind against those who approach him.

If Hajuki is reduced to 10 hp or less he will leap overboard and *polymorph* into a triton in order to escape. Fleeing to a nearby island he will work his way back to the civilized lands by island hopping, The PCs will be left to their own fate. If the PCs pursue, he will *assume gaseous form* in order to be whisked eastward by the winds.

Tier 2 Levels 14-25

Hajuki, Male Ogre Mage, (1): Int exceptional (16); AL LE; AC 5; MV 9 fl 15; HD 5+2; hp 32; THAC0 17; #AT 1; Dmg 2-12; SA once per round: *fly* (12 turns) *invisibility*, *darkness 10' radius*, *polymorph* into a human or similar bipedal creature 4'-12' tall. 1/ day: *charm person*, *sleep*, *cone of cold* 60' long, 20' diameter at end for 6-24 (6d4) dmg, save vs. spell for half; SD assume gaseous form; MR nil; SZ Varies; ML 13.

Magic Items: *amulet of ESP/misdirection*.

At Second Tier Hajuki will direct his *cone of cold* against the bulk of the party, but with a priority on fighters. He will then melee using his *darkness* to protect himself from missiles and magic attacks, fighting blind against those who approach him.

If Hajuki is reduced to 10 hp or less he will leap overboard and *polymorph* into a Triton in order to escape. Fleeing to a nearby island he will work his way back to the civilized lands by island hopping, The PCs will be left to their own fate. If the PCs pursue, he will *assume gaseous form* in order to be whisked eastward by the winds.

Tier 3 Levels 26-37

Hajuki, Male Ogre Mage, (1): Int exceptional (16); AL LE; AC 0; MV 9 fl 15; HD 5+2; hp 45; THAC0 17; #AT 1; Dmg 5-19 / 7-19 (2d8+3 / 4d6+3, +1 Great Scimitar, 18 Str); SA once per round: *fly* (12 turns) *invisibility*, *darkness 10' radius*, *polymorph* into a human or similar bipedal creature 4'-12' tall. 1/ day: *charm person*, *sleep*, *cone of cold* 60' long, 20' diameter at end for 8-32 (8d4) dmg, save vs. spell for half; SD assume gaseous form; MR nil; SZ Varies; ML 13.

Magic Items: *amulet of ESP/misdirection*.

At Third Tier Hajuki will direct his *cone of cold* against the entire party if possible, the priority on spell casters. He will then use his *charm person* ability against the party selecting the biggest, dumbest fighter. Hajuki will direct the charmed PC to throw the others overboard, as they obviously are in need of a bath! Then Hajuki will melee using his *darkness* to protect himself from missiles and magic attacks, fighting blind against those who approach him.

If Hajuki is reduced to 10 hp or less he throws himself overboard, using his *polymorph* ability to change into a Triton. He will then try to return to the boat unnoticed, and continue the attacks the next day when his *cone of cold*, *sleep*, and *charm person* can be used again. If Hajuki is struck below 0 hp before able to escape by, he will *assume gaseous form* to flee.

Tier 4 Levels 38-56

Hajuki, Male Ogre Mage Chieftain, (1): Int exceptional (16); AL LE; AC 0; MV 9 fl 15; HD 9; hp 56; THAC0 11; #AT 2; Dmg 9-23/ 11-27 (2d8+7 / 4d6+7, +1 Great Scimitar, 18/00 Str.); SA once per round: *fly* (12 turns) *invisibility*, *darkness 10' radius*, *polymorph* into a human or similar bipedal creature 4'-12' tall. 1/ day: *charm person*, *sleep*, *cone of cold* 60' long, 20' diameter at end for 8-64 (8d8) dmg, save vs. spell for half; SD assume gaseous form; MR nil; SZ Varies; ML 13.

Magic Items: *amulet of ESP/misdirection*.

At Fourth Tier Hajuki will direct his *cone of cold* against the entire party if possible, the priority on spell casters. He will then use his *charm person* ability against the party selecting the biggest, dumbest fighter. Hajuki will direct the charmed PC to throw the others overboard, as they are obviously are in need of a bath! Then Hajuki will melee using his *darkness* to protect himself from missiles and magic attacks, fighting blind against those who approach him.

If Hajuki is reduced to 10 hp or less he throws himself overboard, using his *polymorph* ability to change into a Triton. He will then try to return to the boat unnoticed, and continue the attacks the next day when his *cone of cold*, *sleep* and *charm person* can be used again. If Hajuki is struck below 0 hp before able to escape by *polymorphing*, he will *assume gaseous form* to flee.

Tier 5 Levels 57+

Hajuki, Male Ogre Mage Chieftain, (1): Int exceptional (16); AL LE; AC 0; MV 9 fl 15; HD 12;

hp 96; THAC0 8; #AT 2; Dmg 9-23/ 11-27 (2d8+7 / 4d6+7, +1 Great Scimitar, 18/00 Str.); SA once per round: *fly* (12 turns) *invisibility*, *darkness 10' radius*, *polymorph* into a human or similar bipedal creature 4'-12' tall. 1/ day: *charm person*, *sleep*, *cone of cold* 60' long, 20' diameter at end for 8-64 (8d8) dmg, save vs. spell for half; SD assume gaseous form; MR nil; SZ Varies; ML 13.

Magic Items: *amulet of ESP/misdirection*.

At Fifth Tier Hajuki will direct his *cone of cold* against the entire party if possible, the priority on spell casters. He will then use his *charm person* ability against the party selecting the biggest, dumbest fighter. Hajuki will direct the charmed PC to throw the others overboard, as they are obviously are in need of a bath! Then Hajuki will melee using his *darkness* to protect himself from missiles and magic attacks, fighting blind against those who approach him.

If Hajuki is reduced to 10 hp or less he throw himself overboard, using his *polymorph* ability to change into a Triton. He will then try to return to the boat unnoticed, and continue the attacks the next day when his *cone of cold*, *sleep* and *charm person* can be used again. If Hajuki is struck below 0 hp before able to escape by *polymorphing*, he will *assume gaseous form* to flee.

Conclusion:

Victory at Sea

If the PCs finally defeat the monstrous stow-away that plagues them, and manage to return to Ravens Bluff, they will be rich. After what you should be putting them through in this adventure, and the risk that they will be incurring they will deserve it.

Once the PCs have returned to Ravens Bluff, the harbor officials will want to know what happened to the Captain and others. They will notify the next of kin, Bloomfield's mother, Agatha.

Agatha Bloomfield has no interest in keeping the 'unlucky ship that killed her son.' She will sell it to the PCs for the listed price for Caravel (10,000 gp.) ONLY if the PCs will pay her in pirate treasure. (She is an incurable eccentric.)

Any damage to the ship from the voyage, they would be responsible for repairing themselves.

Note that if Patter is still alive, he still wants his half. That will make it impossible to make the deal UNLESS they are willing to buy him off with magic items which he can use for self protection, and that will provide him a comfortable retirement.

Bitter Victory

If the PCs defeat Hajuki, but there are not enough men to crew the ship, they will have to choose between risking an under crewed ship in bad weather or heading for the relative safety of a nearby uninhabited island.

If they choose the island, they are out of play for four months while the winter storms pass, then they can limp to Ravens Bluff.

If they risk it, they are shipwrecked on another island further east. See the results of Stranded below.

Stranded

If the PCs ignore the First Mate's warning and stay on the island too long, they will be left behind. Higher level characters may have spells which allow them to escape and may be able to aid their companions. Otherwise the PCs will be trapped (mark the appropriate box on the Who's Who,) for a year until a pair of wandering druids visit the island on a nature study. They will agree to give them a ride in their small sailing craft, expecting fair compensation for their delayed studies. (Particularly when they watch the PCs load a number of heavy strongboxes on their small boat.)

The druids (Rakka Sunbrand and Zila Aspen) put them ashore in Procampur.

The PCs can be played again in one year. The party has 10% from treasure found remaining.

Stranded 2

If the PCs relent and decide to let the crewmen set course for the Pirate Isles, they will find themselves stranded in hostile territory. Mark the trapped box on the Who's Who. The characters will spend the next year, and most of their monetary treasure virtually in hiding. After that time, a privateer from Procampur and former Ravens Bluff resident will learn of their plight and take them back to Ravens Bluff... for a modest fee.

The PCs can be played again in one year. Each has 1% of all monetary treasure carried left.

The End

Experience Summery

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.

- Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
- Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Introduction

Making good preparations for the long journey (i.e. Seeing their business is in order, boarding mounts, giving good instructions to hirelings, buying extra components.) 25 xp

Encounter 2

Locating or reporting the thief 50 xp

Encounter 3

Defeating the Creatures 50 xp
 Saving Patter's Stuff 50 xp
 Saving Patter (damn near impossible) – this does not include raising him from the dead 300 xp

Encounter 4

Finding the Treasure Pit 75 xp

Encounter 5

Recovering ALL the boxes 100 xp
 Avoiding the flaming oil trap 25 xp
 Avoiding the rust-gas trap 25 xp

Encounter 6

Keeping the crew from mutiny 50 xp
 Defeating Hajuki 200 xp

Conclusion

Returning to Ravens Bluff with the treasure AND the ship 50 xp

Total Experience for Objectives: 700/1,000 xp*
 Roleplaying Experience: 0-500 xp

Total Possible Experience:	1,200/1,500 xp
For Tier 2:	2,400 xp/3,000 xp
For Tier 3:	3,600 xp/4,500 xp
For Tier 4:	4,800 xp/6,000 xp
For Tier 5:	6,000 xp/7,500 xp

* The amount behind the slash is the total possible including saving Patter, which most groups will not get.

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

Encounter Three (Giant Crabs only)

- Giant Crab Shell Shield: This section of a shell from a giant crab can be crafted into a non-metal shield of outstanding quality. This requires the employment of a master armorer, a leather worker, and will cost 1,000 gp. The finishing of the shield requires 1 month's time. The shield grants a bonus of +2 to Armor Class, rather than the usual +1 that a shield grants. (This certificate needs to be signed and dated at the table, then again by any judge at an official event after the period of one month has elapsed, with the surrender of 1,000 gp.)

Encounter Five

- 3,000 cp
- 1,200 sp
- 1,200 gp
- 2,400 pp
- 6 sapphires @ 200 gp value each.
- 2 *potions of extra healing*

Grand total in gold: 14,550 gp value

If Patter is alive, his share is 7,275 gp. He can be bought off with protective magic of equal value.

Encounter Six

- Hajuki's Armor, *Do-maru/haidate/sode armor +1* (Size L.): This 'piece design' suit of Kara-Turan style armor is designed to fit a humanoid creature from 8'-12' tall. It is heavy (100 lbs) but elegantly made with lacquered metal plates, dyed leather padding, red and gold silk bindings and tassels. It is worth 2,000 gp to a collector.

If worn by a larger than man-sized creature (8'-12' tall) it provides them with protection equal

to AC 4, and allows a bonus of +1 to saves vs. damage causing effects.

- *Two-handed scimitar +1*: 'The headsman's sword' as it is called in the Zakharan realms, is less a weapon, and more a tool for beheading. The damage caused by this sword is impressive, but a man-sized creature can make only one attack each round and must strike last in the round. Specialization is not available with this weapon in Ravens Bluff.

The weapon's blade is ornamented with silver scroll-work surrounding a passage in Zakharan script that reads: "Justice is slow but unrelenting." It does 2d8 points of damage to S and M creatures, 4d4 points of damage to size L creatures.

Conclusion (Victory at Sea only)

- The *Swan of Selgaunt* (**ONLY if 10,000 gp of the above treasure goes to Agatha Bloomfield.**): Ship must be renamed. The named character owns a two-masted caravel, in moderate shape.

Base Move: 4

Emergency Move: 5

Crew: 15/50

Armor Rating: 9

Seaworthiness: 70%

Saving Throw: Thick Wood

Power Type: Sail

Cargo: 180 tons

Keel Length: 70 feet

Beam Length: 20 feet

No armaments

Fame Award

None. The whole adventure took place far from the city, and the crew certainly won't talk about it.

DM's Aid #1

Use this sheet to keep track of the crewman who have been charmed or killed, as well as to track the loyalty and morale of the crew. As long as the First Mate Champer is alive, the crew will be under his control (unless *charmed*.) After he dies the crew will hesitantly take commands from the Captain. If the captain is killed or the PCs openly disregard the captain's orders, the crew will react according to the table below.

Captain Bayron 'Bloomy' Bloomfield, hm, T3: AL CG; AC 7 (Leather & Dex); MV 12; hp 12; THAC0 20 ; #AT 1; Dmg 1-6 / 1-8(Shortsword); SA nil; SD nil; Str 14; Dex 15; Con 8; Int 8; Wis 10; Cha 14; MR nil; SZ M; ML10.

Although he has the ability to backstab, he never thinks to use it.

First Mate Champer, hm, F3: AL LN; AC 6 (Leather & Dex); MV 12; hp 14; THAC0 17 ; #AT 1; Dmg 1-8 / 1-12 (Longsword); SA nil; SD nil; Str 15; Dex 16; Con 13; Int 12; Wis 14; Cha 12; MR nil; SZ M; ML 16.

Marines (6), var., F2: AL LN; AC 8 (Leather); MV 12; hp 10; THAC0 19 ; #AT 1; Dmg 1-6 / 1-8 (Spears and Shortswords); SA nil; SD nil; MR nil; SZ M; ML 15 (13 w/o Champer).

() () () () () ()

The Crew, a.k.a. scurvy dogs (11), var., T1: AL CN; AC 10 (none); MV 12; hp 6; THAC0 20 ; #AT 1; Dmg 1-6 / 1-3 (clubs / improvised weapons); SA nil; SD nil; MR nil; SZ M; ML 13 (10 w/o Champer).

() () () () () () () () () () ()

Crew Reaction Tables

Roll and Consult column according to PC's Action

PCs Act >	Friendly	Indifferent	Threatening	Hostile
Die Roll				
=2	Friendly	Friendly	Friendly	Flight
3	Friendly	Friendly	Friendly	Flight
4	Friendly	Friendly	Cautious,	Flight
5	Friendly	Friendly	Cautious,	Flight
6	Friendly	Friendly	Cautious,	Cautious
7	Friendly	Indifferent	Cautious	Cautious
8	Indifferent	Indifferent	Cautious	Cautious
9	Indifferent	Indifferent	Cautious	Threatening
10	Indifferent	Indifferent	Threatening	Threatening
11	Indifferent	Indifferent	Threatening	Threatening
12	Cautious	Cautious	Threatening	Threatening
13	Cautious	Cautious	Threatening	Hostile
14	Cautious	Cautious	Threatening	Hostile
15	Cautious	Threatening	Threatening	Hostile
16	Threatening	Threatening	Hostile	Hostile
17	Threatening	Threatening	Hostile	Hostile
18	Threatening	Threatening	Hostile	Hostile
19	Hostile	Hostile	Hostile	Hostile
20+	Hostile	Hostile	Hostile	Hostile

Situation Modifiers

ADJUSTMENTS TO TABLE RAISE OR LOWER THE REACTION RESULT, THEY DO NOT ADJUST THE DIE ROLL (i.e. a result on the indifferent table of 13 would be Cautious, a -6 would be counted DOWN six steps to Hostile.)

At any given point during the scenario, the PCs may require the crew to take some action on their behalf. This could be anything from fetching a rope or putting a longboat ashore to fighting an Ogre Mage or subduing their charmed shipmates.

Use the Charisma modifier for the PC who is doing the most talking with the crew.

PC's Cha:

3	-5	13	+1
4	-4	14	+2
5	-3	15	+3
6	-2	16	+5
7	-1	17	+6
8-12	0	18	+7

Action PCs Ask of Crew

Attend their duties (Just do their job)	+2
Attack fellow crewmen to subdue	-2
Attack fellow crewmen to kill	-4
Go somewhere alone (after Captain dies)	-2
Attack Hajuki (if revealed as a monster)	-6

Situation Modifiers

PC is a Swashbuckler	-2
----------------------	----

PCs spoke Umberlee's name aloud on board ship	-2
PCs mocked Umberlee or spoke defiantly	-4
PCs argue against punishing the Thief	-2
Crew sees the treasure but is not offered some	-2

Champer (first mate) is dead	-4
More than 1/4 the crew is dead	-2
More than 1/2 the crew is dead or charmed	-4
EACH of the Marines dead	-1
Bloomy (Capt.) is dead	-2

PCs risked their life to save Crewmen	+4
PCs Save Patter's life	+2
PC is a rogue (non-swashbuckler)	+2
PC is a Warrior or Priest	0
PC is a Mage	-1

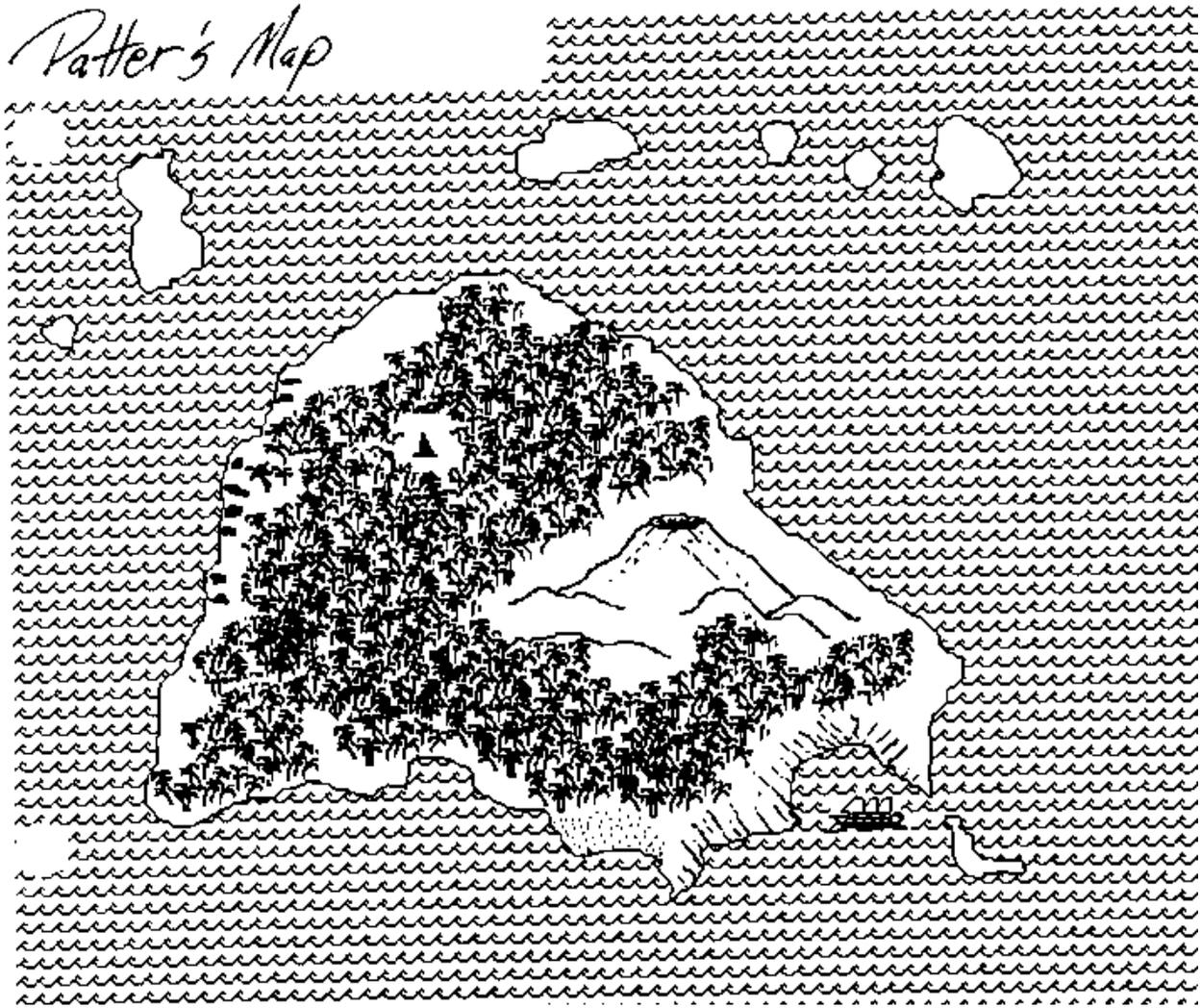
What the Reactions mean:

Friendly, Crew acts to the best of their ability, making the best of a bad time.

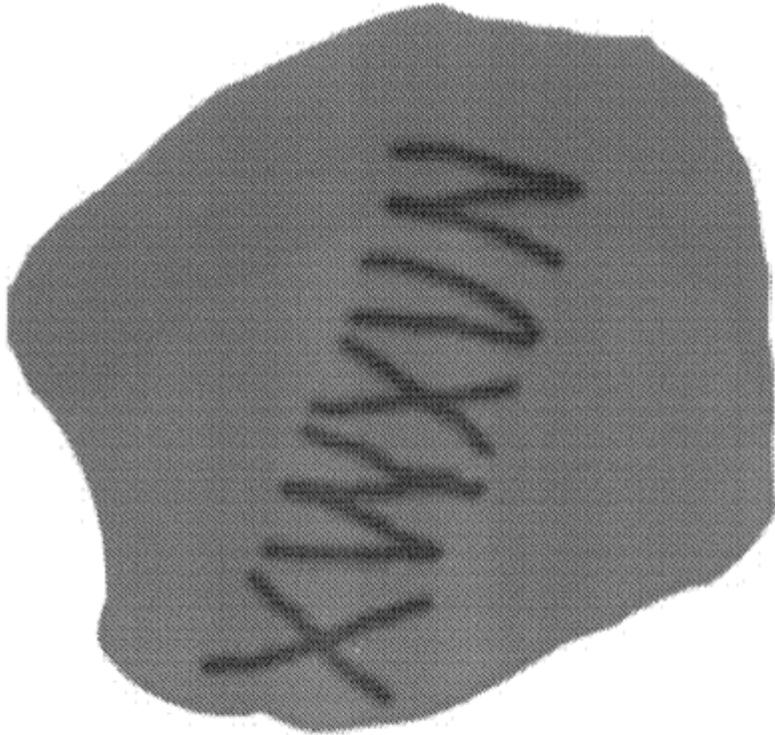
Indifferent,	Crew follows orders, but slowly and suspiciously, muttering.
Cautious,	Crew continues about their business, ignoring the PCs.
Flight	Crew obeys the PC but their morale is broken. They believe they are doomed.
Threatening,	Crew yell at the PCs to stay in their cabin or be marooned. If necessary they will strike to subdue.

Hostile, Crew forces the PCs to their cabins,
attacking to kill if the PCs resist.

Player Handout #1: Patter's Map

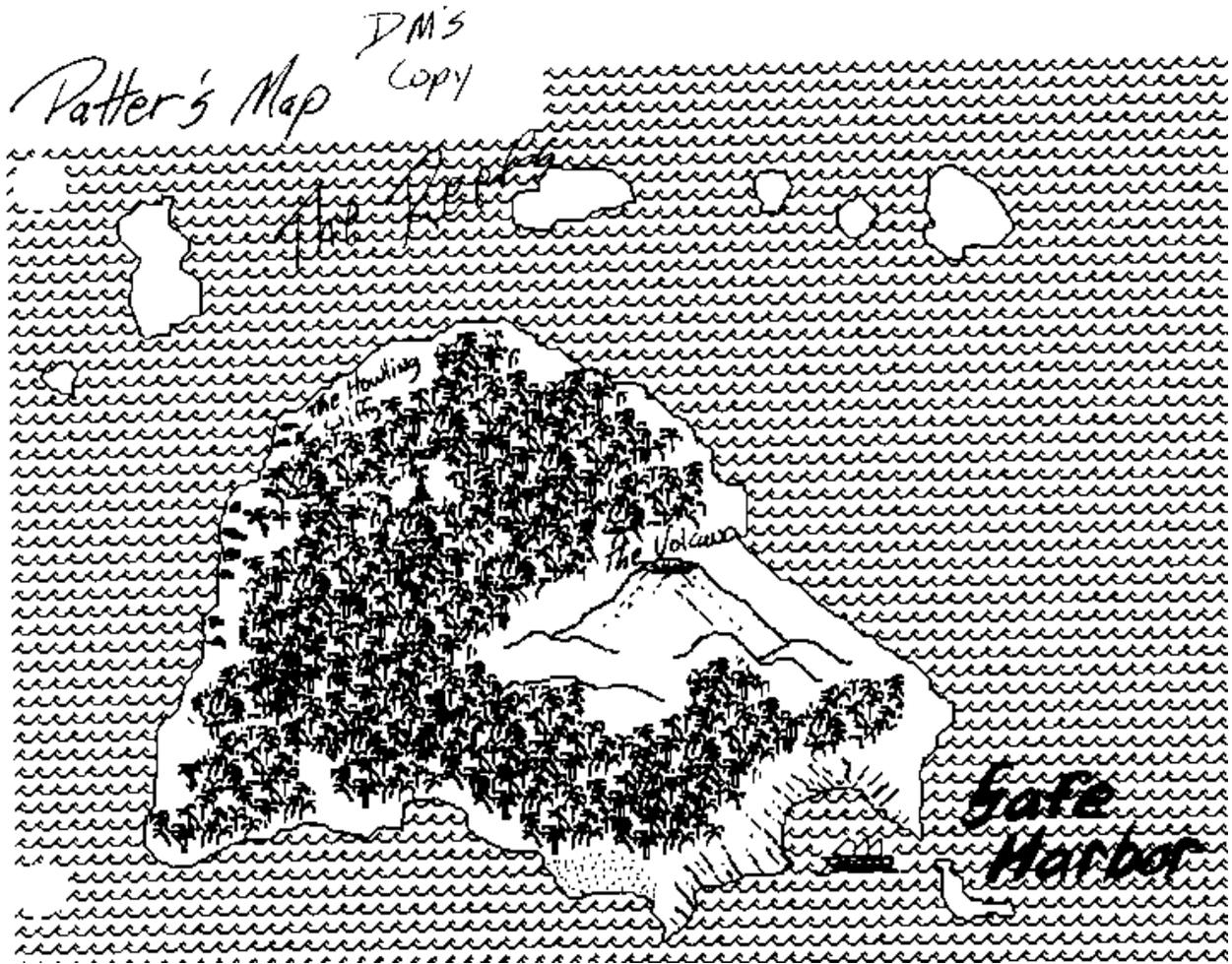


Player Handout #1: Scrap of Leather



**Face to Me,
Face the Windswept Sea,
Face Cormyr,
Face no Fear,
Selune's path Three,
That's the Key.**

DM Aid #2: Map of Island



DM Aid #3: Layout of Treasure Pit

