

# Cuckolds and Mussels

**A One-round Living City Adventure**

**By Mark Templeton**

Blurb: You are invited to join some High Society members of Ravens Bluff as they say farewell to a retiring Captain in the Ravens Bluff Navy. Sea travel required and don't forget your dancing shoes!

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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 nametag 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 capsule 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 their ratings and comments will not influence you.

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 player text is general and must be adapted to the specific situation or to actions of the player characters.

## Tier Structure

NEW: To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. Then take that total and divide it by 2x the number of players. This will give you a number in the range 1-6 (round down). This number is the tier.

For reference, character levels fall into tiers as follows:

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

## Judge Introduction

Captain Brig Montaeo has almost 35 years of naval service on the Reach, a few of those for the Living City. He is also a fairly powerful Druid of the Sea (not simply water) and the public story is that he wishes to make his life in retirement sailing the world with his wife Merina.

In truth he has been corrupted by Umberlee into believing that his wife has been unfaithful a number of times while he was away on duty. This has caused him

to become completely insane and his alignment has slowly changed from N to NE. The guest list of this gathering includes 13 people that Captain Montaeo wishes to see dead before he kills his wife in revenge. He will then become a suitor (so he thinks) of Umberlee.

This module is set up like the famous Agatha Christie story, *Ten Little Indians*, in which a captive audience is killed off one by one until the truth is discovered. Some of the people on the list will already be dead and the remainder must be protected by the party from the Captain's minions and Umberlee's assistants. These minions include various sea creatures.

The story line is that the ship will leave harbor and a series of accidents will befall the Captain (a ruse to draw suspicion away from him) and the victims (who are all innocent of course).

Just as the players catch on a sudden storm will overcome the ship's sails and blow it out to sea where a sending of creatures from Umberlee awaits to finish the job.

The Captain will be transformed into an evil sea spirit soon after his death and will *teleport* back to his wife's saltwater bath to kill her before he joins his new queen in the depths of the sea.

He will attempt to drown Merina then try to force water through her skin to kill her.

The party will still be on the ship and must bring it back safely to the harbour by controlling the terrified crew and calming the even more terrified passengers.

Unknown to the Captain, Merina is a mermaid and has been hiding this fact for the 12 years of their marriage. She has been waiting for his retirement to tell him and take him on an undersea voyage of a lifetime: his druidic powers would accomplish this easily.

Her daily saltwater baths are to keep her alive: she tells her husband and her servants that it is an old family healing practice and her good looks and physical condition leave most accepting that the salt water is good for her.

The party should arrive in time to save Merina. If they do arrive this module can end in one of four ways:

**Case A:** Merina lives and the Captain dies. Merina will keep her treasures and the party will earn the set unlocked by the key that falls into the bathtub. The Captain's body is in the tub.

**Case B:** Merina lives and the Captain lives. The party will earn the treasures in the backyard and will find the key in the bathtub when the captain departs. The Captain will want to atone for his crimes and the party can suggest something or he will seek out a temple of the sea.

**Case C:** Merina dies and the Captain escapes. The party won't ever know for sure what was happening and will earn neither sets of treasure.

**Case D:** Merina dies and the Captain dies. The party will earn neither sets of treasure.

Squires or Knights may also receive Chivalry points or Negative Chivalry points for this module. All cases are clearly outlined in the text and on the summary sheet at the end of the module.

**Appendix A:** Judge handout containing stats for the captain, Merina, and the ship's crew.

**Appendix B:** Judge handout listing what the Captain thinks each person has done against him.

**Appendix C:** A list for the judge of the thirteen victims. This allows the judge to respond when a *Speak with Dead* is cast on these bodies. This will allow the victim to give a piece of the puzzle to the party. At lower tiers have the crew and the rest of the passengers report the rumoured actions of each victim that caused them to earn the captain's hatred.

**Appendix D:** A list for the judge of the other passengers on board the ship.

**Appendix E:** The judge's deck plans.

**Player Handout Two:** The ship schematic for the players.

**Player Handout One:** The side view of the ship for the players.

**Author's suggestion:** if you have time enlarge Player Handouts One and Two to 11" by 17" so that it acts as a centerpiece and so that the words are easily read.

## Player Introduction

*It is a warm afternoon breeze that catches your attention as you stand on the docks waiting to board the good ship Bludgeon. Seabirds rise and fall on the warm air currents and the sails luff gently in the ever increasing breeze.*

*Occasionally a spectator points as a predatory sea bird dives down only to grab a fish too large for it to fly away with safely, and everyone watches silently as both are devoured by denizens of the sea in a flurry of screeching and bubbles.*

*Your host on this day is Captain Brig Montaeo; a hulking sailor with a chest as big as a rum barrel and*

*arms and legs to match. Legend has it that he has sailed every ocean and sea on this world and many others as well. His ship, the Bludgeon, is on its last official voyage for the Ravens Bluff Navy. Named for the pirate captain that it was taken from by force, the Bludgeon is a rare two-masted schooner: sleek, fast, and capable of carrying a lot of cargo across deep water.*

*With the fledgling naval militia ready to assume patrol duties and with new ships close to being finished, Captain Montaeo resigned his commission and intends to take his wife on a voyage around the world. Yesterday he took representatives of the city on a midnight cruise and today he has invited the people of the city to take one last official trip with him in command. There has been the promise of dancing, good food and imported wine.*

*As the ship's bell tolls 2 hours past noon a loud voice is heard over the waves and wind.*

*"All aboard who's coming aboard!"*

Give the players **Player's Handout One** and **Player's Handout Two** so that they may have visual references for the next few scenes.

NOTE: The *Bludgeon* is a unique ship, a schooner without square sails. Its design was developed in Westgate by some Gondsmen, and it was captured by the pirate named Bludgeon. The Gondsmen thought it lost. They are happy that it has been recovered and in service, and observe it closely to see how it fares in the seas. It is not noticeably better than the more familiar ships of the Sea of Fallen Stars, but with some improvements it might be.

Have players describe what the others see as they stand here on the dock. Then allow the players time to acquaint themselves with each other and possibly tell why they are here today. Make the players come up with reasons their characters chose to accept the invitation to make this trip.

## Scene 1

### Who's Line is it Anyway?

In this scene a happy occasion is marred from the start as a near accident happens.

*The wind rustles through your hair as the caravel moves out of the protected harbour into the Dragon Reach of the Sea of Fallen Stars.*

*Your course will take you along the southern shore towards the point of land known as Windy Point where you will turn back along a strong tack towards Ravens Bluff. The trip should take no more than 5 hours.*

Allow the players to position their PCs on the ship's upper deck (Player's Handout Two).

The Captain will make his rounds, shaking hands, and thanking everyone for coming.

***“Good Day. I'm glad you could make it for this last official trip.”***

Allow the players to introduce themselves to the Captain. Brig will make conversation, asking if they've sailed before, if they served in the war, have they been outside the Sea of Fallen Stars. After a few moments he'll excuse himself saying:

***“Ah, I see an old friend. Excuse me.”***

He will make his way back to greet Jeremy Wix, victim number 1.

Anyone near the rear castle or the stern mast may notice a line about to snap. Have the PC roll Observation or Alertness at half or Seamanship at full.

To those who make the roll read:

***As the ship clears harbour the sheets hum as the sails are filled with wind. A brief symphony of sounds occurs and then all is quiet, except for that one rope attached to the main sail at its trailing edge. It looks like it is going to snap!***

[This rope is a braided rope attached to a metal ring on the end used for hanging ship's colours.]

Allow the character to shout a warning. He should direct it towards the stern of the ship for the best effect. The best command is “get off the castle deck now!” but anything will suffice.

If no one has the skills, or they fail their roll:

***As the clears harbour the sheets hum as the sails are filled with wind. A brief symphony of sounds occurs and then all is quiet, except for a loud whipping sound and a shriek from the rear of the ship.***

In both cases continue with:

***A line comes whipping down, faster than you can follow its course. A well-dressed man, looking back towards the dock just misses being cut in half from head to toe as the line slashes down on his left, smashing through the wooden railing on the deck. The Captain pushes the man and he stumbles backwards, narrowly missing a fall down the short stair by falling onto his bottom. Captain Montaeo was***

***not so lucky it seems, as his broken body falls to the deck, his neck lying at an impossible angle.***

Normally a rope couldn't do this kind of damage to the wood. The Captain is the first “victim” of Umberlee's curse to cause unnaturally bad luck to happen to those onboard.

***The crew mobilizes immediately to recover the ship as a young lady rushes forth with a brass bottle in hand. She cradles the Captain's head in her lap and pours a yellow liquid on his face, his neck, and into his mouth. Nothing appears to happen.***

If the characters don't react, Jerkingle (the third mate) will attempt a *cure serious wounds* spell from a ring she wears. The party will see a nimbus of light blue surround the Captain's body and then fade slowly away. Again the Captain will not be revived. He is dead and beyond help.

Continue with:

***An older crewman gently takes the Captain's body out of the lady's arms and motions for four men to carry it to his cabin. The man kneels before the lady and you hear him say: “Now Ma'am, you know the Captain's instructions from a few years ago, after we sank that galleon off the shore of Tantras. He said his magic told him he was cursed to die forever when he finally walked the plank because of some curse. Let his spirit rest lass, he died on the sea he loved, aboard the ship he loved, with his favorite crew, and he died saving an innocent passenger.***

***The old sailor tosses something shiny over the railing to splash into the sea as he walks down the stairs behind the Captain's body.***

Any player who makes a Religion or Seamanship check will recognize that the man threw an aquamarine overboard to appease Umberlee. Without an appropriate sacrifice (gems tossed overboard) the crew is sure the bad luck will continue. If a player makes a personal sacrifice make a note of it, that player will be granted a +1 bonus to any roll vs. negative effects of the sea affecting him (i.e. drowning) in this module. Umberlee may be nasty, but she does appreciate the thought.

If any PCs wish to cast magic on the body (*speak with dead, raise dead*) the crew will protest vigorously. If the PCs insist or somehow trick the crew into allowing them to cast these spells at any time, they will find that they are ineffective.

Once the PCs investigate the scene, continue:

***The rope had a ring spliced into its end. Just before the metallic lump of the damaged ring is a pulley that was torn from the mast.***

*The ring smashed through the railing and lies embedded in the wooden deck: stress has stretched the ring into a triangular shape that broke. This shape cleaved through the rail as if it were paper, and if it had hit the man he'd most likely be goo on the deck.*

This man is Victim 1, Jeremy Wix. For his data and the list of all the victims see Judge Notes A: The Thirteen.

The crew will be very quick in assessing the damage to the ship as “minimal” and will quickly re-string the line and hanging the Captain’s family flag alone atop the tallest mast.

One passenger, Jeremy, will hysterically joke that this is his first sea voyage and that he hopes it won’t be his last. If the party talks to him about the incident:

*“I can’t believe the Captain is dead. He just offered to take me to Tantras next week for a meeting. He died like a hero, just as he lived.”*

Jerkindle has regained her composure and with the help of the first mate addresses the passengers:

*“The Captain would have wanted the short voyage to continue. Please, enjoy the small buffet and we’ll have a small service for him in deep water. We’ll bring his body back to Ravens Bluff so his wife can bury him at sea tomorrow.”*

With that, the crew will go about their business. Two crewmen will stand guard at the Captain’s office so that his body cannot be disturbed.

Allow the PCs to role-play while some servants move about with finger-food from the buffet table set up near the roasting pig and vegetable kebobs. The buffet is large and contains many cooked meats, vegetables, and fruits. However there are no sea creatures on the table. No fish, no mussels, clams, etc. The mood has been laid low and people are just quietly sipping at their drinks and eating the food. The crew would now like this last voyage to be somewhat of a wake for the Captain, so have one or two tell a good story about the Captain’s adventures. Some include rescuing sea elves from sharks; finding lost treasure; moving refugees to safe harbour, or a great battle against fire-throwers and not having a single spark hit his ship.

When they’ve done some role-playing with you continue.

*An hour into your journey you notice the air cooling as the sun moves behind big dark fluffy clouds. Waves crash against the starboard side of the hull and echo with resounding thuds in the empty cargo hold. A sailor approaches you, donning a rain slicker.*

Jerkindle, a half aquatic elf, is third mate. She was the lady who tried to revive the Captain. She will inquire if any of the characters are experienced sailors and note those who say yes. The others she will suggest move below to avoid the coming storm.

*Staring at the darkening sky Jerkindle murmurs, “This weather came out of nowhere: I’ve never seen anything like it. Nothing is going right today.” Turning back to you, she continues with more confidence, “The first mate has ordered a full sail run out to deep water to weather the storm. This ship can handle it though, so don’t worry.”*

*As she moves away a large wave rushes over the gunwales and washes across the deck. Rain falls now, softly upon your head and shoulders. The rest of the passengers are descending a ladder into the central hold.*

- Anyone with Weather Sense can roll to determine that sudden storms are not rare, but the speed, build-up and ferocity of the growing wind and the rain visibly pelting the surface of the sea make this storm out to be quite unusual.
- Jerkindle will suggest that the sailors in the group grab rain gear from the locker if they wish to assist. They will be able to help with such menial tasks as hauling sheets, raising small sails to assist with stability, or assisting passengers get below.

The characters should go below to avoid being washed away on deck. If they want to stay on deck to help have them roll a Dexterity check (at half unless they have seamanship or some other nautical skill) to avoid falling down. Jerkindle orders anyone falling to go below deck. After a few more minutes all the characters are ordered below to enjoy the remains of the ship’s hospitality.

If any PC tries using any magic to control the weather (Horn of the Tritons, *control weather*, etc.) they will find that there is only a brief respite and then the storm continues. If someone makes a spellcraft roll after this, they will realize that this weather is controlled by some powerful magic.

## Scene Two Weathering the Storm

Throughout the next few scenes the storm increases in fury and the passengers should hear the shouts of the crew above, the roaring of the waves, and the howling of the winds. Among the assembled guests, panic will

set in quickly because not all of them have traveled by sea. In fact, the party should be prepared for panic and try to take the storm off of people's minds. Leading a sing-a-long, providing warm blankets, and locating the life preservers that are on the Low Deck would be a great help in keeping the situation calm.

Below decks has been set up to hold a party. A small bandstand was set up but it is now fallen over due to the waves and rolling of the ship.

There are a few crates that start to slide back and forth and if not restrained will injure guests. If the party doesn't tie everything down roll percentile dice every real time minute: under 25% means a PC is struck for d2 per tier of damage as a crate crashes into him suddenly and buries him beneath old sail material. After 5 minutes some of the crew will come downstairs, see the mess and immediately tie the remainder down all the while glaring at the party of so-called adventurers.

A few barrels turn over, spilling their contents of wine, flour, and pickled fish as the barrels roll and crash loudly against the hull. The crew will react to restrain the cargo if the party doesn't react first. Anyone with Seamanship should realize that the storm will be worse and that they should secure everything they can to keep people safe. Allow use of spells that may increase comfort and make sure that a random NPC comments on the player's good thinking.

***The passengers are damp, cold, and look rather unimpressed with the proceedings. A crewman mutters to you as he ties down a barrel of salted pork: "Hey, see if you can do something about this disaster will you?"***

The hold is dark and damp. Waves wash water into the hold every few moments. There is a fixed cover that can be closed, and a canopy can be rigged if the party is creative: rope, canvass and small poles are contained in this hold.

Some swinging lanterns provide light fairly decently (although a *continual Light* spell would help immensely). The cook rescued the roast from the galley on deck, but a *heat metal* spell on the tray would finish warming it to serve in bread rolls to keep people warm. The drinks are warm, but a *chill metal* spell on the cooler would help. Some of the passengers are sitting on boxes, trying not to slide with the waves. The sailing party is ruined but the characters should be able to calm and console people as best as they can.

After a few minutes of the characters making preparations, chatting to calm guests, continue with:

***The third mate approaches your group again. She looks very tired and sad. "Thanks for all the help. By the way, have you seen Mr. Wix lately? I can't find him and he hasn't been seen below decks."***

If they don't already know, Jeremy Wix was the man almost killed by the snapping cable.

The party last saw him at the rear castle, just before they came below. If they go back on deck to investigate, they will find a jewelled dagger stuck in the deck near where the cable struck the railing. The railing itself is missing a yard.

Have them make Dexterity checks again for the rolling sea and the winds. Those failing will fall down and begin to slide along the deck until helped to regain their footing.

Due to the darkness and the rain it will take careful checking to notice a pair of marks leading from three feet past the dagger to the edge of the deck in the hole in the railing. The scratches could be from claws.

The hole has jagged, torn edges, and claw marks can be found on the hull near the rudder. Monster lore or Seamanship at half will identify the claws as Sahuagin claws.

The name "Wix" is emblazoned on the steel blade. The dagger is worth 400 GP. There is no cert; judges should make a note on a player's PC log sheet.

If the PC later makes a conscious effort to return the dagger to a relative, give that person a fame point in Merchants. Tell the PC returning the dagger that he could find no family, but Wix did have a now abandoned apprentice that could use the money to join another master and pay his lodgings.

## Scene Three Hung out to dry

After the party goes back below, the third mate takes a few of the sailors and goes on deck to relieve the crew as second watch. The first watch comes down the stairs soaked to the bone. It would be nice for the characters to offer them food and drink, maybe dry blankets from the hold or a place to sit.

If any of the party insists on going on deck to keep watch, read:

***A few sailors keep busy watching the storms advance and responding to yelled commands from Jerkindle. After a few minutes the commands cease and looking around you see her scrambling up the main mast with a rope tied around her waist: she must be mending something she couldn't trust to anyone else to be up there in this weather.***

If they keep watching:

*The Mate stops and ties the rope around a spar, then seems to slip! The rope is caught around her neck!*

If the party is still all below decks:

*A few minutes after Jerkindle goes on deck the sounds of running footsteps echo from the deck above. A woman's shriek rises high above the noise of the footsteps and the increasing storm. Two men from the hold rush up to the deck.*

The party should move to help.

*As you reach the weather-beaten deck you see people pointing high above to the rigging. You see a figure hanging from the main mast's yardarm, its hands struggling with what appears to be a rope around its neck.*

In both cases continue with:

*Two other figures are climbing the rigging in a struggle to reach the victim. A loud crack is heard and the top of the foremast snaps off, carrying the two men and hundreds of feet of tangled line and netting fifty feet out into the storm-tossed ocean.*

The two men, victims 3 and 4, quickly sink beneath the waves thanks to Umberlee's influence.

*Suddenly you see a flurry of fins and a red froth covers the surface.*

Umberlee has four sharks to assist the Captain's plans. Characters diving in to save them may search but find nothing, but bloody lines and wood. If they stay in the water for more than eight rounds, the four sharks will return and cause a lot of grief for the swimming character.

Characters jumping in the water will take three rounds to reach the area where the men landed due to the waves and storm. If they can walk on the water, it will take only two rounds. On each round have them roll observation, alertness, or Wisdom at half:

- On round one they will see big grey shapes in the distance.
- On round two they will feel a rush of water as if something large just moved by them.
- On turn three they come face to face with a large jaw full of teeth, just as it turns away and the water turns red with blood.

If the character who jumped in did so without hesitation or preparation and has no magical means of assisting with regards to swimming, water walking, or water breathing, that PC earns one chivalry point for his heroic act.

The crewmen falling into the water can't be saved without some very rapid casting by the PCs.

**Sharks (4):** Int. Animal (1); AL N; AC 6; MV16 (swimming); HD 8; hp 48; Thac0 13; #AT 1; dmg. 3-12 bite, SA: nil; SD: immune to mind affecting spells (they are controlled by Umberlee), MR nil; SZ L; ML 16 (under Umberlee's control).

Jerkindle, victim 2 (the third mate) is alive when the party reaches the deck. She will live if she is rescued within 5 rounds. If she lives she will mutter incoherently about "*watching myself climb the mast, tie a knot in the rope as a noose, slipping it around my neck, and then I felt myself hanging.*"

If the PCs can get to her in five rounds they will be able to save her with normal curative magic. If she is dead, her soul has been taken by Umberlee and can't be retrieved or spoken with unless the PC sacrifices a divine blessing, *limited wish*, or *wish*. If the PC gives up a single use magic item to return her soul then a *raise dead* or *speak with dead* will work. If Jerkindle is brought back from the dead by the sacrifice of a PC, that PC gains a Chivalry point.

If the PCs are able to speak with her spirit, it will tell them that it doesn't know what happened. She lost control of her body and watched as it climbed the mast, tied a noose and then placed it around her neck and dived from the mast.

## Scene Four Does it never end?

The ship has been at sea for three hours now and the storm is only beginning to let up. The next three deaths are rather quick and simple. These events should be quickly paced and give the players the sense that something very wrong is happening on board this ship.

Depending upon where the PC's have placed themselves, they may or may not be in a position to deal with these problems.

### Scene 4a:

*Ominous rumbling is heard and you feel as if ants are crawling over your skin and your hair stand on end.*

A man (victim 5) standing near the opening in the deck is struck by a bright flash of lightning. He needs immediate healing or he'll die.

### **Scene 4b:**

The second death happens as a loud “**CLANK**” is heard from the deepest hold. In this hold is the metal air lock-like device that the Captain installed for his wandering in aquatic form. The dwarven gunner was down here looking for a quiet place to drink and is found inside the metal box which is surrounded by wooden scaffolding raising it about eight feet from the bottom of the ship. The lid has been shut with the equivalent of a *wizard lock* spell. The characters must open it in 5 rounds after the clank is heard to save the dwarf; otherwise they will find him drowned. He was quite drunk and has no memory of what happened if questioned via *Speak with Dead* or if he's still alive.

Opening the chamber can be done by a *knock* spell or doing 100 points of damage to the lid. If the PCs destroy the lid, they will have to find some way to stop the water coming in and flooding the hold. The lock has a second door at the bottom (waterside) which can be closed by a lever at the base of the structure or from inside. If the PCs don't figure this out in a few rounds, a crewman will come down and flip the lever to stop the ship from sinking and engage the bilge pumps. He will expect one of the PCs to pump the bilge for the next several minutes.

### **Scene 4c:**

From above:

*Shouting can be heard as someone orders a course change. The helmsman yells back that the rudder seems to be stuck.*

The first mate's name is Flint. He has ordered the ship to return to Ravens Bluff now that the storm has abated.

As the crew goes above decks to see what's happening:

*The clouds break above you as the wind dies and the rain stops. Flint, the First Mate has a crewman dive down to check the rudder, fearing it may be broken by the storm. The man breaks the surface, a look of sheer horror on his face as he panics and gulps water, choking off his voice.*

Upon inspection by either the party or more crew the body of Victim 7 is found lodged between the rudder and the hull, making it impossible to move. This victim is Simon Flameburst, who overslept and tried to teleport to the ship for the party.

*Freeing it will require damaging the rudder, or cutting through the body: a grisly task indeed, and the First Mate orders a saw lowered as you consider the situation.*

Damaging the rudder is out of the question. Doing so will strand the ship out here for a day at least while a new rudder is fashioned and mounted. Some may be able to solve this problem magically of course, using spells like *reduce* or *enlarge*.

## **Scene Five Mutinous Wretch!**

After the man is released from the rudder or the rudder is destroyed to release the man, the First Mate will reel as if struck from behind. The shape of a man appears behind him screaming “**Mutinous wretch!**” as he attacks the mate again with a belaying pin. He was invisibly until the attack so there is no warning.

If the party wins initiative it will be easy to subdue the man. He has been charmed into thinking he is the Captain, and has all the Captain's hatred inside of him. A *dispel magic* or *remove charm* spell will end the charm effect and waiting two minutes will see the man become calm again.

If questioned while he is charmed he will ramble on about people mistreating him.

*I'll get them all before this voyage is done! Them and my fat traitorous sow of a wife too! And her dog!*

Questioning him with mind reading spells or items will reveal the following thoughts: hate, vengeance, a son, storms, pain, chocolate pudding, and Umberlee. It will also be apparent that the Captain's thoughts are superimposed on the man's. His name is “Lefty” and has been a crewman for five years.

If questioned after the charm has been removed, he will relate the same info as afterthoughts of “*the other man's thoughts!*”

Specific questions will be answered using Appendix C: What the Captain Thought.

The First mate orders the man confined to his quarters and three crewmen carry him off.

**Lefty, hm:** Int Ave; AL CN; AC 8 (dex only); MV 12; Thac0 19; HD 2 (F2); hp 15; #AT 1; Dmg 1d4 (belaying pin or dagger); SA nil; SD nil; MR nil; SZ M; ML 10.

## Scene Six Scrum!

*From behind you a number of voices are heard screaming, "Help, save us! Save us!"*

*Looking to the rear castle you see a group of six men crowded against the railing, near where the Captain met his death. A group of unhealthy looking figures stands between them and you and appears to be forcing them into the sea. Ooze and seaweed drip as the creatures stalk across the deck.*

This is the Captain's last stand. These creatures are not summoned by a spell, they were brought here by a goddess and are considered natural to this area.

He has requested these creatures to kill the rest of the people on his list since he planned to be dead and on his way to Ravens Bluff by now.

The focus of the creatures is to grab victims (not PCs) and swim away. Make it obvious that the creatures are pursuing particular NPCs. The large creatures won't all be able to attack at once, and the smaller ones will split up to grab the victims and swim away. The victims can all hold their breath for 4 rounds for purposes of drowning.

### Tier One:

**Sahuagin (7):** Int. High (14); AL LE; AC 5; MV 12 sw 24; Thac0 19; HD 2+2; hp 14; #AT 3; Dmg 1-2, 1-2, 1-4; SA rake with back legs, if both claw attacks hit, two rake attacks may be rolled, each hit does D4 damage; SD nil; MR nil; SZ M (6'); ML 12.

**Weakness:** save at -2 vs. fire based spells and Sahuagin take one extra point per die of damage from such attacks.

Sahuagin are intelligent creatures and will coordinate their attacks. These creatures are unarmed and use only their natural attacks. They will leave as soon as possible; they are good in a fight but not stupid enough to fight outside their element.

### Tier Two:

**Lacendon: aquatic ghou (10):** Int. Low (6), AL CE, AC 6, MV 6 (sw 9), HD 2, hp 16; Thac0 19, #AT 3, Dmg 1-3/1-3/1-6; SA paralyzation; SD immune to *sleep* and *charm* spells; MR nil; SZ M; ML 12.

These Lacendon have a black pearl embedded in their foreheads as a blessing from Umberlee. They turn as 5 HD undead. Any cleric attempting to turn and failing will notice a greater resistance to their turning attempts.

### Tier Three:

**Drowned one: sea zombie (10):** Int Low (7); AL CE; AC 7; MV 6 (sw 12); HD 5; hp 40; Thac0 15; #AT 1; Dmg 1-10, SA stench; SD spell immunity; MR nil; SZ M; ML 19.

**Stench:** anyone entering within 20 feet of the drowned ones must make a save vs. poison. All who fail suffer a -1 to hit and +1 to their AC for 2d4 rounds. While in the stench this save only needs to be rolled once. If the character leaves the radius and re-enters he must save again.

**Spell immunity:** immune to sleep, charm, illusions and other mind-altering spells. Drowned ones take half damage from fire and fire based attacks. Lightning, electrical and cold based attacks do double damage

Drowned ones may not be turned due to direct creation by an evil power, in this case Umberlee. Certain Specialty Priests may always try to turn aquatic undead and that is the only case when a turn may be successful.

### Tier Four:

**Scrag: saltwater troll (14):** Int Low (6), AL CE, AC 4, MV 3 (Sw 12); HD 6+12; hp 50; Thac0 13, #AT 3, Dmg 1-4, 1-4, 9-16 (d8+8), SA nil; SD regeneration; MR nil; SZ L, ML 16.

**Regeneration:** Starting the third round after first blood the Scraggs will regenerate 3 hit points per round. Regeneration only takes effect when the scrag is in salt water.

These are big mean beasts and will fight intelligently, even coordinating attacks with each other thanks to some influence by Umberlee. At this tier the characters should be able to dish out a lot of punishment so feel free to give them a lot of trouble.

After the battle, the PCs may want to question those NPCs who were the focus of the attack. If asked why they were singled out by this attack they have no idea but can relay some of the info from Appendix C by paraphrasing it.

## Scene Eight Unveiling

If someone tries to get into the Captain's cabin without Flint's key they will find it locked and guarded by two men, both second level fighters armed with daggers and clubs. Some smooth talking may convince the guards to leave their post; otherwise they will not leave.

If anyone tries to enter the room without permission, a thief's find traps (at -20 for the magical nature of the trap) will reveal runes of some kind inside the lock mechanism.

A failure by a thief trying to remove traps (again at –20) or just picking the lock haphazardly will set off the two-stage trap:

1-player rolls save vs. spell. The runes are shaped like eels and the victim takes 2d4 in electrical damage (save is for half damage).

2-save vs. spell again. Failure indicates the victim has been teleported 2d10 yards off of the boat in a random direction (never beneath the surface or in the air.)

The crew will notice the person floundering and throw him a rope, chastising him for mistaking the Captains' door for the head (bathroom).

If the PCs gain entrance to the room they will see the Captain's body on the bed, wrapped in a sheet. They will find nothing of interest in the room, some navigation charts, a few nautical knick-knacks. They will find the Captain's journal if they search the desk. It is described below. If they stay too long they will be found by the men returning and asked to pay their respects at the public service tomorrow. You may also give them the room description from this scene if they try to gain access earlier.

Flint's key negates the traps and he will open the door for the party once they have reason to search here.

If the PCs have not decided to search the Captain's room, then Flint will mention that the Captain kept his logs in his desk. On their way there they will be met by a terrified crewman shouting that there was a crash from the Captain's room and a loud splash!

*As you enter the Captain's room you are greeted by the scent of saltwater. On the bed where the Captain should be laying is nothing but a large dank smelling wet spot. There is nothing else in this room except a footlocker, a rocking chair, and a writing desk. The windows are gone from their small frame and the wall has a jagged hole in it.*

*All around the room are statues, carvings, pictures and masks of every type of sea creature imaginable. Close inspection shows many common runic symbols on them easily marking them as wishes for good luck and safety.*

The footlocker is empty. On the writing desk is the Captain's closed journal.

*The journal starts five years ago with small entries every few days. As you flip through the book to make some sense of the ramblings and incoherent writings you start to notice a trend: each of the recently dead and the men threatened on the deck are featured on full pages, all within the last two years. A blue script surrounds a well-drawn picture of each*

*person and markings that appear to be spell icons of some sort. The font is watery in appearance.*

A rogue's read languages ability, a *read magic* spell or a Denerian Specialty Priest may read the runes as a dedication of a soul to the sea and to Umberlee. All thirteen of the victims are listed.

*The last three pages are of great interest. The third last entry is a will, leaving all the Captain's property and land to a son, unnamed, from the Moonshae islands. According to the book, a sending spell has notified the young man of the Captain's death.*

*The second last entry is a picture of a fairly attractive woman with "Merina, my loving wife," written under her picture. The same watery script and runes, dedicating her soul to Umberlee, too, surround it.*

*The last page appears to be written in purplish ink and is a formula of some kind. The script ends in a wet stain that smells like salt.*

Again, a rogue, a *read magic* spell or a Denerian Specialty Priest can make the runes out to be a transformation type spell, permanent in nature, that will raise a soul up into the form of some kind of sea spirit. A Specialty Priest of Kelemvor may roll his Necrology to see if he knows what type of undead is being described. If he makes the roll, he will know all of the creature's strengths and weaknesses. If the PCs look for an address for Marina they will find one on a few envelopes addressed to the Captain and his wife. Flint can also tell the PCs the address of the woman, the Montaeo villa in Ravens Bluff.

Once the players have discovered everything, continue with Scene 8: Mutiny!

**Judge Info:** The Captain has been turned into a Sprit of the Sea by Umberlee's magic. His stats are in Appendix A: NPC stats. Both sets of stats are given for his human and Sprit forms.

**Sailors (2), hm:** Int Ave; AL CN; AC 8 (dex only); MV 12; Thac0 19; HD 2 (F2); hp 15; #AT 1; Dmg 1d4 (belaying pin or dagger); SA nil; SD nil; MR nil; SZ M; ML 10.

## Scene Eight Mutiny!

*From outside the captain's quarters you hear shouting voices and the occasional clashing of metal on metal.*

When they investigate:

## Scene Nine

### Is the Lady at Home?

*As you open the door to the deck you are greeted by the backs of the First Mate, a three of the senior crew, and the cook. They face off against the rest of the crew with drawn sabers, belaying pins, bill hooks, and in the cook's case, a very large wickedly sharp meat cleaver. The first Mate, a stream of blood running down his right cheek from a gash on his brow, is shouting for the crew to lay down arms and return to stations and this mutiny will be forgotten. The crew just shouts louder and looks as if they will surge forward at any second. In contrast, the sunlight breaking through the clearing storm clouds lends a shiny golden background to this dark tableau.*

The crew is refusing to raise the sails and head for home. They are afraid of angering Umberlee and want to placate her somehow. Some are suggesting throwing all non-crew overboard as sacrifices, and as this is shouted a large splash is heard and a few great white fins are seen breaking surface off the port side. The sharks are back.

The characters will probably try to calm the crew down, or threaten them with violence if they don't get back to work. Some crew answers to questions are provided, but they are unhappy that Umberlee was here and think they are doomed. The PCs have two choices: they can influence the crew to follow one of them through intimidation, charisma, or magic; or they can throw gold or gems into the seas to placate Umberlee and the crewmen. Allow anyone a Religion check to know that the cost is 50 GP per tier. Allow any plan to talk to the NPCs to work if it is well thought out and role-played.

**Mutinous sailors (16), hm:** Int Ave; AL CN; AC 8 (dex only); MV 12; Thac0 19; HD 2 (F2); hp 15; #AT 1; Dmg 1d4 (belaying pin or dagger); SA nil; SD nil; MR nil; SZ M; ML 10.

*The four-hour journey home passes without incident and as you enter the main harbor the Flint offers his thanks and tells you that he will inform the authorities of what has happened.*

*The soft bump as the ship touches the dock and then stops marks the end of your sea struggles. A Boson's pipe calls out as the Captain's colors are lowered for the last time.*

The characters should now be concerned with the safety of the Lady Merina and head towards her villa with all haste.

*You have no trouble navigating the city to the Montaeo villa. You find the outer gates locked and a strange spherical quartz crystal sits in an alcove in the left column. Touching the crystal you hear a faint ringing sound. Out of thin air a voice speaks: "Yes?"*

If the party just asks to see the lady they are told bluntly that the lady is indisposed and that proper visiting hours are finished for the day. An appointment for noon tomorrow can be made.

If they mention that they have grave news concerning the Captain then the man will say:

*"One Moment please . . ." You hear the sounds of something being swallowed and a slight clink of glass on glass. "Please tell me what the problem is so I can verify it for the lady."*

The Butler drinks a small potion of Truth Detection when answering questionable callers. It is infallible. Characters with high fame, charisma, or who are Knights may sway him through good role-playing. Simply saying that their word is good may not be enough if it's role-played poorly.

Once the butler is convinced:

*"Oh, dear. Come in then. I'll take you to her at once." There is a loud click and the left gate swings slightly open. As you enter you notice a wooden rack with five empty vials on it.*

*An orcish looking man greets you at the front door. "Please wipe your feet and come with me," he says indicating a large red mat on the floor.*

*He pauses a second and then he leads you upstairs and down a long hall to a door at the end.*

*He raps twice on the door and says, "Excuse me madam." Knocking a second, then a third time he says, "Madam, I am sorry but I must speak with you at once." Finally he tries the door and mutters in a strange shocked voice, "Strange. There IS no lock on this door, but I cannot open it."*

The Captain has used his ability to *corrode metal* to seize the metal latch shut and has swollen the door in its wooden frame using a *warp wood* ability. Both are at 16<sup>th</sup> level should anyone try to cast a *dispel magic* on them. Roll separately for each one:

- If the *dispel magic* works on both then the door falls inwards with a thud.

- If the *dispel magic* works on one, the party must succeed on an open door rolls, use a reduce spell on the door or enlarge on the frame; or do 45 points of damage (AC 10) to the sturdy oak door.
- If the *dispel magic* failed on both, the party will have to use a reduce spell on the door or enlarge on the frame or do 60 points of damage (AC 10) to the sturdy oak door.

Using a *wraithform* spell (for example) will allow a single character to enter the room without difficulty as well.

*You enter a 30 foot long and 10 foot wide bath chamber at its far right. At its far left you see an ornate bronze tub shaped like a clamshell. A large mirror is on the wall behind it. In the mirror you see clear water and a shadow on the bottom of the tub.*

An observation roll will notice a large damp area of wood around the tub where the bath water was forced out when the Captain teleported here.

*As you draw neared to the bath you see the naked form of a beautiful woman lying quite still on the bottom of the tub. As if on cue, her eyes and mouth fly open, spewing blood from her eyes and nose and frothy bubbles from her mouth. A high pitched wailing is heard momentarily and then her mouth clamps shut again.*

The Captain failed to drown her, a fact that confused him, so he is attempting to kill her by forcing his watery form through her skin.

Merina has 84 hit points and the damage from the Captain's attack is 2d10 at the end of each round. The characters' first priority should be to get her out of the tub: they should think she is drowning except for the blood:

- If they use a spell to remove the woman then they can avoid the damage from the Captain's first attack.
- If they reach into the tub the Captain will use his water forcing attack on the arms of those trying to grab the woman. Each person takes different damage (roll it separately).

Damage from this attack is tiered:

**Tier One:** d4, save vs. breath weapon or be knocked back 5 feet.

**Tier Two:** 2d6 save vs. breath weapon or be knocked back 5 feet.

**Tier Three:** 2d10 save vs. breath weapon or be knocked back 5 feet.

**Tier Four:** 2d12 save vs. breath weapon or be knocked back 5 feet.

The Captain will use his innate *watery group* ability, a specialized *watery double* that duplicates 2d3+1 people in a group: all other effects of *watery group* are the same as the *watery double* spell. He can use this innate ability 5 times a day and this is the first use. The watery figures attack the same round they appear.

The Captain is confined to the tub: if it is knocked over he will spill onto the floor and soak into the wood in a single round. The tub and the Captain weigh 800 pounds.

If the Captain kills Merina he will be teleported away by Umberlee: the tournament is over. If he has failed to kill Merina, he will revert to human form.

### **Tier One:**

**Sea Servant:** Int High; AL NE; AC 5; MV 1 (Sw 36); Thac0 15; HD 6; hp 35; #AT 1; Dmg 1d6; SA *corrode metal* (metal saves at -10 vs acid), *warp wood*, *watery group*; SD *teleportation* via water, immune to spells effecting water, edged weapons do no damage, blunt weapons do half damage; MR nil; SZ M; ML 20.

### **Tier Two:**

**Sea Servant:** Int High; AL NE; AC 0; MV 1 (Sw 36); Thac0 10; HD 8; hp 60; #AT 1; Dmg 2d6; SA *corrode metal* (metal saves at -10 vs acid), *warp wood*, *watery group*; SD *teleportation* via water, immune to spells effecting water, edged weapons do no damage, blunt weapons do half damage; MR nil; SZ M; ML 20.

### **Tier Three:**

**Sea Servant:** Int High; AL NE; AC -3; MV 1 (Sw 36); Thac0 6; HD 10; hp 80; #AT 2; Dmg 3d12; SA *corrode metal* (metal saves at -10 vs acid), *warp wood*, *watery group*; SD *teleportation* via water, immune to spells effecting water, edged weapons do no damage, blunt weapons do half damage; MR nil; SZ M; ML 20.

### **Tier Four:**

**Sea Servant:** Int High; AL NE; AC -8; MV 1 (Sw 36); Thac0 1; HD 14; hp 100; #AT 2; Dmg 5d12; SA *corrode metal* (metal saves at -10 vs acid), *warp wood*, *watery group*; SD *teleportation* via water, immune to spells effecting water, edged weapons do no damage, blunt weapons do half damage; MR nil; SZ M; ML 20.

There are four outcomes to this story. They are:

### Case A: Merina lives, the Captain dies

This will occur if Merina is removed from the tub and the Captain takes sufficient damage to die.

*The watery devil rises up in a torrent of bubbles and then rapidly changing to steam; the water vanishes leaving the Captain's body slumped over the edge of the tub. A tiny tinkling is heard as something metallic falls into the tub.*

If the Captain remains dead because the party cannot raise him or choose not to:

*The lady thanks you for saving her life and asks to be left alone in her grief. The key opens a chest downstairs, please take whatever is in it as a thank you. You have saved me from death and my husband from an unlife of evil.*

Merina will keep her treasures and the party will earn the set unlocked by the key that falls into the bathtub. The party leaves the house and the tournament is over.

If the Captain is returned to the living, either by the party's spells or by the party paying for a *raise dead* spell to be cast:

*After a few minutes of discussion the Captain thanks you for protecting his ship and crew and especially his wife. He allows you to keep the chest opened by the key you found. He and Merina are sailing away this evening to start a new life.*

**End**

### Case B: Merina lives, the Captain lives

This will occur if Merina is removed from the tub and the captain is not killed in two rounds after he cannot damage Merina.

*The watery devil slumps down into the tub, and you hear the sound of sobbing as an image of the captain forms on the surface of the water.*

*"Oh Brig, what have you done!" sobs Merina as she reaches into the water to take Brig's watery hand. "You couldn't drown me, you silly old man: I'm a mermaid!" She turns to you and asks to be excused for a few minutes.*

After a short wait the Lady appears, smiling as if nothing untoward has occurred.

*Brig told me of the lies he believed and how you tried to save the victims of his errors. For that he wishes to thank you by giving you this: a key to his day chest below. I wish to thank you also: this is a key to my chest hidden in the statue of the mermaid in the backyard. Merina hands you two keys. Brig appears to be stuck in this watery form now; Umberlee must be displeased with his failed murder attempt.*

The party can facilitate a change back if they sacrifice 100 gp per tier of gems to Umberlee by throwing them into the tub. Umberlee is still watching with some interest and will accept such a sacrifice just as she would if the gems were thrown into the sea. The gems will dissolve and the water will slowly form into the Captain's solid human body. If this happens read:

*The Captain accepts a robe handed him by his wife. He steps out of the tub and shakes each of your hands in turn, tears in his eyes. "I must say I can never fully thank you for what you have done today." He reaches into the tub and produces a key. "Please, use this to open my sea chest downstairs and take what it contains."*

If the party was unable to turn Brig back into human form he will remain as a sentient water being, a form he is comfortable with. Please Read:

*"We have one final favour to ask of you: can you transport the bathtub to the harbour? Brig no longer has the powers given him by the dark queen of the sea and I wish to swim forever with him. We will visit my homeland and stay down there forever."*

Simply put, once at the harbour she will drop all her clothes on the ground and dive into the sea, changing to a mermaid in mid dive. She'll wave once and then swim away with her husband.

After Brig is in the sea:

*The lady once again thanks you and then begins to disrobe. Once her garments lay at her feet she dives into the sea, changing into a beautiful mermaid in mid-dive. With a last wave and a flip of her tail she swims off into the sunset.*

The party will earn both sets of treasures.

**End**

### Case C: Merina Dies and the Captain Escapes

This happens if Merina is killed and the Captain is still alive. Once Merina dies the Captain will be

teleported away on the next round, and the event will be over.

*As you watch stunned by the horrible scene before you the water in the tub vanishes, leaving only the broken body of the lady behind.*

If the party wishes to raise Merina with spells, allow it. If they suggest a temple cast the spells the then the butler will have the spell cast but the modules treasure pays for the spells and the PC's will get nothing

*The butler rushes into the scene with an officer of the watch, who asks you a few questions and then ushers you outside, through the main gate and into the street. The outer gates close as he walks back into the villa, leaving you wondering forever what just happened.*

The party won't ever know for sure what was happening and will not earn either sets of treasure

## End

### Case D: Merina Dies and the Captain Dies.

This occurs if the Captain is killed before he can leave after killing Merina.

*As you watch stunned by the horrible scene before you the water in the tub vanishes, leaving only the broken body of the Lady behind.*

*The butler rushes into the scene with an officer of the watch, who asks you a few questions and then ushers you outside, through the main gate and into the street. The outer gates close as he walks back into the villa, leaving you wondering forever what just happened.*

The party will earn none of the treasure.

If the party tries to raise Merina or the Captain they will find them unrecoverable: Umberlee has stolen their souls forever.

## FIN

## Experience Summary:

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. 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.

3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

### Scene One:

Helping the sailors during the storm 50 xp

### Scene Two:

Helping calm and distract the passengers 50 xp

Finding Wix's dagger 50 xp

### Scene Three:

Rescuing the Third Mate 100 xp

Trying to save the crewmen 100 xp

### Scene Four

Freeing the trapped crewman 50 xp

Restoring steering to the ship without damaging it 50 xp

### Scene Five

Subduing the crewman without killing him 50 xp

### Scene Six

Defeating the monsters 100 xp

Keeping all passengers alive 50 xp

### Scene Eight

Putting down the mutiny without killing anyone 100 xp

-OR-

Putting down the mutiny by killing sailors 50 xp

### Scene Nine

Defeating the Captain 150 xp

Keeping Merina alive 100 xp

Total Experience for Objectives: 1,000 xp

Roleplaying Experience:	0-500 xp
<b>Total Possible Experience:</b>	<b>1,500 xp</b>
For Tier 2:	3,000 xp
For Tier 3:	4,500 xp
For Tier 4:	6,000 xp

-Driftwood Spear: This ornately carved piece of driftwood has a removable copper spear point allowing the weapon to be used as either a spear or quarterstaff.

**Fame:**

The group earns a Fame point in General if they bring the ship in safely.

## 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.

Jeremy's Dagger, 400 gp

### Captain's Set

-*Oil of missile weapon enchantment*: This yellow oil will grant a +1 bonus to any mundane missile weapon normally allowed in the Living City Campaign. The entire bottle of Oil must be used regardless of the size of the weapon chosen. The oil will not work on magical items or Items of Quality. This oil will not work with Bows of Strength, but the +1 bonus is counted for both To Hit and Damage totals. The chosen weapon should be written \_\_\_\_\_ in this space:\_\_\_\_\_. Note: if used with a Hurling Weapon, such as a hand axe or Spear, the +1 bonus only counts towards missile attacks.

-*Scrimshaw scimitar+1*: This expertly carved whalebone is covered in scrimshaw images of arctic creatures of all kinds. This weapon is used with the scimitar proficiency.

-Diving Mask: This non-magical helmet is ornately carved copper and has the beginnings of a lovely patina. The helmet offers no special underwater abilities but it will keep water out of the character's eyes, nose and mouth.

### Merina's Set

-*Oil of melee weapon enchantment* This black polish will grant a +1 bonus to any mundane melee weapon normally allowed in the Living City Campaign. The entire bottle of Oil must be used regardless of the size of the weapon chosen. The oil will not work on magical items or Items of Quality. The chosen weapon should be written in this space:\_\_\_\_\_.

-*Iridescent spindle ioun stone*: sustains person without air

### Knightly Honors:

Knights, Knight-Squires, or Squires who dive into the sea without hesitation or preparation as outlined in the module text will receive a Chivalry point.

### Scene Six

Knights, Knight-Squires, or Squires who interpose themselves between the beasts and the six men will earn the Leopard Skin Cloak.

Note that a PC can only earn the honor OR the chivalry point, not both. Award the one for the greater deed. If the PC has the leopard skin cloak honor, award the chivalry point.

## **Appendix A: Judge Info Sheet: NPC's:**

### **Captain Brig Montaeo**

Alignment N [NE when he is a Sea Servant]

**Dual Classed:** Fighter 5, Druid 16.

Worshipper of the Sea (not of a specific deity).

Brig is a brigand, a cutthroat, a corsair - but never a Pirate.

Five years ago he began suspecting his wife Merina of being unfaithful. He was wrong. During one of his divination spells he was misled by Umberlee, the Dark Queen of the Sea, and told him, "Yes of course Merina was unfaithful. With you at sea most of the year except for brief visits, her needs are not being met so she has had a string of affairs with men of all races, social status, and wealth."

Brig started to go insane and eventually lost his Druidic powers. Umberlee replaced these in order to keep Brig under her sway. She promised that he could be her consort in her watery palace if he proved his worth to her by slaying all those who caused him pain. Brig concocted this retirement plan in order to have everyone out at sea and at his mercy.

#### **Scene 7:**

After he dies he is reincarnated as a Sea Servant (an aquatic version of an Aerial Servant) and uses the new powers to teleport to his wife's bath to kill her by drowning. This doesn't work (she is a mermaid but he doesn't know this). He will then try to kill her by brute force. If he succeeds he'll teleport to Umberlee's palace to begin his new life as a slave to her. If he fails, Umberlee will strip him of his new-found powers leaving him a large puddle of semi-intelligent water in the bathtub at his estate.

Brig will use his ability to force water through the skin of Merina to kill her after his attempt to drown her fails.

If at any time it is revealed to him that Merina is a mermaid, either by Merina telling him or by a casting of *dispel magic* that removes Merina's *polymorph self* spell (cast at 8th level), he will immediately stop fighting and slump down into the tub. A mind reading spell will reveal that Merina is a mermaid and this info can be shouted at the Captain as well if they think of it. If a *lower water* spell is cast Merina will be slowed by it and this fact may also hint at her heritage.

If the Sea Servant takes more than 90% of its hit points without dying it will also slump down in the tub, losing its powers because Umberlee has decided that the Captain is unworthy of her any longer.

#### **Monster Info:**

**Sea Servant:** Int High; AL NE; AC varies per tier; MV 1 (Sw 36); Thac0 varies per tier; HD varies; hp varies; #AT 1; Dmg varies; SA *corrode metal* (metal saves at -10 vs acid), *warp wood*, *watery group*; SD *teleportation* via water, immune to spells effecting water, edged weapons do no damage, blunt weapons do half damage; MR nil; SZ M; ML 20.

The Sea Servant resembles a water elemental and is vaguely humanoid when it wants to be. In every form it manifests a vaguely human face.

#### **Merina:**

Merina met the captain in Tantras years ago. She was polymorphed into human form and quickly fell in love with the powerful seafarer. She kept her racial identity hidden as a surprise in order to avoid him falling for her simply because she was a sea creature, but also because she didn't want to get a license to be in the city.

Merina has the powers of a 8th level water elemental mage but can only cast spells in mermaid form and while in the sea. She has a special *polymorph self* spell going and is able to keep it going for 23 hours each day, thus the hour she spends in the bath to replenish herself. If she is rescued before three turns pass she will yell at the captain to stop fighting and reveal herself as a mermaid. Rescuing is defined as being removed from the tub by the party because the Captain is limited to the tub.

## **Ship's Crew:**

### **Officers:**

- **First Mate:** Flint, a male human F5, runs the ship.
- **Third Mate:** Jerkindle, female half-elf of aquatic descent (she has gills), Fighter 4, is responsible for repairs and cargo. Doubles as a medic using healing and herbalism. The Captain has healing spells so she doesn't need them very often.
- **Purser:** Chance, a halfling thief 4, is responsible for passenger safety as well as paying the men when the captain gives him the pay satchel.
- **Cook:** male human, F2, knife specialist, called Chef by everyone, makes meals and keeps the food inventory up to date.
- **Bowswain:** elf male, Gord, T3, assists with repairs.
- **Coxswain:** Barry, F3, steers the ship.

### **Crew:**

- **Ships Hands (20),** F2, all male, work in 8 man shifts with the officers.

## **Appendix B: Judge INFO: What the Captain thought of each victim**

The Captain wrote exactly why each person must die in his book.

1. Jeremy Wix: a candle Maker who spent many nights with my wife!
2. Jerkindle, my third mate, who flirted with me for years and then laughed when I wanted her!
3. Thurq Ironmask: he was injured in a sea battle and the I sent him to be nursed back to health by my wife. They had an affair before he left.
4. Illyandril: he met my wife in the garden after dark to have an affair. This went on for months.
5. Morgan: he spent the night with my wife.
6. Grimswel Putter. A dwarf who bragged about the times he was with my wife. And he used to serve on my ship while doing so!
7. Simon Flameburst: a security mage who spend one night making sure my wife was secure, if you know what I mean.
8. Corporal Colin Wavesmith: spent many nights at my wife's home, he SAYS he was playing chess. Ha!
9. Wallace Theberge: my wife spent one night with him at his estate while his wife was out of town.
10. Robert. He got my wife drunk and had his way with her.
11. Jacob Stone. He used to be a bodyguard. I dismissed him 5 years ago after he had an affair with my wife!
12. Enrico Swordsmith. A scoundrel who seduced my wife after he lost a tourney. She felt pity for him. . .
13. Joey. A boy I took under my wing. He had an affair with my wife while carrying MY letters to her!

## **Appendix C**

### **Judge INFO: *Speak with dead* Spells/Interviews with NPC victims.**

The following info will help the group deduce what is going on and that is important. This info is also available for the living men if they are questioned about their relationships with the lady after the group searches the cabin. Some of the crew may know the victims as well if it will help the characters figure things out.

1. **Jeremy Wix:** I am a candle Maker. I have met the Lady Merina, I brought her candles every few evenings after sundown for her daily salt water bath. I have never been in her presence otherwise.
2. **Jerkindle:** I am the Third Mate. Our ship doesn't have a second Mate, the Captain handles those duties (pay and quartermaster) himself. The Captain came onto me last week. I turned him down.
3. **Thurq Ironmask:** I was injured in a sea battle and the captain sent me to his Lady to be nursed back to health.
4. Knowing she must be lonely I offered her my services, but she turned me down and asked me to leave. I was surprised to get the invite to this party.
5. **Ilyandril:** I met with the lady every third night to teach her foreign languages and to instruct he in matters arcane as well as some self-defense. She wanted to be able to have a true adventure with her husband.
6. **Morgan:** I am a blacksmith, and also an inventor. I have never met the lady, and was requested specifically by my guild to be here today. I think I may have made the iron gates at the estate, but I make so many things that I cannot remember.
7. **Grimswel Putter:** I am a Gunner who served on the Captain's ship during the war. He had flame casters installed but removed them when the war ended. I came down here looking for a quiet place to drink (hic). Then everything was wet. It's all kind of fuzzy really.
8. **Simon Flameburst:** I installed security spells at the estate for the lady's protection. I got stuck one night last year after setting the spells and had to use a Nap scroll to get my spells back to dispel them and reset them properly. I left the house early in the morning. I have never personally met the lady. I missed the ship and tried to teleport here. Something went wrong I guess.
9. **Corporal Colin Wavesmith:** I used to be in the Harbor Patrol. I was injured during the war, and met the lady and her butler at dinner one night. I play chess with the butler, sometimes late into the night.
10. **Wallace Theberge:** I own the estate next door to the Captain's. The lady helped me out with my children one weekend two months ago when my wife was out of town. She cooked us a nice meal and minded my son and daughter, both 8, while I went to a business meeting. I sell fabric.
11. **Robert:** My bar sold Elven Wine and Gnomish Sarsaparilla Beer to the Lady's estate. I've never been there nor have I met the Lady personally.
12. **Jacob Stone:** I used to be a bodyguard. I was dismissed 5 years ago after a wagon trip from Tantras to Ravens Bluff. We had to stop overnight and fix the wheel. The Lady slept in the wagon and I worked all night to fix the wagon.
13. **Enrico Swordsmith:** I am the preeminent scimitar fighter in the city. The lady likes my style (how could she not!) and sponsored my entry into the arena games last year after I fell onto hard times. I was feeling under the weather and made it to the finals, losing to a fellow scimitar fighter. The lady took me to dinner at a nearby inn afterwards. I spent the night there but she went home as soon as desert was finished.
14. **Joey:** The captain sent me to His lady with a message while we in harbor last month. On the way back I witnessed a crime and had to wait to answer questions by the Watch. Even though they gave me a writ attesting to my reason for being late the Captain accuse me of dishonorable acts with the lady because of red lipstick on my collar. It was really berry juice from a pie I bought on the way back because I missed dinner.

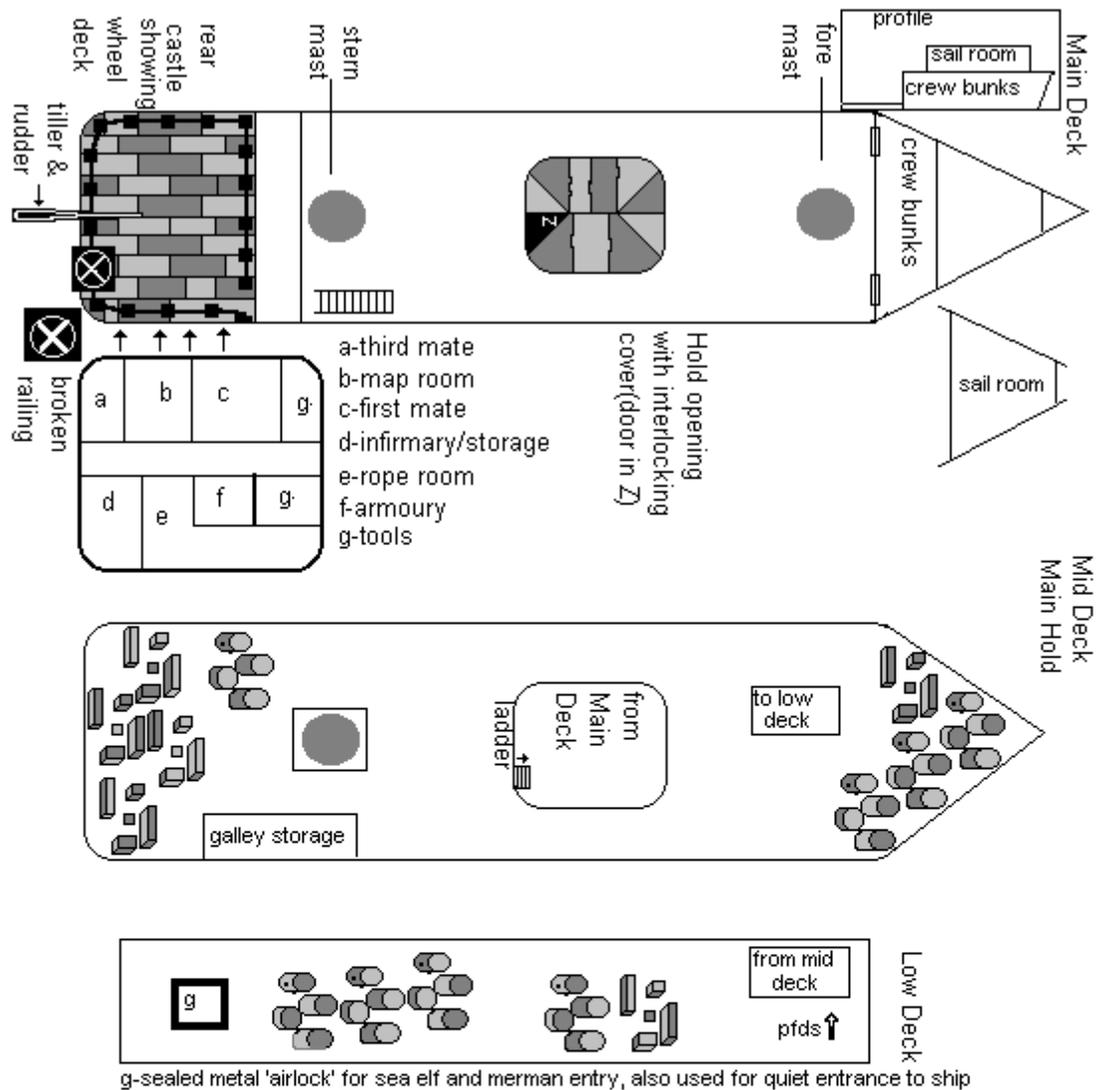
## **Appendix D: Other Passengers.**

This list is provided for roleplaying purposes only, feel free to add some NPCs of your own if you like.

All are here for the free sailing trip and the food.

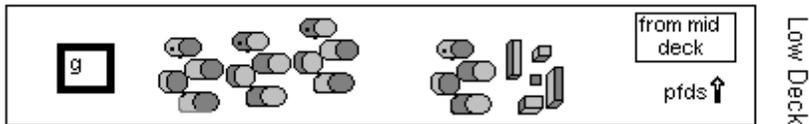
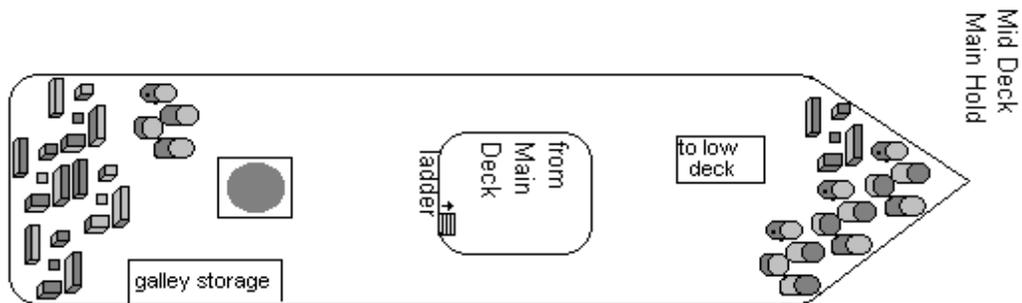
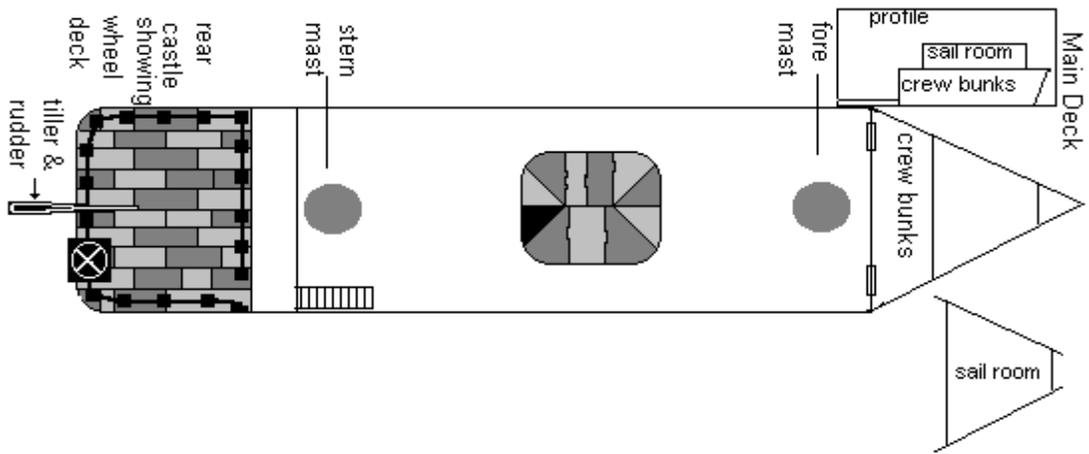
- **Alfred:** hm, fighter 3; big and strong, likes ale and horse racing. CHA 14
- **Lorinda of Tantras:** hf, fighter 4; slender, quick, likes red wine and moonlit nights. CHA 16
- **Cooper:** hm, carpenter; big hands, strong back, well tanned, likes beer. CHA 9
- **Sasha:** hf, mage 5; Nicely dressed, comely, red hair, drinks water only. CHA 12
- **Lo'ther'iandal:** em, druid 4 (Sylvanus); tall, thin, dressed in brown and green. CHA 15
- **Hopsul:** df, fighter 6; sings rowdy songs and swills beer (brought her own keg). CHA 8 (18 to Dwarves)
- **Gruxwoil:** dm, bard 6 (chanter); carries tambourine and has bells sewn into his clothes that jingle when he walks. CHA 18
- **Lucinda:** gf, bard 6; well dressed, carries pipes, blond hair, like animals and heraldry. CHA 15
- **Jacob-of-the-Piles:** gm, thief 7; quiet, likes sarsaparilla beer, looks around and watches everyone. CHA 16

**Appendix E: Judge Info Sheet: The decks of the *Bludgeon***



The low deck has only four feet of headroom and is only 12 feet wide. Building supplies and life preservers are stored here: the PFD's directly below the hold opening in a water tight crate.

**Players Handout Two: deck views of the *Bludgeon***



g-sealed metal 'airlock' for sea elf and merman entry, also used for quiet entrance to ship

## Player's Handout One: The *Bludgeon*

- a-sail room and lookout post
- b-crew bunks and dining area
- c-main hold cover
- d-officer quarters and offices
- e-captain's deck

