

Scrutiny on the *Bounty*

A One Round AD&D Living City Adventure

by Paul Pederson

A request for assistance leads to a voyage working for an unlikely taskmaster. Solving a mystery is one thing, but matters get complicated when your commitment, valor, and sense of justice are sorely tested.

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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.

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 Background

This adventure involves investigation of a mystery while assigned security detail aboard a Thayan vessel. The party will actually report to a high-ranking Thayan government official, High Autharch Blaze Mythalanir. An active "politician" who has spent the last couple of months in Ravens Bluff, this red wizard drew the attention of the witches of Rasheman due to his many double-crosses and skirmishes with their government. Gathering in great numbers, the witches

performed a magic-amplifying ritual known as a *spellmeld* in order to place a powerful curse on him. The result of the curse is that all magic employed by the High Autharch against Rashemaar beings is ineffective. This has caused the High Autharch to nearly succumb to a series of attempts on his life. This is his motivation for bringing the PCs along on the voyage to Thay, where he expects to have the curse removed.

During the course of the adventure, the party must avoid causing a diplomatic incident and must cope with the perplexing moral dilemma of being unable to interfere with the harsh administration of Thayan law. The trip calls for travel south through the Sea of Fallen Stars, later turning east through the Alamber (Sahuagin) Sea as the ship makes its way to Bezantur on the southern coast of Thay. However, it doesn't get far...

On a number of occasions, the PCs will witness severe punishments being administered to the ship's hands. These crewmembers are all slaves, originally from the land of Rasheman, and they are considered lower than dogs by the Thayan officers. For his part, the High Autharch proves to be something of a recluse within his personal quarters.

Unknown to anyone aboard, the *Bounty* has a special pocket dimension which can be used to travel from room to room. A bheur hag (or hags, depending upon tier) inhabit the pocket dimension, and makes use of this feature to surprise and murder a Thayan officer. The party will be assigned by the High Autharch to investigate and get to the bottom of the mystery. They are allowed full access to the ship except for two areas: the High Autharch's quarters and the cargo bay. Try as they might, the party is unable to resolve the mystery and the situation deteriorates until all Thayan officers except the High Autharch have been eliminated. Furious over the lack of progress, the High Autharch will finally allow them access to the cargo bay as well.

During their investigation within the cargo bay, they will come upon documents which reveal that the ship is not truly property of the High Autharch. This leads to the realization that Thayan law no longer applies. Just then, the ship is rocked as the High Autharch is assaulted by the hag(s) and forced to magically vacate the ship as his magic fails him in combat once again. Within his demolished chamber the PCs will find a magical portal, and may follow it to the pocket dimension which is home to the hag(s). There amid the statue-like frozen bodies of missing Thayans, they must defeat the hag(s).

Once they are victorious, the PCs are free to liberate the enslaved ship's hands and return the *Bounty* to Ravens Bluff. Sometime later, a grateful

government of Aglarond will reward the PCs with a reward which includes the loan of a collection of ancient historical books.

The judge should prepare by thoroughly reading the adventure, including the appendices, to develop a clear understanding of the flow of events. Refer to the following resources for more information and ideas on how to flesh out the adventure:

- “Spellbound” boxed set
- “Of Ships and the Sea” rules supplement
- “Powers and Pantheons” section on the Temple of the Flaming Brazier
- The outstanding classic movie “Mutiny on the Bounty” (the original version, starring Charles Laughton and Clark Gable)

WARNING: At times in this adventure, the Thayan NPC who is the PCs’ superior (they are hired by the city to work for him) does some really cruel things to his slaves (the ship’s crew). Many PCs will object strongly to what he does. If the PCs at some point attack him to prevent his actions, then he will defend himself as well as possible. The PCs are clearly warned that Thayan law holds on the ship, and that they should not interfere. If they are captured while interfering, they will be convicted of breaking Thayan law and attacking a Red Wizard, and they will be put to death. Any PCs who die in this adventure because they interfered with Thayan Law will be tossed overboard with their possessions, and their bodies **WILL NOT BE RECOVERABLE.**

If the PCs capture the *Bounty*, they can return it to Ravens Bluff. There, it will be discovered that the ship was stolen from Aglarond, and the government of that nation will award the PCs as in the Conclusion when the ship is returned. On the other hand, the Thayan government will be **VERY UPSET** with the city and these adventurers. This will result in them acquiring **TWO Infamy Points** each, and their **Fame** in Lord Mayor, City Government, and Temples is permanently reduced by three points each category. It’s not that they are less well known, it is that the appropriate officials refuse to recognize them as the heroes they are because of this deed. On the other hand, they don’t get thrown in jail... The reason for the harsh penalty even though they did a good thing is that bad news is more remembered than good news, and the bad news affects Ravens Bluff while the good deed affects a foreign power some distance away.

Player Introduction

It is a fine day for an adventure. There isn’t a cloud in the sky and a gentle breeze stirs your hair as you make the short trek to the mayor’s office. You and your companions were told that Lady Mayor Thoden had an urgent mission for you, and you know from experience (or from talking with other adventurers, if this is a tier 1 party) that often these mayoral meetings launch into marvelous adventures.

Allow the PCs to introduce themselves before continuing. Be sure to emphasize the mayor’s words so that the PCs feel they are being coached to provide the “correct” responses to her questions.

As you are ushered into the mayor’s chambers you note that she is standing among several senior members of the city watch. She has an uncharacteristic grin on her face. “Greetings, my friends. It’s good to know that I can, uh... always count on you to carry out important business when the need arises. Just a moment ago I was speaking with someone who doubted your dedication, but I told him ‘No, not these adventurers; they will do what must be done’.”

Approaching you more closely, she adds, “I have only a couple of questions - a mere formality actually - that I must ask you: Isn’t it true that you are loyal and honest people?”

Pause for response.

“And isn’t it true that you are very capable and talented adventurers, ready, willing, and able to meet a challenge head-on?”

Pause for response.

“And isn’t it true that you can carry out a mission despite ‘rumors’ about your associates?”

Pause for response - this question may seem humorous if it makes the PCs think it regards the other PCs.

“And isn’t it true that you are able to put duty ahead of personal bias, if necessary?”

Pause for response - by this time the PCs should be wondering what in the world is going on.

Allow the players to roleplay their answers, but being true adventurers, the PCs ultimately ought to be agreeable. The mayor will coach them for the correct

answer (which is invariably ‘yes’) as necessary. Coaching may take the form of nodding affirmatively when she asks or re-asks these questions, looking to city watch or knight characters for support with their comrades, or “framing” the question so that it cannot be disagreed with. It is important for the judge to effectively portray this mission as mandatory, in the event that a player decides to pout rather than play. If a PC(s) absolutely refuses even though it is clear they have no basis for disagreement, she will reluctantly inform them that they must leave immediately. Award each such PC an infamy point, each knight or squire a negative chivalry point, and allow the player to change characters for one which would accept this mission. No need to ruin someone’s fun just because they are roleplaying their character properly.

When they have answered affirmatively to each question, continue. Alter the following dialog slightly if necessary.

Looking past you toward the entrance, Mayor Thoden raises her voice. “I trust that you are satisfied with the merit of my team, are you not... High Autharch Mythalanir?”

From out of nowhere a booming bass voice responds, “I am indeed, Lady Mayor.” Where there once was nothing, you now see a towering man with bushy eyebrows as he turns to face you. His bald head is covered with colorful runes and the dominance of the color crimson in his wardrobe leaves little doubt about his heritage. He is a red wizard of Thay! As he turns, you can see that his body is extremely thin, as if painted on the thinnest of parchments. He continues speaking to Mayor Thoden, “We have a deal. I leave now to make preparations. Instruct your team to board the Bounty within the hour.” Without waiting for a response, he gestures rapidly and vanishes.

Allow the PCs to react before continuing.

The mayor speaks, “Thank you so much for accepting this mission. Please pardon my failure to introduce the High Autharch earlier. We are at a delicate juncture in our dealings with Thay and I regret that I was forced to adopt some of Mr. Mythalanir’s techniques of negotiation.

“We must hurry, so here is your mission: You are to accompany the High Autharch on the Bounty, a legendary cargo ship, to the Thayan city of Bezantur. During this voyage, you will report to the High Autharch to ensure that the ship reaches its destination safely. The voyage should take no longer

than four tendays at most. Most importantly, you are to carry out your mission WITHOUT CREATING A DIPLOMATIC INCIDENT. The Bounty flies the flag of Thay, and is legally sovereign Thayan soil under THAYAN jurisdiction. No matter what you think of the High Autharch or his methods, do not interfere with him.

“He has agreed to treat you with due consideration in exchange for my word that you will respect Thayan jurisdiction aboard the Bounty. Again, I apologize, but we must act quickly, what questions do you have?”

The mayor will share the following, if asked:

- **Tell us more about the Bounty.** “She is a legendary cargo ship which apparently was key in delivering a number of victories over Thay. She was assumed lost at sea decades ago, but turned up recently in the Pirate Isles. She bears a minor magical dweomer, probably due to her construction, and partially resists attempts to divine information.”

If any PC has the local history non-weapon proficiency for regions of Aglarond, Rasheman, or Thay and makes a successful proficiency check, let them know that this is consistent with their understanding of history. Elaborate a little more about a great battle or two in which the *Bounty* arrived with troops who saved the day.
- **Tell us more about the High Autharch.** “I don’t know much about him, other than his powers seem to be matched only by his arrogance. He has held the position of High Autharch for less than a year, and I’ve only dealt with him on a few occasions.”
- **Why is the High Autharch sailing now, in such a hurry?** “I don’t know, although he recently obtained the *Bounty* and is sailing her to his home city of Bezantur. My informants have assured me that he obtained it legally through dealings with officials of the government of Aglarond.”
- **Why does he need us?** “Maybe he is concerned about the pirate raids which have become more-and-more frequent lately. He is a fire mage, so maybe he’s nervous about the voyage. He requested that a competent group of adventurers be assigned security detail on the ship. There have been a number of attempts on his life during his brief stay here. I would’ve expected him to have had no trouble in defending himself, but on at least two occasions he was apparently rescued by passersby. I don’t know anything about the circumstances, I’m sorry to say.”
- **Why did you choose us?** “I feel that you are the best choice for this assignment. My sources feel

that your skills and resourcefulness will serve us well.”

- **What’s in it for us?** “(1,000 gp each per tier), and the satisfaction that you have done the city a great service.” [Note that knight characters should not accept this payment from the city.]
- **Why did you agree to help the High Autharch?** “I had no choice, due to the current political climate. I cannot elaborate further, except to say that I was able to secure a number of concessions from him. Once again, you will be doing the city a great service by carrying out this mission.”
- **How will we get home?** “The High Autharch has arranged for your return voyage. He has gone to great lengths to ensure your safety. Details will be provided when you reach Bezantur; you need not be concerned about your return trip.”
- **[IMPORTANT!] What if something goes wrong on the voyage?** “Hopefully everything will go as planned. If something should happen, try to return the ship to Ravens Bluff and we’ll deal with the situation as best we can.”

The mayor is very mindful of the impending departure of the *Bounty*, so if the PCs do not move it along she will remind them. This is an urgent and touchy situation and they must hurry.

Encounter 1: Set Sail!

Arriving at the docks, you see that the Bounty is a very large cargo ship. Her crew is rapidly preparing for departure, under the watchful eye of several blue-jacketed officers.

Climbing aboard, you note that one of the sailors has fallen in his haste to unfurl a sail. He is obviously hurt, but instead of helping him to stand one of the officers lashes him viciously with a whip. Presently he stumbles back to his duties...

Allow this to sink in before continuing. This is a scene which many PCs will want to interfere with, but they cannot without causing an incident. If they move to interfere, have the Captain (below) intercept them and dissuade them, explaining that according to Thayan law the men can be treated this way if necessary.

Just then another officer steps forward. “Hello, then, I am Captain Draketamer, currently serving as first mate under the command of High Autharch Mythalanir. Follow me to your quarters.”

Resolve any greetings or brief questions before continuing.

He takes you below and shows you to your room. It is rather spartan, with a chest, hammock, and bucket for each of you. “Use those buckets for your personal business and my slaves - the ship’s hands - will empty them each morning.” As he turns to leave, he adds, “High Autharch Mythalanir has requested your presence at dinner in the Officers’ Mess in two hours. Until then, you may make yourself at home.” You can feel the ship lurch into motion as cries of ‘Set sail!’ resound from above deck.

Allow the PCs to relax, talk to the crew, look around a little, or do whatever they wish until dinner. The High Autharch is unavailable and left orders not to be disturbed until dinner. Refer to JUDGE AID #2: THE SHIP’S CREW for details on them, and to the ADVENTURE MAPS for the layout of the ship. Feel free to give them a copy of the maps if they question the crew about the ship’s layout. As a general rule, the NPCs will talk to them, but are all busy at this time while they are piloting the ship into the open sea, preparing dinner, mopping the deck, etc.

The sea is calm and will remain so throughout the journey. No seasickness checks are necessary.

Encounter 2: Flogging!

About an hour after boarding, when Ravens Bluff is just a dot on the horizon, you hear the first mate calling “All hands aft!”

Find out who is going to see what is going on before continuing.

Arriving with the others, you see a man tied to a mast. He looks exhausted and near starvation, as the first mate begins a formal reading from the ‘Articles of Maritime Justice’, which is apparently a Thayan legal book. The man was “convicted” of laziness in performing his duties, and is to be flogged. His sentence is 100 lashes. Closing the book, Acting First Mate Draketamer turns to an officer wielding a nasty-looking whip, and says “Carry out the punishment Lieutenant!” “Very good, sir,” is the reply, as the first crack of the whip finds its mark on the man’s exposed back.

Convey the harshness of this to the players as the full punishment is carried out - the crack of all 100 lashes on the man’s exposed back - causing several members

of the crew to faint, and the victim to expire. Afterward, the victim is unceremoniously tossed overboard and the crew ordered back to their duties. *Consider the sensibilities (and ages) of the players when describing this scene.* It should provoke a feeling of outrage, and present the party with a moral dilemma since they were instructed not to interfere with Thayan “justice” aboard the ship.

If the party chooses to cause an incident, the Thayan officers will forcefully point out the seriousness of their actions, and perhaps even question their sanity and likeliness of their survival. Should they persist, the High Autharch will eventually arrive to deal with the matter on his own terms. He will have the benefit of full preparation, but does not desire to harm the PCs since he needs them. He will attempt to quell their rebellion without harming them via *maze, fumble, Otto’s irresistible dance* and similar means. If necessary, he is prepared to use such spells as *Abi Dalzim’s horrid wilting* and other lethal means. Refer to JUDGE AID #2: THE CREW for more details.

Encounter 3: Mess Hall Chat

When requested by the captain, attendance at any function aboard a Thayan ship is compulsory. Any PC who fails to appear will be pursued by the midshipman and reminded of this until the PCs is compliant. If any PCs resist, he will point out to them that the High Autharch will hold him personally responsible. There will certainly be a terrible punishment if he fails in his duty.

Arriving in the Officers’ Mess as requested, you note that the officers are laughing loudly at a joke just delivered by the High Autharch. As you enter, the room grows silent until the High Autharch booms out, “Please be seated. Try the bloodwine, I assure you it is an excellent vintage.”

Any PCs who wear red robes will be sternly warned by the High Autharch that on Thayan soil none but red wizards are allowed to wear red robes and live. He is very serious about this, and will demand the immediate removal of such - including the *cloak of protection +3* from the adventure “House Cleaning” - immediately. Be sure the PCs are aware that he is very serious about this before taking direct action. If necessary, have the other Thayans firmly insist that the PCs remove the garments for their own good. If they won’t cooperate the High Autharch will use any means at his disposal to ensure compliance with Thayan law. The above-mentioned cloak will draw the High Autharch’s ire, so

any PC wearing one will be treated with special coldness and sarcasm.

The cook serves the food himself, and is a virtual whirlwind of activity. He is very skilled and keeps everything moving throughout the meal. The food is very rich and thoroughly cooked, but not bad.

This is the first opportunity the PCs will have to get a good look at Mythalanir. A successful religion proficiency check will reveal that he is in fact a priest of Kossuth, as well as a fire mage.

The High Autharch will attempt to be pleasant during dinner, and his subordinates will generally remain quiet but alert, following his lead. Refer to JUDGE AID #2: THE SHIP’S CREW for roleplaying details. Mythalanir will attempt to engage the party in topics which interest him, and may choose to ignore those which the party raises.

This is an extraordinary opportunity to speak with a genuine red wizard of Thay, and gain insights into his point of view. He is most interested in discussing the following, and snippets of his conversation follow:

The Bounty

- This is the topic he is most interested in, especially arrival in the port of Bezantur. There will be many Thayans there to welcome him and this infamous ship.
- “She is a worthy ship with a disgusting past, sneaking land troops into position for ambushes. Sneakiness is a trademark of the Aglarondans and their ‘hedge wizard’ queen.”
- “She will soon find a useful purpose once she is added to the Thayan fleet.”
- He will not discuss the details of how he came to own the *Bounty*, dismissing this as none of the PCs’ business.

Punishment

- “Of course it was called for, how else can you keep these scoundrels in line? These slaves are just property, and I understand there was a lot of murmuring which arose earlier. I’ll show them what punishment is... They’ll all be hanging from a yard arm if that’s what it takes to instill a little discipline!”

Adventures of the PCs

- Encounters with other Thayans (if the PCs are so bold as to mention it) - will result in sarcastic comments and open expression of doubt about the way events unfolded.
- Encounters with disenchanters - “They are horrible creatures which should all be killed!”

- Encounters with Zhentarim - “Most are paltry ‘wannabes’, although Fzoul Chembryl is respected by many in Thay. The wizard Semmemon and his toadying lackeys are weak spellcasters and deserve to die for their pretensions.”
- Ravens Bluff’s “so-called Wizards Guild” - “What are those apprentices up to now?” “Have you ever been inside that trifling place?” “I’ve penetrated it a few times, although they are oblivious to this.”

Recent attempts on his life

- This will draw a brief but intensely angry response. “What do you know of this?! That is a personal matter! Do not meddle in my personal life!”

Kossuth

- “The Lord of Flames is unique among deities, and is worthy of the admiration of all wizards (and all people, regardless of station). His purity is cleansing to all things. Perhaps you would like to join in worshipping with me when we reach Bezantur. The Temple of the Flaming Brazier is an architectural masterpiece - a wonder to behold.”

When the roleplaying has run its course, continue.

After a five-course meal - of which each course was substantially over-cooked - the High Autharch decides to call it a night and excuses himself. The other officers follow suit, suggesting that sunrise will be early tomorrow.

Determine if the party is setting up a watch during the night, and its order, before continuing to the morning.

Encounter 4: Soggy Shoes

The next morning you are awakened by the sound of a commotion in the room next to yours. Straining to hear what is going on, you note that there is a definite chill in the air this morning. “The lieutenant is missing! The lieutenant is missing! He was in the infirmary, but now it’s in shambles!” is finally heard as a man rushes above deck.

When the PCs exit their room, they will note that a very dense, cold fog hugs the ground and flows into their cabin. This fog has enveloped the ship, and seems to have entered the ship’s hallways, so dense that it

obscures the floor. The bheur hag(s) has been out-and-about during the evening, and brought the chilliness.

Lieutenant Lukens is the man who administered the punishment the night before, and this should throw some suspicion on the enslaved ship’s hands. When the party investigates, they will see that the doorway is open. Inside the floor is covered with a shallow pool of water and many feathers, and personal effects (clothing, shoes, spyglass, etc.) are strewn everywhere.

Although the fog hampers their efforts somewhat, the party can determine the following if they spend a turn or so searching:

- The feathers are actually goose down from the torn pillowcase, which has several rips in it. If the PCs study the pillowcase, allow Intelligence checks to realize that the rips are spaced just about right for a human-sized clawed hand to have done the work.
- There is no apparent source for the water standing on the floor.
- A pair of shoes which was covered with feathers still has feet in them.
- A successful animal lore check (or after a time, an Intelligence check at -4) will determine that if thrown into the air, the goose down will substantially muffle sound.
- Those who taste the water (by dipping a finger into it and dabbing it on their tongues, for example) will determine that it is fresh water, and not from the Sea of Fallen Stars.

This is the handiwork of the bheur hag(s). The pillowcase was torn and its feathers flung around the room to muffle the sounds of the gruesome meal. The pool of water is simply the result of incidental moisture from the frost she exuded.

There are not enough remains to use a *speak with dead* spell, and the Thayans will quickly claim and dispose of it once the PCs discover it. If asked, Medical Officer Myriad will inform the party that the lieutenant had severe stomach cramps last night, so he placed him in the infirmary. He will admit that he didn’t check on him all night, but will maintain that he should have been fine. The rest of the crew will allow the party to perform its investigation without interference. None of the ship’s complement has any idea what happened to the lieutenant.

Eventually the High Autharch will arrive to question the PCs. After asking a few basic questions about what occurred, he will commission the PCs to get to the bottom of this. They may have free rein of the ship, except for two locations: the High Autharch’s

quarters and the cargo bay. He cannot spare any officers since they are needed to operate the ship.

Allow the party to roleplay their investigation activities for the morning, then continue. Use JUDGE AID #2: THE SHIP'S CREW when the PCs speak with the crew, and ship maps as necessary. Note that neither the summoning device nor the Rashemaar dagger used in subsequent encounters have been planted by the hag(s) yet, so they cannot be found.

Encounter 5: keelhaul!

Ensure that the party is in the officers mess for lunch, or alter the following description to suit circumstances.

The chilly fog is still with you, and its briskness has had an amplifying effect on your appetites. Just as you are taking your places for lunch, you feel and hear a rumble from above deck. Before you have time to react, the rumbling dies away and is followed by a horrible screeching and the screams of the ship's hands.

A few of the ship's hands have just activated a summoning device they found in their quarters the night before. Since it had Rashemaar runes on it, they assumed it was a lucky charm and intended only to invoke its protection on the voyage. Instead, they are under attack by over a score of winged horrors.

The PCs will probably be emerging from below the deck to see a swarm of horned, taloned, and winged creatures hovering above the crew. Make it clear to them that if they don't act immediately they will likely lose all of the ship's hands who are above deck. They will be joined after a moment by the High Autharch, who will perform very impressively as he makes short work of any remaining beasts. (The beasts are not of Rashemaar origin, so his magic is effective against them.)

Total Levels 4-13

Gargoyle-kin (24): Int low; AL CE; AC 8; MV 9, FI 15(C); HD 1+1; hp 6 each; THAC0 19; #AT 4; Dmg 1-2/1-2/1-3/1-2; SD none; SZ S (3' tall); ML 11.

High Autharch Mythalanir will join the fracas beginning in round 3, and employ the following spells with consummate skill to save the day: *delayed blast fireball* (which hesitates only briefly, as he yells emphatically to those below "Duck!!" so that only the beasts are slain), *chain lightning*, and more *fireballs*. Take care in positioning the beasts to ensure these

spells are plausible. Do not allow this combat to bog down and require a lot of time.

Total Levels 14-25

"Nambi Pambi" Gargoyles (24): Int low; AL CE; AC 5; MV 9, FI 15(C); HD 4+4; hp 14 each; THAC0 15; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; SZ M (6' tall); ML 11.

High Autharch Mythalanir will join the fracas beginning in round 3, and employ the following spells with consummate skill to save the day: *delayed blast fireball* (which hesitates only briefly, as he yells emphatically to those below "Duck!!" so that only the beasts are slain), *chain lightning*, and more *fireballs*. Take care in positioning the beasts to ensure these spells are plausible. Do not allow this combat to bog down and require a lot of time.

Total Levels 26-37

Gargoyles (24): Int low; AL CE; AC 5; MV 9, FI 15(C); HD 4+4; hp 36 each; THAC0 15; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; SZ M (6' tall); ML 11.

High Autharch Mythalanir will join the fracas beginning in round 3, and employ the following spells with consummate skill to save the day: *delayed blast fireball* (which hesitates only briefly, as he yells emphatically to those below "Duck!!" so that only the beasts are slain), *chain lightning*, and more *fireballs*. Take care in positioning the beasts to ensure these spells are plausible. Do not allow this combat to bog down and require a lot of time.

Total Levels 38-56

Margoyles (24): Int low; AL CE; AC 2; MV 6, FI 12(C); HD 6; hp 36 each; THAC0 15; #AT 4; Dmg 1-6/1-6/2-8/2-8; SD +1 or better weapon to hit; SZ M (6' tall); ML 13.

High Autharch Mythalanir will join the fracas beginning in round 4, and employ the following spells with consummate skill to save the day: *delayed blast fireball* (which hesitates only briefly, as he yells emphatically to those below "Duck!!" so that only the beasts are slain), *chain lightning*, and more *fireballs*. Take care in positioning the beasts to ensure these spells are plausible. Do not allow this combat to bog down and require a lot of time.

Total Levels 57+

Margoyles (24): Int low; AL CE; AC 2; MV 6, FI 12(C); HD 6; hp 48 each; THAC0 15; #AT 4; Dmg 1-6/1-6/2-8/2-8; SZ M (6' tall); ML 13.

High Autharch Mythalanir will join the fracas beginning in round 4, and employ the following spells with consummate skill to save the day: *delayed blast fireball* (which hesitates only briefly, as he yells emphatically to those below “Duck!!” (or “Dodge!!” to those flying) so that only the beasts are slain), *chain lightning*, and more *fireballs*. Take care in positioning the beasts to ensure these spells are plausible. Do not allow this combat to bog down and require a lot of time.

When the melee is over, continue with the following:

As the other officers emerge onto the deck, the High Autharch storms over to the ship's hands and looks about. Calling out to the midshipman, the High Autharch demands to know what happened to cause this commotion. The midshipman points out a man, whom he accuses of summoning the beasts with a charm. Turning to the man, Mythalanir fumes “Scoundrel!! What do you have to say for yourself? Give me the charm!” The pitiful chap tries to find the words for a response, but cannot. “I'm not the most patient man in the world... give it to me!” rails the High Autharch. As the quivering slave hands him a small pendant, he bellows to the officers, “Keelhaul this man!” Without a word, they rush to bind the man's wrists and ankles to a long rope, and throw him over the aft portion of the ship. Other slaves are ordered to the bow of the ship, where they are required to pull the man under the ship. A minute later he is hauled out of the water, nearly stripped of his skin and now quite lifeless...

Meanwhile, the High Autharch has set the pendant afire with a shower of sparks and stormed below deck. The device melted away to nothingness in short order.

The High Autharch is not in a mood to talk to anyone at this time, and will not be trifled with. Once again, the body is unceremoniously discarded overboard. The officers bark out some orders and there is a frenzy of activity as crews move to clean up the mess and get back to work. The High Autharch and officers return to their quarters without lunch, except for the First Mate Filchener (who is supervising the slaves) and Helmsman Hydemeister (who is steering the ship).

If the PCs attempt to speak with the demoralized slaves, they will be very reluctant to discuss this

episode. The officers will answer general questions from the PCs, but will not speculate or discuss their suspicions. If asked to help, they will make it clear that it's the PCs' job to solve the mystery, while their duties are to sail/cook/etc.

Magical means such as *ESP*, or even careful questioning about their ideas, could prove useful here. Some of the slaves are beginning to think about and briefly discuss old Rashemaar tales of boogie men. They are now scrupulously careful not to do anything which is against the rules, but will try to help the PCs if they are kind. The officers are privately all concerned that the High Autharch seems to have locked himself in his room, and is performing some kind of magical rituals. They wouldn't dare mention it, but they believe that he should be able to handle this situation and don't understand why he invited the PCs.

Allow the party to roleplay their investigation activities for the afternoon, then continue. The dagger discovered in encounter #7 has not been planted by the hag(s) yet, so it cannot be found.

Encounter 6: Dr. Popsicle, I Presume

It's now dinner time, and your investigation has proven inconclusive thus far. If anything, the fog has gotten more dense and the cold has intensified. The High Autharch has called for a mandatory meeting with the officers in the mess hall. However, two of the officers fail to report - Auxiliary Mate Filchener and Medical Officer Myriad. A hush falls over the room as everyone considers what happened to the lieutenant earlier. Turning to you, the High Autharch directs you to go to the officers quarters and investigate.

When the PCs arrive at the door to the officers' quarters, they will note that it is very cold there. When they are ready to open the door, continue.

Upon opening the door, you see that the room is coated with sheets of ice and frost. In the center of the room, the medical officer stands covered with frost and motionless. The auxiliary mate is nowhere to be seen.

Allow alertness or observation non-weapon proficiency checks to catch the briefest glimpse of a glimmer near the far wall. At least one person should notice this clue. It is gone as soon as it is noticed, casting doubt on

the veracity of those who noticed it. In the shape of a small square, it was a portal to the pocket dimension.

The hag(s) was here less than an hour ago, and the frozen body of the auxiliary mate was hauled off to the pocket dimension. The body of the medical officer, too, is frozen solid.

When word of this reaches the High Autharch, he orders that the body be stored in the cargo hold, and places a guard in front of the doors. If the PCs mention the brief glimmering box, he will dismiss it and ask them to get to the bottom of this immediately. He will retire to his chamber without dinner, having left orders not to be disturbed.

Allow the PCs to roleplay their investigation activities during the evening, before continuing. Remember that there is a chilly, heavy fog in place now. They can learn the following:

- “Cookie” can reveal to them that all the meat in his pantry is gone. There were 16 chickens, a side of beef, and 3 hams just last night. A search of the pantry will turn up a single smudge on the wall. If a successful tracking proficiency check is made, inform the player that the smudge is actually the footprint of a humanoid about the size of a man. “Cookie” is concerned that “Heidi” may have snapped and stolen the meat since he sometimes eats enormous amounts of meat.
- “Heidi” can point (literally) them to ship’s hands who are talking about Rashemaar “boogie men”. The slaves are unaware of what happened to the two most recent victims, so their “folksy” speculation includes:
 - “I seen it once where a doppelganger joined up with a band of berserker buddies of mine. Nearly killed ‘em all, it did, until it was discovered. I seen it, I tell ya.”
 - “Ahhh, a ghost could cause this chaos, I say. I heard the High Autharch laugh that this ship was haunted. Makes sense to me, lads.”

If told about the missing and frozen victims, they will grow visibly uneasy. Looking at each other, they will say only “Bheur! The bringer of winter!” They vaguely recall the old wives’ tales of a monster who brings winter, but will not discuss this. If telepathically probed, their frightened thoughts are not entirely lucid and do not pinpoint a “bheur” as a hag.

Again, the dagger used in encounter #7 has not been planted yet, so it cannot be discovered.

Encounter 7: Flensing!

Alter the following to fit the situation.

At approximately eight bells that evening, the cry of “All hands aft!” once again rings out. Emerging onto a fog-shrouded deck, you see that the High Autharch and the remaining officers are standing near one sailor, with the other ship’s hands standing silently at attention.

The High Autharch produces a book, and reads it aloud: “You have been found guilty of the crimes of insubordination and conspiracy to commit mutiny. This Rashemaar dagger is forbidden, yet you concealed it from us! You sir are a disgrace to saltwater! Mr. Draketamer, fasten this man to the masthead and I will administer his punishment!”

As the man - broken and sobbing - is bound, you see that the High Autharch has produced an onion. He begins to peel it, and intones sounds which don’t seem humanly possible. Seizing the poor man by the throat, he says with a certain finality, “You will NEVER AGAIN interfere with the operation of a Thayan vessel!”

The High Autharch has cast the spell flensing (see JUDGE AID #3: UNCOMMON SPELLS for details). It is left to the judge to describe what occurs as this horrifying spell runs its course. All NPCs present will observe in silence, and some of the ship’s hands will faint. After his gruesome work is done, the High Autharch will once again return to his quarters without comment. The ship’s hands seem to have new-found motivation and are now working with gusto.

If attacked, Mythalanir will use such spells as repulsion and maze to quell the rebellion and defuse things quickly. He does not really want to destroy the PCs, but he certainly won’t tolerate continued aggression. Be sure to remind the PCs (via intelligence checks or whatever means seems appropriate) that such actions risk dire consequences for the city of Ravens Bluff.

Continuing their investigation, the following new information may be learned:

- **Slaves in the brig:** believe that “Heidi” is a werewolf. They saw him climb the rigging “faster than a man could!” He often works without a shirt on, and eats an inordinate amount of meat. They plead with the party to keep them safe, since they are helpless while chained up in this room. [“Heidi” is not a werewolf, although he likes meat and doesn’t always wear a shirt. He is just an unusual-looking person. That’s all.]

- **All other NPCs:** the slave who was punished was found hiding an ornate Rashemaar dagger. The officers are outraged that he would dare to do this. The other slaves say that he found the dagger when he awoke this morning. During questioning, his feet were severely beaten but he stuck to this story because it is true. [The hag(s) planted this dagger in order to cast suspicion on the slaves.]

Determine if the party is setting up a watch during the night, and its order, before continuing to the morning.

Encounter 8: On the Verge of Disaster

The next morning is a foggy, chilly nightmare, as the High Autharch personally checks the ship for his officers and discovers that without exception, each and every one of them is missing. His face is nearly as red as his robe as he explains his “take” on the situation: “You were brought on this mission to provide security. PROVIDE IT! You have thus far failed miserably in your duties. If you don’t get to the bottom of this, I will hold you all responsible.”

Effective immediately, you may access the cargo bay, which I suggest you search. The only area of this ship you may not search is my personal quarters. You are now dismissed. GET TO WORK!” He strides off, leaving swirls of fog in his wake.

It should be clear to the PCs that they are on the verge of creating the diplomatic incident they were implored to avoid. Their good names are on the line, and possibly the safety of their city. If they weren’t already motivated, this realization should give them incentive them to get busy.

The party can learn the following new information:

1. The **officers’ quarters** and cargo bay are particularly cold, with melting ice covering much of their area. There is no sign of either a struggle or the missing officers, and it is impossible to learn anything useful via the tracking non-weapon proficiency.
2. **Cargo Bay:** The aerial servant killed was killed by the hag(s) and this chamber was demolished in the process. Crates of all shapes and sizes are torn open. If the party decides to search through these records, allow each PC a 1 in 6 chance of finding something interesting per turn. The interesting items include:

- The frozen body of Dr. Myriad, which was taken here after it was discovered, is nowhere to be found.
- Collection of ancient history books (50 - 800 year old books) for describing ancient Thay. [The PCs will be loaned a set of these if they complete the mission.]
- *Map of location* - This ordinary piece of parchment is imprinted with a map of the Sea of Fallen Stars. Whenever the map is unfurled while at sea in this region, a magical icon appears on the map to indicate its relative location. This parchment and several others like it are invaluable aids to the government of Aglarond in conducting limited naval activities. [The PCs will be given one of these if they complete the mission.]
- A 15” wooden wand (a *wand of incompetence detection*, see Treasure Summary).
- *Belaying Pin +2* - this oaken device is unusually finely crafted and light.
- Ship’s manifest - the real one - which contains many old entries which could be used to track down what became of the *Bounty* when it was lost 50 years ago. It is recognizable as authentic via a number of non-weapon proficiencies, including observation, navigation, forgery, seamanship, etc.
- Parchments in one of the smashed crates detail how the High Autharch magically controlled the finders of the ships and staged events to ensure that he would be able to steal the ship. Give the players PLAYER HANDOUT #2: LOOSE PARCHMENT and once they have examined it, ensure they know that there are many others like it which indicate that the High Autharch staged the deal which gained him the *Bounty*.

Note that the magical items were stored within these lead-lined crates until this time, and were not subject to *detect magic* for that reason. The High Autharch ensured these special crates were labeled “CONFIDENTIAL AND PERSONAL” thinking they wouldn’t be examined, but he didn’t expect the crates to be torn open.

Encounter 9: Goodbye Mr. Mythalanir

While the party is completing their investigation of the hold, continue with the following.

Suddenly, the ship is rocked as you hear a loud popping sound followed closely by an explosion. The noises seem to be coming from the vicinity of the High Autharch's quarters.

When the party arrives, continue.

Arriving at the High Autharch's quarters, you find the door blown completely off and smoke pouring out into the hallway. Despite this, it is very chilly. Inside you see a bizarre sight which includes icicles hanging from the ceiling, and smouldering rubble. Whatever happened here involved both extremes of temperature and left nothing intact.

The High Autharch was just attacked directly by the bheur hag(s). His magic failed him once again, and he was forced to *teleport* away. During the fracas, all of his wards (*symbol* and *glyphs of warding*) were activated. In combination with his spells and a number of *cones of cold*, the magic has decimated everything in the room. Nothing remains intact.

Allow the PCs to investigate for a moment while the smoke disperses before continuing.

After the smoke has cleared somewhat, you find a glimmering doorway suspended near the ceiling on the far wall. It resembles a hatch or trap door, and looks substantial enough to be opened through physical means.

True seeing may be used to see a small portion of the scene on the other side of the portal (several frozen statues).

If the party is reluctant to go through the portal, have some of the ship's hands wander by to express gratitude for their help, and confidence in their ability to save the day. After all, they are stranded on this ship and whatever is behind the murders will continue to prey on them.

Encounter 10: Come 'n Get It!

Read the following to the group when they climb through the portal.

Passing through the magical portal, you feel a blast of cold air. All about you is a site fitting for the coldest winter day. An icy wind whips about the snow-covered environment, forming low snow banks. There are several frozen statues of missing crew members scattered near you, while beyond them that of the acting first mate - Captain Draketamer - is being devoured by a hideously wrinkled old woman. The hag's bluish-white mouth is stretched impossibly wide, as her jaws are working powerfully to chew the statue down to the floor before your eyes. Now finished, she glares at you hatefully - the embodiment of malice.

Each PC viewing this must make a saving throw vs. death magic or suffer the consequences (75% chance of being blinded, 25% chance of going insane and fleeing). For tier 1 ignore this effect. For tier 2, do not allow more than two PCs to suffer these consequences.

All magical effects here operate normally. Upon the death of the hag(s), the wind will subside and it will grow warmer, eventually matching the temperature outside. If the pocket dimension is explored, it will be determined to have magical boundaries preventing anyone from moving more than 1,000 feet in any direction. See JUDGE AID #1: THE BOUNTY for additional details.

Total Levels 4-13

Bheur Hags (1): Int very; AL CE; AC -3; MV 12, Fl 48(A); HD 10; hp 25; THAC0 11; #AT 1; Dmg 1-6; SA none; SZ M (6' tall); ML 17.

The hag was gravely injured by her melee with the High Autharch, and her staff was destroyed. Having only one arm and no staff, she can only attack with her freezing touch. (Note: if the party is particularly weak, reduce the hag's hit points to 15.)

Total Levels 14-25

Bheur Hags (1): Int very; AL CE; AC -3; MV 12, Fl 48(A); HD 10; hp 50; THAC0 11; #AT 2; Dmg 1-6/1-6; SA *staff of frost*; SZ M (6' tall); ML 17.

This hag will only use the *ice storm* (sleet) power of her *staff of frost* to make the ground slippery before attacking with her freezing touch. The sleet causes the floor in a 30' area to be slippery, slowing movement by 50% and making it 50% likely that a creature trying to move in the area slips and falls. It also extinguishes torches and small fires.

Total Levels 26-37

Bheur Hags (1): Int very; AL CE; AC -3; MV 12, FI 48(A); HD 10; hp 80; THAC0 11; #AT 2; Dmg 1-6/1-6; SA *staff of frost*; SZ M (6' tall); ML 17.

If the party is weak for tier 3, the hag will use her *staff of frost* only once or twice on the party. She will select the *ice storm* (hail stones) option if she wins initiative, in the hope of preventing spellcasting. If she loses initiative, she will use the *cone of cold* (8d4+8 damage) if she loses initiative. If the party is a respectably powerful group for tier 3, the hag will use her *staff of frost* each round.

Total Levels 38-56

Bheur Hags (2): Int very; AL CE; AC -3; MV 12, FI 48(A); HD 10; hp 80 each; THAC0 11; #AT 2; Dmg 6/1-6; SA *staff of frost*; SZ M (6' tall); ML 17.

The second hag is skulking behind a frozen statue between the party and the first hag. One of them will select its *staff of frosts' ice storm* (hail stones) option if they win initiative (for 3d10 damage - no saving throw allowed), in the hope of preventing spellcasting. The frozen statues afford no protection from the *ice storms*. The other will use its staff's *cone of cold* (8d4+8 damage) power and target those who pose the greatest threat. If the hags lose initiative, they will probably each use the *cone of cold* (8d4+8 damage) power. They will fight intelligently, using their staves each round and attempting to get as many of the PCs into multiple "storms" or "cones" as possible.

Total Levels 57+

Bheur Hags (3): Int very; AL CE; AC -3; MV 12, FI 48(A); HD 10; hp 80 each; THAC0 11; #AT 2; Dmg 1-6/1-6; SA *staff of frost*; SZ M (6' tall); ML 17.

The second and third hags are skulking behind frozen statues between the party and the first hag. Two of them will select their *staff of frosts' ice storm* (hail stones) option if they win initiative (for a total of 6d10 damage - no saving throw allowed), in the hope of preventing spellcasting. The frozen statues afford no protection from the *ice storms*. The other will use its staff's *cone of cold* (8d4+8 damage) power and target those who pose the greatest threat. If the hags lose initiative, they will probably be in close melee and unable to use *ice storms*, so each will use the *cone of cold* (8d4+8 damage) power. They will fight intelligently, using their staves each round and attempting to get as many of the PCs into multiple "storms" or "cones" as possible.

Conclusion

Note that any bheur staves, if taken, will begin rotting within hours and exude a disgusting odor. Characters who were driven insane (and had to flee the combat) will exhibit a passive form of dementia and are not a threat. They require a *heal* spell to cure them of this condition.

Since there are no Thayans left aboard and there is convincing evidence that the ship belongs to Aglarond rather than Thay anyway, the PCs will probably elect to return home. The remaining slaves, now hoping to be free men, will gladly agree to pilot the ship for the party. Use the ship's hands to guide them (without forcing them) to these conclusions before continuing, altering the following as necessary.

Alternatively, the party may have abandoned ship or dealt with this situation in some other way. Try to capture the flavor of this adventure in tying things together. If you honestly feel that they did the government of Aglarond a great service, award them the treasure even though they took a less conventional approach to the adventure.

Gathered on the deck with you are the men of Rasheman, who for years had been subjugated by the empire of Thay. They are overjoyed at the prospect of being free once again. One of them starts a cheer, and the echoes of "Hip-Hip-Hooray!" can be heard for leagues as they honor you for several minutes.

A couple of days later, having returned to Ravens Bluff, you present your story to the mayor. Although shocked by what you tell her, she is soon able to confirm that the rightful owner of the Bounty is indeed the government of Aglarond. You receive your payment as promised, and the former slaves are soon able to return home.

About a week later, you are pleasantly surprised at a delivery of books which arrives for each of you. On loan to you courtesy of the government of Aglarond, these collections were among those stowed on the Bounty, and feature the ancient history of a specific nation. There is also a parchment on which is inscribed a magical map.

**Thus ends...
Scrutiny on the Bounty**

Experience Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.

- Assign discretionary roleplaying 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 4-13	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.

Encounter 4:

Determining what happened to Lt. Lukens 50 xp

Encounter 5:

Combatting the Winged Adversaries 50 xp

Encounter 6:

Learning of the “Bheur” 50 xp

Encounter 8:

Discovering the *Bounty* belongs to Aglarond 50 xp

Encounter 10:

Defeating the hag(s) 300 xp

Total Experience for Objectives: 500 xp

Roleplaying Experience: 0-800 xp

Total Base XP Available: 1,300 xp

Tier Two: 2,600 xp

Tier Three: 3,900 xp

Tier Four: 5,200 xp

Tier Five: 6,500 xp

Treasure Summary

If it’s not on this list, the PCs cannot keep it.

Conclusion:

- 1,000 gp per tier for each PC (except knight characters)

- Six Collections of Thayan Historical Books (one per PC): These rare books grant the Non-Weapon Proficiency Ancient History (Thay) or a +1 bonus to an existing Ancient History (Thay) proficiency, provided they are studied for six months. Further, the proficiency costs a slot as for any other proficiency, so a slot must be available. The books must be returned to the government of Aglarond after the six months are up, so the certificate expires on the date shown below. It may be retained, but the books are no longer in the possession of the PC.
- Map of location:* This ordinary piece of parchment is imprinted with a map of the Sea of Fallen Stars. Whenever the map is unfurled while at sea in this region, a magical icon appears on the map to indicate its relative location. This parchment and several others like it are rumored to have been developed by the Simbul, ruler of Aglarond, as an invaluable aid to the military of Aglarond in conducting rare naval activities.
- Belaying pin +2*
- Wand of incompetence detection* (10 charges): Initially developed as a private joke by the Simbul, ruler of Aglarond, this 15” wooden shaft has been replicated by several wizards in recent years. It can be used to identify individuals in varying states of ineptitude, in a 30’ radius around the wielder. Targeted individuals receive a saving throw against this effect only if they are aware of the attempt. Four intensities indicate approximate levels of inadequacy and the danger they pose:
 - Strong:** consummately unskilled and imminently dangerous to self and others
 - Moderate:** unskilled and likely to endanger self or others
 - Low:** neither skilled nor unskilled but potentially dangerous
 - None:** skilled and/or without imminent danger
 The wand is not rechargeable.

Fame Awards

If the PCs return the *Bounty* to the mayor, Aglarondan ambassador, or a port city of Aglarond after the High Autharch teleports away, and frees the remaining Rashemaar slaves, they may add one fame point to either the “Lord Mayor” or “General” category.

If, on the other hand, the PCs capture the *Bounty* by attacking the High Autharch, the Thayan government will be VERY UPSET with the city and these adventurers. This will result in them acquiring TWO Infamy Points each, and their Fame in Lord Mayor,

City Government, and Temples is permanently reduced by three points each category. It's not that they are less well known, it is that the appropriate officials refuse to recognize them as the heroes they are because of this deed.

Judge Aid #1: The *Bounty*

The *Bounty* is a handsome, oversized cargo ship some 100' long and 35' wide, with a capacity of 150 tons. At the apex of her main mast is a crow's nest, some 70' above the deck. She is very solidly built, with dense beams which were treated with specially formulated pitch and reinforced throughout with water-tight compartments inside much of the hull. Due to her outstanding construction, she is considered armor class 4 and requires 250 points of damage to sink. She is not currently fitted with any sort of weaponry.

Legend has it that on numerous times throughout Aglarond's history, the *Bounty* carried forces which turned the tide of battles against Thay in their favor. What is lost to antiquity, and was never known outside of elite Aglarondan soldiers over a century ago, is that the *Bounty* possesses a special dimensional pocket similar to a tesseract, or four-dimensional "hypercube". It was in this unique storage space that large numbers of troops were transported to key battle sites during many of Aglarond's greatest battles.

The fourth dimension of the cube enables access to and from any of the ship's rooms (including the crow's nest) via this dimensional chamber, which is a cube about 1,000' on a side. For the sake of simplicity, it is assumed that this pocket dimension is accessed by climbing up a wall, and that a portal to the pocket dimension does not exist except when brought into being mentally by those who know how. There is no need to understand tesseracts to judge this event. The entire ship registers a moderate magical *dweomer* of alteration and enchantment magic.

The *Bounty* was adrift in the Pirate Isles for decades, and thought by the locals to be haunted due to its resident *bheur* hag(s). This variety of hag is native to Rasheman, and recently attracted the attention of the witches of that land. The witches conspired to arrange events such that the High Autharch became aware of the ship, and just as they had planned, he fell into their trap by falsifying her purchase. The *Bounty* has since been declared a diplomatic vessel, and now flies the flag of Thay. As sovereign Thayan soil, she is governed by Thayan jurisdiction and legally immune to destructive acts or interference by the citizens of Ravens Bluff. As the PCs should eventually discover, she was not truly purchased from her rightful owners and this premise is bogus.

Although their ceilings are over 10' high, the *Bounty*'s rooms are all rather spartan. Those below

the deck have a single small, circular window. These descriptions are of the rooms as they are at the beginning of the adventure.

A. Guest Room #1 - now occupied by Acting First Mate Draketamer

B. Guest Room #2 - now occupied by the PCs

C. Infirmary - this room consists of 3 heavily strapped and sturdy cots, along with several blankets and other supplies. More restricted supplies are locked in a very heavy iron chest in the corner (the lock may be picked normally). Medical Officer Myriad sporadically spends his time here, in the officers quarters, or in the mess hall depending upon his mood. Within the iron chest are medical records for every man aboard the ship (except for the High Autharch and PCs), and these records show that each is fit and has no history of illness.

D. Officers' Quarters - houses all the officers beneath the rank of acting first mate, and they may be in here at various times of the day depending upon workload. This room borders on being unpleasantly crowded as well, especially since First Mate Filchener moved in when Captain Draketamer took his room. Each officer has a locked chest containing personal effects, none of which is of interest to the PCs. Refer to JUDGE AID #2: THE SHIP'S CREW for details on roleplaying the officers.

E. Kitchen - contains a couple of tables, large tubs of water, and a stove strewn with cooking utensils. It is unremarkable. "Cookie" is typically in here during the day, and can be a whirlwind of activity prior to and during meals.

F. Pantry - adjacent to the kitchen, this room is stacked floor to ceiling with boxes of cooking staples, tools, and utensils.

G. Captain's Quarters - a small sign on this door reads "DO NOT DISTURB". Now occupied by the High Autharch, this room is the only one (other than the forecabin) which contains a writing desk (strewn with various parchments, none of which are of any interest to the party) and chair. The High Autharch has *wizard locked* the door, and placed a *symbol of insanity* and five *glyphs of warding (fire)* within the room, so attempts to gain unauthorized entry are likely to be met with substantial disappointment.

The room is heavily scented with burning incense and its odor is so heavy that it can be smelled outside of the

room. If a successful spellcraft proficiency check is made the party can determine that the incense is the material component for both *divination* and *commune* spells. Successful eavesdropping, such as a “hear noise” roll (or other similar means) will allow the listener to hear spells being cast. The High Autharch is repeatedly using these and other divination spells to attempt to learn what the witches of Rasheman have done (but he is having limited success). Do not allow the party to abuse this source of information, as the High Autharch will become aware of their presence if they overuse it. The following are typical questions which can be overheard when eavesdropping:

“Master of Fire, why are my powers failing me?”

“Great Tyrant Among Fire, what have the witches of Rasheman done to me?”

“Mighty Firelord, what must I do to break this embrace placed upon me by the treacherous witches of Resheman?”

H. Brig - always contains several borderline starving crewmembers, who are chained in both leg and wrist irons. The incarcerated are usually guilty of such real or imagined offenses as sloth, stealing food, or grumbling when given orders.

I. Officers’ Mess - consists of a large mahogany table and a dozen-or-so matching chairs. Ornate carvings in the walls depict scenes of sea life (whales attacking giant squids, mermaids seated upon rocks, sea gulls flying above the waves, etc.).

J. Ship’s Hands’ Quarters - a large, smelly room which is jammed with the hammocks (stacked in pairs) required to house the 40+ slaves who keep the ship running. All slave meals are eaten here, and consist of subsistence amounts of gruel, porridge, bread, and the occasional left-overs from the Officers Mess.

K. Cargo Bay - the only entrance to this chamber are the bay doors on the deck. A rope ladder leads 25’ down to the floor below. The entrance is locked (normal “pick locks” chances apply) and guarded within by an aerial servant. The room contains many crates full of records and items being returned to Thay by the High Autharch. Among the records, which were not declared in Ravens Bluff, is information which indicates that the ship belongs to Aglarond (see encounter #8). All items are tightly packed in sturdy, lead-lined crates and labeled with special fireproof tags labeled “CONFIDENTIAL

AND PERSONAL”. Unauthorized entry to this room will cause the aerial servant to attack, probably by surprise due to invisibility, and attract the attention of the crew and High Autharch.

L. Forecastle - this is the small two-story structure above deck which houses the ship’s helm, nautical tools, some spare equipment, and manifest. Helmsman “Heidi” Hydemeister is often in here using the nautical equipment, when weather permits him to leave the helm in the hands of another crewmember. The manifest is a brand new log book, and its only journal entry describes the voyage from Ravens Bluff to Bezantur. Its dates and roster of officers appear to be correct, and it is signed by Harbormaster Calvin Longbottle himself. The signature is a phony, and was forged by an agent of the High Autharch’s to avoid declaring the contents of the cargo bay, which would otherwise require inspection. Allow any member of the Harbor Patrol who examines the manifest to realize that the signature is not Calvin’s. A successful forgery non-weapon proficiency check will also ascertain that this is a phony (the judge must roll secretly for forgery checks because a roll of “20” returns the wrong result).

If the issue of forgery is raised to the Thayan officers, they will not hesitate to point out the seriousness of the accusation. Falsely accusing a red wizard of anything carries a penalty of death, and is not a good avenue for the PCs to pursue.

M. Crow’s Nest - this lonely post some 70’ above the deck is atop the central mast, and is always manned by one of the ship’s hands. It is the responsibility of this man to alert those below to the presence of other ships, land, or anything else which is noteworthy but not visible from below.

Judge Aid #2: the Crew

Each officer on the ship is a Thayan citizen and each accords the High Autharch absolute loyalty. Except for the High Autharch, each is considered a 2nd-level fighter. The officers wear sharp-looking uniforms comprised of white shirts and pants, with deep blue double-breasted coats. Their shirts and coats are emblazoned with white symbols indicating their rank, which the party can decipher with a successful heraldry check.

By contrast, the ship's hands wear stitched together white shirts and pants, which in many cases sport holes and tatters. Despite having no means of taking care of or replacing these rags, they are responsible for maintaining a respectable appearance. All are slaves, and former Rashemaar warriors who have endured Draketamer's rigid command for years. Their spirits are not entirely broken, although their plight is desperate.

High autharch Blaze Mythalanir (Mith-uh-LAH-neer), **hm P13/W17**: Int genius; AL LE; AC -6 (*bracers of defense AC 0, ring of protection +4, dexterity*); MV 12; HD 17; hp 85; THAC0 12; #AT 1; Dmg 1-4 (dagger); SA specialty priest powers; SD pre-cast *stoneskin* and *contingency-dimension door* which will activate if attacked and transport him to his quarters, *ring of spell turning*; MR nil; Str 14, Int 18, Wis 18, Dex 16, Con 16, Cha 15; SZ M (7' tall); ML 17.

Priest Spells: 1st level -- *cure light woundsx3, burning hands, faerie fire, protection from good, command, banish flame*; 2nd level--*auguryx2, silencex2, fire trapx2, heat metalx2*; 3rd level -- *protection from fire, dispel magicx4, fireballx2*; 4th level -- *free action, divinationx4*; 5th level -- *commune, flame strike*; 6th level -- *fire seeds, heal*. [Note that some of his priest spells are wizard spells from the elemental school of fire.]

Wizard Spells: 1st level -- *burning handsx3, detect magicx2, enlargex2*; 2nd level -- *vocalize, webx2, wizard lock, mirror image, detect invisibilityx2*; 3rd level -- *fireballx3, fire lancex3, dispel magic*; 4th level -- *fire shield, improved invisibility, fire charm, fumblex2, wall of firex2*; 5th level -- *wall of forcex2, chaos, feeblemind, mordenkainen's faithful hound, conjure elemental, domination*; 6th level -- *true seeing, globe of invulnerabilityx2, disintegrate, shades*; 7th level -- *delayed blast fireballx2, reverse gravity, teleport without error, limited wish*; 8th level -- *flensing, Otto's irresistible dance, maze, Abi-Dalzim's horrid wilting*. [Note that for red wizards, *globe of invulnerability* spells are mobile.]

A towering man (about 7' tall) of even more towering intellect, the High Autharch is extremely imperious and has a taste for the finer things in life. His belief system is founded on the notions that red wizards are a higher order of life than other humans, and that fire is the ultimate force in the universe. His dark, braided moustache drapes nearly a foot beneath his chin. Above his bushy eyebrows, his bald pate carries many runes, several of which pertain to fire or flames (a successful spellcraft check may determine this). The High Autharch's robe consists of crimson and other red hues, with orange and yellow accents; it is a variation of the garb worn by the specialty priests of Kossuth. Whenever he speaks the name of his patron deity he does so reverently, drawing out the "T-H" so that it sounds like a whispering flame on steaming wood. As a result of his abiding interest in all things flaming, he smells vaguely of several varieties of smoke, though not unpleasantly so.

A decade ago Mythalanir was the second ranking priest of Kossuth at the Temple of the Flaming Brazier in Bezantur, when he was summoned to a meeting with Zulkirs Aznar Thrul and Mithrell'aa. It was at this meeting that he was told he had been selected to become a red wizard reporting directly to them, and that he would change his name to Mythalanir. He has worked tirelessly and risen meteorically in sorcerous power since that time. Impatient, arrogant, and aloof, he behaves as a typical red wizard.

Recently, the High Autharch has actively involved himself in political and magical intrigues upon the land of Rasheman. His conspiracies drew the attention of the witches of that land, who have placed powerful enchantments upon him, including a powerful curse which causes his magic to backfire when battling creatures/beings from Rasheman.

If the party or a PC truly decides to attack him - assuming the judge has made it clear to them that he is very powerful - he will dispatch all offenders using the most impressive and convenient means at his disposal. If above deck, he will likely choose methods such as *reverse gravity* (17 minutes of falling upward will be curtains for any characters who cannot cope with being airborne, and good luck trying to find them). Below deck, he may result to *Abi-Dalzim's horrid wilting, chaos, disintegrate, maze, Otto's irresistible dance, flensing, or fire lance*. (Note: if he combats a PC who is of Rashemaar descent, his spells will backfire on him without harming the PC.)

Since coming aboard the *Bounty*, the High Autharch has declared himself its captain and seized control without objection.

Captain Draketamer - temporarily reassigned as acting first mate when High Autharch Mythalanir assumed command, Draketamer is a dark, shifty-eyed entrepreneur who specializes in the slave trade. He is a humorless conversationalist, who will ask questions of others to keep them from asking questions of him. He is known to be a ruthless taskmaster who runs a very tight ship and comes from a very powerful family in the Thayan port city of Bezantur.

First Mate Filchener - now titled “auxiliary mate”, Filchener is a stocky man about 40 years of age who is nearly bald. A transparent “yes man,” he has enjoyed moderate success through his loyalty to Draketamer. He has little to say to most people, although he will discuss topics like the weather or the time he was swallowed by a whale and spit up on the shore of near Tantras. This never happened, but he is convincing about it and thinks it enhances his image. If the PCs inform him that they, too, were swallowed by a whale (e.g. during the adventure “Bursting Your Bubble”) he will become incredulous and doubtful, and will ask a lot of questions about this occurrence.

Medical Officer Myriad - a middle-aged and dignified looking gentleman, he was once one of the cruelest “butchers” in Eltabbar, the capitol city of Thay. He is a bit portly and solemn, and likes his drinks strong. Many years ago he offended a red wizard and has been assigned various naval duties ever since.

Lieutenant Lukens - a young and powerful man, he is a harsh disciplinarian because he knows that this is a required trait for advancement. He is as respectful of his superiors as he is ambitious, which is to say that he is extremely deferential and has little to say to strangers. His curly brown hair and smiling eyes give him a boyish look, but he has been involved in too many horrors to be considered naive by even the saltiest of sailors.

Midshipman Merrick - youthful appearing and not very sophisticated, this skinny kid from the Thayan capitol city of Eltabbar excelled as a servant of the Tharchioness, ruler of Eltabbar. He has known many red wizards, and seen Szass Tam on several occasions. Tam is rumored to be the most powerful of the red wizards, and he believes him to be a god (although he has no idea that Tam is a lich). In his naivety, he feels that High Autharch Mythalanir may one day be a greater wizard than even Tam is. He knows he isn't cut

out to be a red wizard himself, and only hopes to serve them in an important capacity someday.

Helmsman “Heidi” Hydemeister - an unshaven and hunchbacked mute with an animal-like appearance, “Heidi” is tireless, passionate, and peerless when it comes to maneuvering a cargo ship. He steers the ship 16 hours per day and is a model of cold Thayan efficiency. His abilities and dedication have earned him the respect (but not sympathy) of all the Thayans aboard. He will readily converse with others, although he is restricted to such communications as pointing at things, agreeing (by nodding and adding “knowing” grunts), disagreeing (via facial expression, arm waving, and/or staccato grunts), expressing disappointment (e.g. long sigh), etc. Under the surface, “Heidi” is a nice guy who genuinely wants to be liked.

Chief Cook and Bottle Washer “Cookie” Clampett - a soft, plump man who seems oddly worried about his work. He is typically concerned about whether he used too much salt in the soup, whether the cake has had time to rise properly, whether or not the High Autharch secretly plans to replace him with a better cook, etc. His neurosis has caused him to develop a bad habit of overcooking everything - perhaps due to the High Autharch's love of flames - but his work product tends to be pretty good anyway.

Judge Aid #3: Uncommon Spells

The High Autharch carries three spells which are not commonly used.

1st level Kossuthan Priest Spell from the “Faiths and Avatars” supplement:

Banish Flame (Alteration)

Sphere: Elemental Fire
Range: 10 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: A cube 10 square feet on a side/level with a maximum size of 90 square feet on a side
Saving Throw: None

This spell instantly snuffs all flames of a nonmagical nature within the area of effect. Burning items are not destroyed and may be relit if another source of fire is applied to them. Burning items within the area of effect are snuffed even if they are in any sort of normal container that would protect them from wind or water. Magical flames of a continuous nature are extinguished for one round and then relight. Flaming breath weapons that enter the area of effect during the same round as the spell is cast have their damage reduced by 1 point per level of the spellcaster. *Light*, *continual light*, and other spells are unaffected by *banish flame*.

3rd level Wizard Spell from the “Spellbound” boxed set:

Fire Lance (Evocation)

Range: 100 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: One creature
Saving Throw: 1/2

This spell creates a burning lance of flame that leaps from its caster’s hand, hitting automatically and inflicting 1d6 points of damage per level of caster, to a maximum of 10d6.

The material component is a lit torch in the caster’s hand or one fire source of at least torch size within 30 feet of the caster. Casting this spell extinguishes a torch-sized fire source but only diminishes it slightly if the fire is larger.

Despite its disadvantages when compared to the ever-popular *fireball* (only one target affected and a fire source required), *fire lance* is a fashionable Red

Wizard spell. Unlike a *fireball*’s effect, the victim’s clothing and possessions are untouched by the flame. This enables the caster to torch a victim without worrying that magical items will be destroyed in the conflagration.

8th level Wizard Spell from the “Spellbound” boxed set:

Flensing (Alteration)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: One creature
Saving Throw: Special

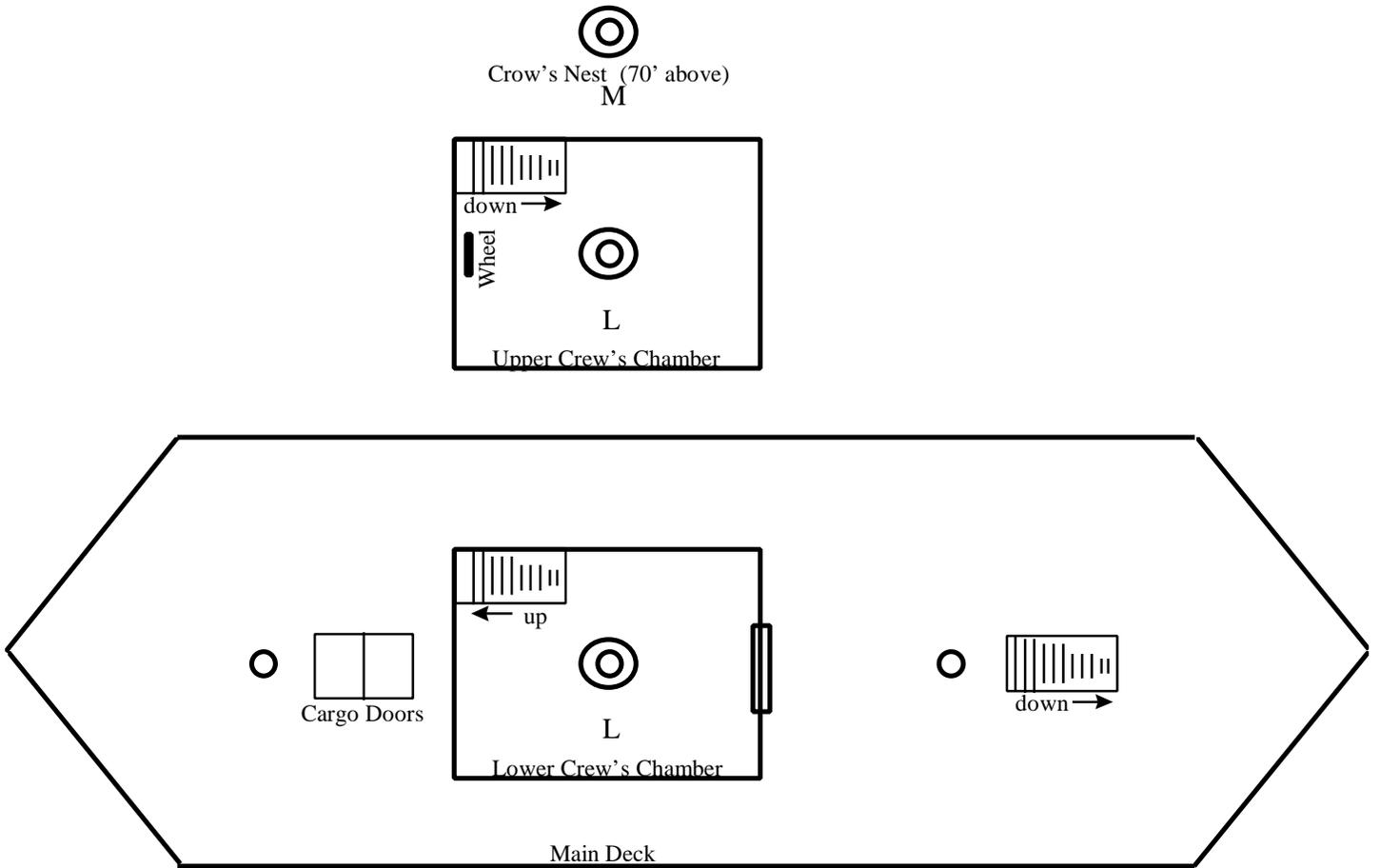
This horrifying spell actually strips the flesh from its victim. Developed by the Red Wizards for torture and interrogation, it may only be learned by spellcasters of evil alignment. *Flensing* takes four full rounds to be effective. On the first round, the victim suffers great pain and disfiguring tearing of his or her flesh but no actual damage. On the second round, the victim sustains 2d6 points of damage (a successful saving throw vs. spell halves this damage but does not stop the spell), and on the third round the victim takes 2d10 points of damage (which can also be halved with a successful saving throw vs. spell).

On the fourth round after casting, the victim must save vs. death magic or die instantly as the very flesh is torn from his or her bone. Victims of this spell often give in during the first round of casting and tell the Red Wizards what they want to know. On occasion, however, the wizards let the spell complete its gruesome work even after they have gotten the required information.

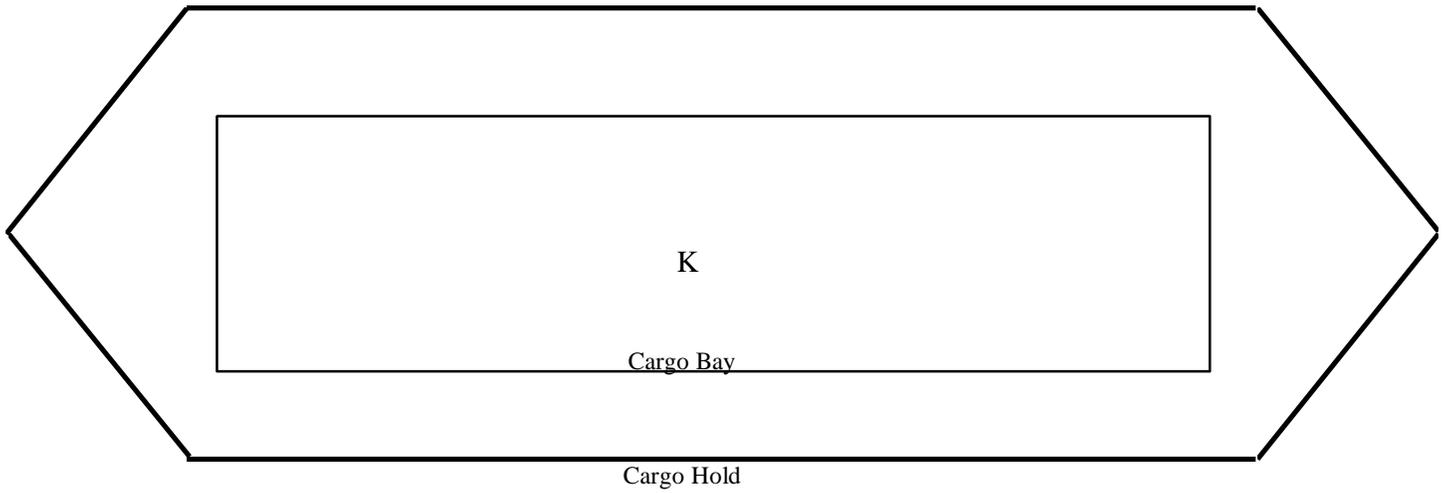
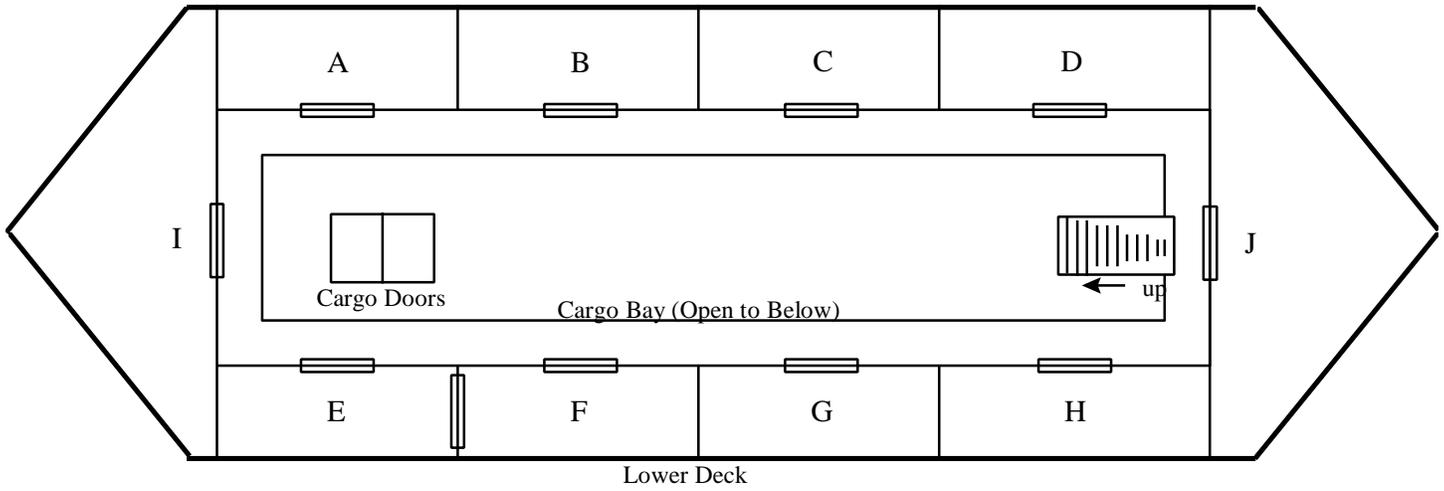
Flensing also causes extensive disfigurement to its victims. If the spell was stopped on the first round, the victim must save vs. breath weapon to avoid losing 1-3 points of Charisma permanently. If the spell is stopped on the second or third round, the victim must successfully save or lose 2d4 points of Charisma permanently. If the victim survives the fourth round he or she must again save vs. breath weapon to avoid the permanent loss of 2d6 points of Charisma. The victim’s Charisma may never be reduced below 1 in this manner. Charisma points may be restored by *regeneration*.

The material component of *flensing* is an onion that must be peeled, one layer per round of the spell.

Adventure Map 1: The *Bounty* Above Deck



Adventure Map 2: The *Bounty* Below Deck



Player handout #1: ship's manifest

Date of Departure: 28-Flamerule-1378

Departure Location: Ravens Bluff

Destination: Bezantur, Thay

Purpose of Voyage: Pleasure trip to return the *Bounty* to its new home of Bezantur

Course: South and East through the Sea of Fallen Stars, Past the Pirate Isles, East into the Alamber Sea

Officer Roster:

High Autharch Mythalanir acting as captain

~~Captain~~ Acting First Mate Draketamer

~~First Mate~~ Auxiliary Mate Filchener

Medical Officer Myriad

Lieutenant Lukens

Midshipman Merrick

Helmsman Hydemeister

Ship's Hands: 44 slaves, property of Acting First Mate Draketamer

Cargo: None

Inspector Signature: *Harbormaster Calvin Longbottle*

Player Handout #2: Loose Parchment

Flamerule 21, 1378 Dale Reckoning

The fools believed my little ruse. The simpletons who found the Bounty were weak-willed and so typically gullible - as all Aglarondans are! I will seize upon my opportunity to secure agreements with the so-called "Mayor" of Pathetic Bluff, and avail myself of her offers for help. This diplomatic assignment has been a walk-in-the-park, except for some inconvenience with the Witches of Rasheman. I must endeavor to discover what sort of curse they placed on me before there are too many more attempts on my life.

I shall immensely enjoy being among those of my own race soon, since there is every indication that they are impressed with my coup to obtain the Bounty. Perhaps I am to be the first fire elementalist zulkir. I suspect this is what Aznar Thrul had in mind all along. I cannot sense what Mythrell'aa wants, as usual, but Thrul will certainly share his plans soon.

Blaze Mythalanir

Hag, Bheur

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CLIMATE/TERRAIN:	Cold regions (Rashemen)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day or night
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	(D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	12, Fl 48 (A)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6/2d6
SPECIAL ATTACKS:	Staff of frost
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	M
MORALE:	Fanatic (17)
XP VALUE:	4,000

The bheur, or "blue hag," of Rashemaar legend is said to be the bringer of winter, capable of spreading deadly cold over a wide area. Rashemaar tales are uncertain whether there is only one bheur or many, but in all stories she is a powerful and malevolent creature who serves the useful purpose of helping to bring winter. She is invariably defeated and driven off each spring.

In most stories the bheur resembles a hideous, wrinkled old crone with pale blue-white skin and snow-white hair, wrapped in a tattered gray-blue shawl. She carries a gnarled gray staff taller than she is, and her voice howls of icy winds.

Some stories tell of the bheur and orglash working in concert to mislead, attack, and devour travelers. No one knows whether tales of cooperation between blue hags and orglash are true; witnesses are unlikely to live to tell the tale.

Other legends speak of epic battles between high-ranking *uych-laran* and the bheur, and of the early onset of spring as a result of victory by the witches. The witches themselves believe that the bheur is a natural part of the land and serves a useful purpose, but they will fight the blue hag if she begins to act arbitrarily or cruelly. As the witches say, winter is the best part of the year, but even winter pales in the month of Hammer.

Combat: The bheur fight by laying their cold palms upon victims, causing intense pain and 2d6 points of damage from pure frost. Flame-based creatures take double damage.

A bheur carries her *staff of frost*, which functions in the same manner as a *wand of frost* save that it never needs recharging. The staff functions only for a bheur; out of her hands, it is useless. If a bheur's staff is lost or destroyed, she must leave the Prime Material Plane for a year in order to regain a new one.

The bheur is entirely immune to all cold-based attacks, and suffers only half-damage from fire-based attacks. It sustains double damage from acid and electricity. The bheur is reluctant to engage wizards who use those spells in combat.



Habitat/Society: Some claim that the bheur themselves bring the cold, others that the cold draws the bheur.

As the skies turn slate-gray and snow swirls down from the sky, driven on howling winds, the Rashemaar shut their doors tightly, make certain that they have laid in enough wood and food for the winter, and cower in the terrible weather. During this time the bheur is abroad, and most Rashemaar fear her greatly.

Like the dreaded *uthraki* shapechangers (described later in this booklet), bheur prefer to prey upon lone travelers, freezing them and devouring their frozen bodies. The bheur is also said to sneak into people's homes if the doors and windows are not properly sealed, where they snatch away young children or unsuspecting residents. Such stories are probably cautionary tales against leaving windows and doors open, but they usually do the job keeping young Rashemaar in line for fear of the blue hag.

Ecology: No one has ever seen two blue hags together, leading to a widespread belief that there is only one bheur in all of Rashemen. After freezing victims, the bheur dines on the icy corpses, and it is said that anyone who sees a bheur devour its victim may be struck blind or driven mad. Characters who witness such an act must successfully save vs. death magic or be blinded (75%) or driven insane (25%). Insane characters flee (50%), attack anyone nearby, friend or foe (30%), or collapse in a catatonic heap, incapable of speech or movement (20%). The madness lasts 2d6 days unless the victim receives a *cure disease* or *remove curse* spell.