

Ship of Doom

A One-Round Living City Tournament

by David Samuels

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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+

Judge's Introduction

The PCs have been hired to investigate a ship that is heading towards Ravens Bluff. The city had received word that the ship poses a threat to the safety of everyone in the city, and has asked members of the adventuring community to investigate. Unknown to the city's officials the ship is a carrier of a deadly and debilitating disease. Marina Waterdale and her friends from the Circle of Four sent the ship to the city.

Marina wants revenge against the city, specifically former Harbormaster Lord Calvin Longbottle, and Chief Constable Rolf Sunriver. Both men formerly had relationships with Waterdale. Sunriver is unavailable to view her revenge, but she did not know that when she started her plans.

Marina and her cohorts from the Circle of Four used both magic and poison to increase a person's susceptibility to a new disease they created. She knows that Ravens Bluff has lots of priests and paladins who would be able to cure the disease, or would be immune to it, if it were a normal disease, so it is not. The poison and spells specifically target the individual's immune system giving them penalties to the save against contracting the disease. In the case of those individuals with immunity to disease, it gives them a chance to contract the disease. If a person fails his or her save vs. poison they will have a -3 modifier on their save vs. death magic (to contract the disease), and if they make their save vs. poison they will save against death magic normally. The Circle in a moment of vanity dubbed the disease Circle Fever.

The disease is spread by assaulting a person with an airborne invisible disease, which will kill him/her in 2 days. Casting *cure disease*, *neutralize poison*, and *dispel magic* (all three) on a sufferer extends their life by 12 hours. Paladinic abilities to cure disease and heal work to grant an extra 4 hours of life, but the spread of the disease within the paladin speeds up, costing the paladin 2 hours of life. Even after the person dies the disease is not finished. The victim will be brought back as some type of undead, due to the curse.

The PCs initially will have to figure out a way to prevent the ship from getting to Ravens Bluff. As the adventure progresses, they will discover that they have contracted the disease and must figure out how or if ever they can return to Ravens Bluff.

The disease does not spread in water. Marina is a water elemental, who loves aquatic life and would not do anything to harm it. Immersion in seawater will prevent the disease from spreading to others, but will not prevent the disease from killing someone already afflicted. The PCs can discover an antidote to the disease on the ship with careful thought and observation.

Marina Waterdale is on board the ship, but it well cloaked from detection. Due to the Circle's magic, all divination spells (including *true sight*) fail, and cause the caster to get a headache for four hours game time. The characters will meet Megan Manforth, the lone survivor, and get to talk to her. As soon as she is left alone after that, she is replaced by one of Marina's

accomplices, who will work to slow the PCs' investigation.

The PCs may have a chance to battle Marina, but the Circle will intervene to prevent her capture.

It is possible that the PCs might try to dispel magic while on the ship, in order for them to do so they must dispel 19th level of spells.

Catching the Disease

Eventually the PCs will catch the disease; it has been so engineered. Because it is part magic, part poison, part bacteria, PCs who are immune to one of the elements of it will be affected by the other elements. As soon as they first encounter Megan, have each PC roll a saving throw vs death magic (modified only by magical protection items, not armor or attribute-related bonuses). Have them make another (even those who failed already) as soon as they open the accessway to the cabins, and upon opening each cabin door.

When a saving throw is failed, roll 1d10 and consult the symptom chart in the Appendix. Give the PCs failing saves the appropriate symptom. They can get different symptoms, and a symptom already possessed can become more severe.

Players' Introduction

You are finishing up your lunch at your favorite restaurant in the city when a young girl arrives. She has red hair and freckles and looking at her, you figure that she couldn't be more than 6 or 7 years old. She is holding a piece of parchment in her hand. As she starts heading in your direction you notice that the parchment appears to have the Ravens Bluff symbol on it. "I have a message for you," she says in a small voice.

If the PCs should question the girl they can learn the following information:

- What is your name?

My name is Amber. My mom and I live at the Desert Moon Sanctuary and Starlight Cavalcade. We went through some really bad times, my daddy would drink and then hit us. Mom heard about the shelter, so we came to stay there.

- Who is your daddy?

He says that he talks to Mister. He says that he's some sort of fessor.

- Why are you here?

I wanted to feel useful, and Dawn of the Desert Moon had heard about a message that needed to be delivered. Dawn had asked if she could supply the messenger, and the person agreed.

Please note that she will not tell the PCs the name of the person, who gave her the message, as she was told that it is a secret. She will make a big deal of the secret aspect to avoid telling them.

- Why are you here by yourself?

I'm not alone. Dawn said that the city's streets can be dangerous so she sent Harold the butler with me.

Opening the parchment, you notice that it is from William Longbottle, the city's harbor master. The note says:

Brave Adventurers of Ravens Bluff

The City has need of your services again. Please meet me at my office in thirty minutes.

*William Longbottle,
Regent of the Harbor*

Encounter One

When the PCs arrive at William Longbottle's office they will be ushered in to a room to wait for him. They will hear two distinct voices that seem to be arguing about something. They will recognize that the voices belong to William Longbottle, and Mayor Amber Thoden.

The door will suddenly swing open and William Longbottle will stick his head out. Noticing the PCs he will invite them inside. Once they are inside he will motion for them to be seated, before he begins speaking. He will thank the PCs for coming so quickly. He will then introduce Mayor Thoden (if necessary), who will tell them that the city is faced with a dilemma, which requires special skills, skills she believes that the PCs possess.

Mayor Thoden will tell them that earlier this morning she received a warning note from a young woman named Marina Waterdale. She knew from past experiences that Marina is a powerful water elemental. She belongs to a gang of environmental terrorists that have been plaguing the city, terrorists that the previous administration was unable to bring to justice. The note said that there was a ship seven days' sail out of the city that was headed here, and that when it docked, life in the city would cease to exist as it is currently known. The note did not go into specifics.

As Marina is an enemy of the city, Mayor Thoden had the threat investigated. She had some of the public Hawk Knights do some investigating for her. The hawks discovered that there was a ship headed towards the city, but they were unable to examine the ship further, as the ship appears to have some sort of protection against divination magic. Lord of Mystery Chester D'Marke communed with Mystra under Mayor Thoden's request, and discovered that it would be very bad for anyone to try to board the ship through any sort of magical means.

Mayor Thoden plans to send four naval ships to investigate, and wants to hire the PCs to board the ship and determine the threat. She will tell them that the mission needs to remain secret, as she does not want to panic the rest of the citizens. Thus the sailors will not be told what the nature of the mission is. The navy captains have been told that they are seeking a pirate vessel of unknown threat. Only fleet commander Admiral Quincy Blackmantle knows the true story, and he will not tell his crews unless it becomes necessary.

If there are members of the harbor patrol present Mayor Thoden will tell them that she and William Longbottle have spoken about promoting them if they perform admirably during this mission. While she can't guarantee that they will be promoted, she will promise not to lay them off at least not in the first wave of budget cuts.

If there are any knights, squires, or knight-squires present Mayor Thoden will tell them that she will talk to the heads of their orders about acknowledging their achievements.

If the PCs should ask about compensation Mayor Thoden will offer 5,000 gp to the group, if the PCs try to bargain she is willing to go as high as 7,500 gp to the group. Please be aware that any knights, squires, knight-squires, or city watch members that ask for payment for themselves will not earn the appropriate benefits but will instead earn 1 infamy in the city government for not serving the city in its time of need without personal gain. As the PCs are being hired by an official of the city they should not accept payment for the mission. They can ask to have their share of the payment donated to charity without penalty, provided that they didn't ask for payment in the first place.

The only exception to this is if the knights, squires, knight-squires, and city watch members ask for payment for the other members of the group who aren't officials of the city and mention that they won't accept payment for themselves.

The mayor has the following information available for the PCs, but only if they ask for it. She is testing both the resourcefulness of the PCs as well as evaluating those that she has placed the city's trust in.

- How do we get there?
You will meet the navy ships at the Navy's docks. Admiral Blackmantle will convey you on the Blackmantle's Revenge.
- How do we get on the ship?
Swim and climb aboard, fly, or Admiral Blackmantle can catapult you onto the ship.
- What equipment do we bring?
Bring only what you think that you may need.

If the PCs should ask Mayor Thoden if there's anything that she can give them to help them she will give them *potions of healing* (there are no certificates for these potions as they will expire at the end of the adventure). She will also loan low level PCs (1st through 3rd level) a +2 magic melee weapon of their choice if they don't already have one. The weapon must be returned when the PCs have completed their mission (it is not certified either). If the PCs should inquire about anything else Mayor Thoden will tell them that they do have some time to go shopping before they leave.

What can you tell us about Miss Waterdale?

*As I had stated previously Miss Waterdale is a powerful water elemental. She has some powerful friends including Jerendella Fireblade, and Maurice Stone, with whom she formed an organization of terrorists called the Circle of Four. She also has a friend named Ariella who's rumored to be some sort of spell caster, possibly a druid. Marina was personally responsible for kidnapping Lord Calvin Longbottle, and Chief Constable Sunriver (in *Elementally Speaking: Waterfalls*), who it turned out had both been romantically involved with her years ago. The city's adventurers rescued both men, but Waterdale escaped.*

- Why is the organization called the Circle of Four if there are only 3 elementals?
There was a fourth elemental; an air elemental named Mortimer Lightfoot. He was killed a few months ago.
- How did he die?
It appears that the other elementals turned against him.

- Is he really dead?

Lord of Mystery Chester D'Marke of the temple of Mystra cast a speak with dead spell, and other divination spells and determined that the body is that of Mortimer Lightfoot and that he is quite dead.

- Is there a reward for capturing Marina Waterdale?

If you manage to capture Miss Waterdale or any of her companions from the Circle of Four there is a 10,000 gp reward. If all of the elementalists are captured the reward is 40,000 gp. Please remember that Marina and her friends are considered to be extremely dangerous, and while we would like them brought in alive, your safety is also important. In other words the reward is good if Marina and her friends are brought in dead or alive.

Just remember that capturing Miss Waterdale and her friends, while it may be in the city's best interest, is not the reason that you were sent on this mission. The safety of Ravens Bluff is your primary concern, and if Marina and her friends should get away in the course of saving the city so be it. She can always be captured at a later date.

Please note that knights, squires, knight-squires, or city watch members that ask about the reward will not earn any infamy in city government as above because this is a reward and not a payment

The PCs have 1 hour to gather up whatever items they think that they might need and head to the docks. The PCs may wish to use some of that time to go shopping for items that they might need, they will be able to find anything non-magical that they wish at 110% of the cost in the *Player's Handbook*, other than any type of ship.

Encounter Two

You head down to the naval dock. Near the end you see a ship docked, and the now-familiar Admiral Quincy Blackmantle waves at you from its deck. When Blackmantle was promoted to Admiral, he paid heralds and criers to carry his picture around the city and announce his promotion, not an uncommon practice among those in positions of importance. Three other galleons sit in the harbor, waiting.

"Well met, fellow adventurers!" cries Blackmantle as you approach. Life at sea has made him more cheerful, and he clearly loves the uniform he now wears. You can see it in his chest-out stance and proud

bearing. "Welcome aboard the Blackmantle's Revenge. As soon as you're aboard we'll set sail. Hurry now, as the tide is in and we can be away in moments."

Turning to the ship, he commands that a gangway be let down and that some sailors prepare to cast off.

After the PCs board the ship, Blackmantle will have the ship cast off and take its position at the head of the small fleet. The ships will sail in a staggered diamond, so that each ship gets good wind.

When under way, Blackmantle will gather the PCs in his cabin and explain the mission details to them.

"Now that we're alone, we can talk. The crews don't know what we're up against yet, as they don't need to know. I am prepared to tell them, once action is required.

"I'll be taking you to a position some 200 feet off the unknown ship, and you'll have to get to her yourselves. I don't risk coming closer until you've checked her out. To get there, you'll have to fly if you can, or swim, or I can send you over on the catapult if you'd like."

Blackmantle will not simply sink the unknown ship; Mayor Thoden wants the ship investigated first, and no rash actions taken.

If the PCs want to be sent on the catapult, Blackmantle will turn them over to a sergeant in charge of the device in the bow section. There, they will see how it works and where they will sit. They will be assured of the accuracy of the crew, but no practice runs will be allowed. The PC would have to be fished out of the deep, and that would delay the fleet.

The days pass uneventfully, and the characters can cast spells, change spells, and make such preparations as they like.

Encounter Three

During the early morning hours of the third day, the fleet will be hit by a sudden and severe storm. Anyone on deck will need to make a dexterity check (at -2 due to the rain soaked deck) to remain on the deck. Failure indicates that they have slid off into the water. Most of the crew lashes themselves onto the deck to remain at post, or go below, but three crewmen fall overboard during the storm. The PCs will have to rescue them, as the rest of the crew is busy keeping the ship in one piece.

Adjudicate the rescue as necessary, but don't make it too hard. Excitement and danger should dominate the mood. This is a chance for the PCs to be inventive.

As the storm progresses, lightning will strike close to the Blackmantle's Revenge and actually will strike one of the other ships on the top of the highest mast. The mast will be shattered, but the ship manages to stay afloat.

The crews point the ships into the storm and ride them out, and no ships are lost. The storm abates in about two hours. At that time the PCs should make Constitution checks to avoid extreme exhaustion if they were assisting in sailing. Many crew members are relieved and go to rest.

Encounter Four

During the late afternoon hours of the third day of travel the lookout yells, "Unknown ship off the port bow!" The ship is about 300 yards away, perhaps further; it is hard to judge distance on the open sea. Blackmantle shouts, "Move to a distance of 200 yards and hold distance. Surround the ship and set course to pace it, as it looks like it is heading for Ravens Bluff.

While the ships are approaching, the PCs can make preparations to get to the unknown ship. If they want to use the catapults, then they can gather their gear and make their way to the forward section. The sergeant will launch one PC at a time, as that is the weight limit for the device.

Since PCs weigh more than catapult stones, the aim will be a little short. The crew must roll 15 or higher on 1d20 to get the PC very close to the unknown ship (but in the water), and 18 to get them on deck. Best not to land on deck, since the PCs landing on deck take 4d6 points of damage. Ouch. The farther off the crew is, the closer to the *Blackmantle's Revenge* the PC lands in the water.

If the PCs use magic to fly to the ship, then about midway there they are hit by a sudden burst of air. This burst is the result of an air elemental being controlled by Anjellica, one of Marina's cohorts. Affected PCs must make saving throws vs breath weapon or plunge into the sea, taking 1d6 points of damage.

The PCs if they look will actually be able to see the elemental. In fact if they look they will notice that there are five elementals here, two air elementals and three water elementals. The elementals are being controlled by Marina and her friends and will not attack the PCs unless attacked first. The elementals

will not kill the PCs, as it would spoil the Circle's fun. They will instead attack to the point of rendering the PCs unconscious and then drop them in the water. The PCs will float in the water until regaining consciousness. If they are wearing heavy metal armor they will sink into the water, and probably drown.

Elemental, air (2): Int low 5; AC 2; MV fl 36 (A); HD 16; hp 128; THAC0 5; #AT 1; Dmg 2-20; SA fin aerial combat +1 to hit +4 to damage, can create a whirlwind 80' tall that will kill creatures under 3 HD and do 2-16 points to those it doesn't kill; SD +2 weapon or better to hit; MR nil; SZ H 16' tall; ML 17.

Elemental, water (3): Int low 5; AC 2; MV 6, Sw 18; HD 16; hp 128; THAC0 7; #AT 1; Dmg 5-30; SA can overturn small crafts (1 ton/hit die), can stop or slow small crafts (1 ton of ship/hit point of elemental); SD +2 weapon or better to hit; MR nil; SZ H 16' tall; ML 17.

PCs who are swimming will feel something brush past their legs as they get close to the unknown ship. Marina has some sharks in the water to make getting to the ship more difficult. The sharks will attack if the PCs' legs dangle in the water, or if they are somehow injured, or if the PCs attack the sharks. One shark will attack each PC as the PCs reach the unknown ship regardless of whether an attack was provoked earlier (provided there are sharks left).

Levels 4-13

Sharks (1/pc): Int animal; AC 6; MV SW 24; HD 6; hp 20; THAC0 15; #AT 1; Dmg 2-8; SA frenzy, all sharks can attack a normal sized person at the same time; SD Nil; MR nil; SZ L 8' long; ML 10

Levels 14-25

Sharks (2/pc): Int animal; AC 6; MV SW 24; HD 6; hp 34; THAC0 15; #AT 1; Dmg 2-8; SA frenzy, up to 10 sharks can attack a normal sized person at the same time; SD Nil; MR nil; SZ L 8' long; ML 10

Levels 26-37

Sharks (2/pc): Int animal; AC 6; MV SW 24; HD 6; hp 48; THAC0 15; #AT 1; Dmg 2-8; SA frenzy, up to 10 sharks can attack a normal sized person at the same time; SD Nil; MR nil; SZ L 8' long; ML 11

Levels 38+

Sharks (3/pc): Int animal; AC 6; MV SW 24; HD 6; hp 48; THAC0 15; #AT 1; Dmg 2-8; SA frenzy, up to 10 sharks can attack a normal sized person at the same time; MR nil; SD Nil; SZ L 8' long; ML 11

Encounter Five

While the rest of the adventure continues, the unknown ship moves steadily towards Ravens Bluff. The naval ships keep pace with it, and the sailors there are available should the PCs need them. Each navy ship has a 7th level priest of Selune on board, who can cast healing spells and so forth up to their normal limit.

The Circle used its magic to protect the ship against teleportation both on and off the ship. In fact the circle arranged it that anyone attempting to teleport either on or off of the ship will find themselves on the elemental plane of water where they will be trapped for 1 month's time (if they live). All such characters are out of the game, and trapped until further notice unless they have the means with them to get home.

When the PCs reach the ship, they can eventually find a rope dangling from the stern deck. It was left there by Marina, who wants the PCs to get aboard but does not want to be too obvious about it.

Once the PCs have boarded the ship they step on caltrops. The caltrops are not visible due to the *improved phantasmal force* spell that has been cast on the ship's deck to give it a normal appearance. Each PC must make a Dexterity check at -4 (because they cannot see what they are avoiding) to avoid falling. Those falling take 2 points of damage per tier; each lands on two caltrops per tier which do one point of damage each. Armor does not protect the PCs unless their entire body is covered (including faces and hands).

The PCs can determine that no one appears to be steering the ship, and yet it is holding course. **Remember that divination spells don't work, and give the caster a nasty headache for the next four hours.**

If the PCs examine the deck they will hear sobbing coming from the crow's nest. If they call out, Megan will answer them in a sobbing voice from the Crow's Nest.

"Don't hurt me. Stay away. Go away please! In the name of Istishia go away."

The woman appears to be very agitated, and the appearance of the PCs has excited her even more. She will begin frantically waving her arms and muttering. If the PCs happen to have spellcraft they can roll it to realize that she is casting a *gust of wind* spell. She will want to know why the PCs are here

If the PCs manage to calm her down, they will be able to question her and find out the following information:

- What is your name?

My name is Megan Manforth.

- Why are you on the ship?

I am the first mate of this ship, and have been on board for the past 3 years.

- Has anything strange happened recently?

Two weeks ago we picked up a woman, who was found clinging to the remains of a destroyed ship. The woman, impressive looking in her flowing blue robes claimed that a pirate ship attacked her ship. The woman claimed that the pirates took all of the other people on the ship hostage. As she was the only woman the pirates thought that they would catch up on the joys of intimacy. The woman fought them off, and jumped into the sea.

The pirates used their ballista to destroy her ship, leaving her to the fishes as her reward for spurning them. The woman claimed that she heard the pirates mention something about meeting up with the rest of their fleet and heading towards Ravens Bluff.

The captain thought that it was important to reach Ravens Bluff, so we set out in that direction. The wind died down so we began using oars. The captain figured that with the crew of 14 men working day and night we would get to Ravens Bluff quickly enough to warn them.

Unfortunately things did not go as the captain had planned. A few days after we picked up this woman, members of the crew began acting strangely, and in time died. The ship's healer was the first to die, followed by the captain, and then the rest of the crew. They had pained looks on their faces and large lesions over the visible parts of their bodies. After the lesions began appearing, the affected crewmembers died approximately one day later. I was the only one who was spared the effects of this disease. Other than Istishia watching over me because I am a devout follower, I can't think of any other reason for my immunity to this disease.

Actually Megan is not immune, she has just not caught it yet because Marina needed her to be able to speak with the PCs.

- What can you tell us about this disease?

Some of the crew complained of being in great pain, and experiencing a burning feeling, like their bodies were on fire. Before anyone could stop them they jumped into the water and were eaten by passing sharks. Unfortunately death did not stop the affected crewmembers. They came back to life, well unlife, and have been roaming the ship ever since.

- Where are the undead now?

I believe that they are below deck. I have been using my spells to keep them away from me without hurting them. They might be undead, but to me they are still the same people that I've spent the last 3 years with. My spells have kept them away long enough for me to sleep and replenish my spells.

- Why is the ship still heading towards Ravens Bluff?

I have been using unseen servants to keep the boat on its present heading towards Ravens Bluff. I figured that the priests that lived there might be able to help me deal with the rest of the crew. Maybe the priest there can bring them back, or at the very least give them the peace that they deserve.

- Why are there hidden caltrops on the deck?

I used them to help me fend off the zombies, mummies, and juju zombies.

Megan will want to stay with the PCs unless the go below decks. She does not want to go below decks and will stay at the helm if they do.

This is the real Megan, but as soon as she is left alone after this first meeting she will be replaced by Ariella, a cohort of Marina Waterdale's. Ariella will disguise herself as Megan using a potion that Marina created called *marina's metamorphosis* which allows exact duplication of a person when polymorphing. Once Ariella is in Megan's form, she will work to impede the investigation in subtle ways, misplacing clues or ruining them through apparent clumsiness. She will keep Marina apprised of the PCs' investigations and plans.

At some point the PCs will probably want to explore the ship. As soon as they open the door, they will be greeted with the putrid smell of rotting flesh. Have

them make Constitution checks to avoid retching. Failure means that they will be retching for their Con/3 in rounds. During that time if the PC needs to perform an action it will be at a -1 penalty due to the intense smell. Don't forget the saving throws vs the disease and the symptoms.

Ship Rooms

Room 1.

When the PCs open the door to this room, that will notice that the room looks as if it was hit by a tornado. There is a shattered mirror, a broken bed, a broken chair, and papers strewn across the floor. If the PCs search the papers they will not find anything pertinent. Please also make sure that you are familiar with Megan's actions as pertaining to this room, as by this time she will probably be replaced.

During their search of the room the PCs will also find a white cat that is hiding under what remains of the bed. The cat is nursing six one-week-old kittens. The cat's name is Sugar and it belonged to Megan. If the PCs should leave the room the cat and the kittens will follow them. The PCs are the first living beings other than Megan that the cat wants to be around, in fact if the PCs show the cat to Megan it will act as if meeting a total stranger. The cat knows that this is not Megan, the smell is totally different.

If the PCs have access to a *speak with animals* spell they can get the following information

- What is your name?

My name is Sugar.

- Why are you in this room?

This is the room of my human. She has stayed in this room for many moons. Things changed a few sun cycles ago.

- What happened at that time?

The ship stopped, and then suddenly there was another human female on board. This human female had a strange smell. The smell was not a nice smell. The smell is still on the ship, which is why I've stayed here, and kept my kittens here as well.

The rest of the humans, other than the new one, also began to get the smell and then they weren't around anymore.

At some point, if dialogue has been established, Sugar will say the following:

“Could you help me? I want to get my kittens off of this ship before they get sick like everything else. The mice and rats on the ship have died and if it weren’t for the fact that my bowl keeps refilling every morning with water and fresh fish my kittens and I would be dead too. If you can help my kittens and I get off of the ship I will give you each a kitten when they are ready to be removed from my care. “

When the PCs are leaving this room, a *magic mouth* will appear in front of them.

Foolish Adventurers of Ravens Bluff

Thank you so much for your help, without it my plans for revenge against the city would not be complete. This ship is carrying a deadly disease to your city, a disease that is fatal in two days. As Ravens Bluff has a lot of priests and paladins, the disease needed to be special, and so it is. You are now infected with this disease, and I am happy to say that you will never live to see your city again. It really was nice of Calvi and Rolfie to send some of the city's most powerful fools to try and save it. There's no way that you can do that when you can't even save yourselves. Please enjoy the rest of your lives, what little remains of them.

It is theoretically possible that the PCs might wind up having combat with Megan (Ariella), and could possibly capture her. If that should happen fine. Ariella, when captured, will not reveal any information to the PCs even if they should threaten to kill her. She knows that Marina is nearby invisible and will not let anything happen to her. Marina will not risk revealing her presence unless Ariella is truly in danger, otherwise she will allow the PCs to keep Ariella under their control as it will cause them to be preoccupied to a certain extent, and possibly make them careless. It will at the very least cause them to be distracted when Marina decides to reveal her true presence.

Room 2.

It should be obvious to the PCs that this room was the captain's room. It is ornately decorated, and there is a large 4-poster bed, a chest, a mirror, and a desk in here. Inside the chest are 3 sets of sailor type clothes, which are covering the rotting remains of disassembled body parts. The body parts do not appear to have any

lesions on them. On the bed is a pillow which has a note attached to it.

Hello Fools

How thoughtful of you to stick around. Then again where else would you be. Nowhere! The rest of your days will be spent here. There are some things that you should know. If the ship is destroyed I have arranged for the disease to be carried to your city by water and air elementals that will be controlled by my friends and myself. You also will not be able to change the course of the ship, no matter what you do. If you try you'll only cause it to speed up. I also have many friends waiting to take care of you if you try to leave the ship, and the ship will be sped to Raven Bluff by elementals. Have a happy unlife.

Room 3.

When the door to this room is opened the PCs will be confronted by a pungent smell. They will notice what looks like 4 bodies. If the PCs should enter the room the bodies will animate. Note at higher tiers additional undead will enter the area and try to surprise the PCs as they are examining the bodies.

Please have them roll a saving throw and keep track of the results.

Level 4-13

Zombies (4): Int Non; AL N; AC 8; MV 6; HD 1; hp 5; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD Immune to *sleep, charm, fear* and *hold person* spells. Unaffected by cold based attacks; SW always attack last; MR Nil; SZ M (6' tall); ML 12

Level 14-25

Zombies (3): Int Non; AL N; AC 8; MV 6; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD Immune to *sleep, charm, fear* and *hold person* spells. Unaffected by cold based attacks; SW always attack last; MR Nil; SZ M (6' tall); ML 12.

Mummy (1): Int Low; AL LE; AC 3; MV 6; HD 6+3; hp 51; THAC0 13; # AT 1; Dmg 1-12; SA fear, disease; SD immune to *sleep, charm, and hold* spells. Unaffected by cold based attacks. MR Nil; SZ M (6' tall); ML 15.

Level 26-37

Zombies (1): Int Non; AL N; AC 8; MV 6; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD Immune to *sleep, charm, fear* and *hold person* spells.

Unaffected by cold based attacks; SW always attack last; MR Nil; SZ M (6' tall); ML 12.

Mummy (3): Int Low; AL LE; AC 3; MV 6; HD 6+3; hp 51, 40, 46; THAC0 13; # AT 1; Dmg 1-12; SA fear, disease; SD hit only by magical weapons (which do 1/2 damage), immune to *sleep, charm, hold spells*. Unaffected by cold based attacks. MR Nil; SZ M (6' tall); ML 15.

Level 38+

Mummy (4): Int Low; AL LE; AC 3; MV 6; HD 6+3; hp 51; THAC0 13; # AT 1; Dmg 1-12; SA fear, disease; SD hit only by magical weapons (which do 1/2 damage), immune to *sleep, charm, hold spells*. Unaffected by cold based attacks. MR Nil; SZ M (6' tall); ML 15.

After the PCs have defeated the undead they will notice writing begin to appear on one of the walls in this room.

Still here

I'll say one thing for you, you certainly are resourceful. Unfortunately it won't help you any as your time left in this world grows shorter even as you read this. I'd like to say that you've been worthy opponents but I'd have to lie. Don't worry. I promise that you'll have a much greater afterlife, how could you not as you'll be serving the circle. You will be my emissaries of doom once you reach Ravens Bluff. Your undead bodies will walk through the city spreading the disease and destroying your fair city, and there's nothing that you can do to stop it.

Well tata

Room 4

When the door to this room is open have the PCs make a Constitution check. The furniture in this room has been destroyed beyond recognition. There are five decomposing bodies in here. The bodies are covered with maggots. The maggots will not bother the PCs unless the PCs begin disturbing the bodies.

Room 5

This room belonged to the ship's healer. There are holy symbols of Istishia all over the room. There are torn pieces of parchment on the floor. A closer look at the papers will reveal that they were parts of scrolls. A spellcraft proficiency at 1/4 (there are only bits and pieces of the scroll hence the modifier) will reveal that the spells on the scroll were *heal, raise dead,*

resurrection. Please note that there are not enough pieces of the scroll to repair it with either *mending* or *superior mending*. One of the scrolls can be pieced together; it is a note from the healer about what he had discovered regarding the disease. The note (**Player Handout 1**) is in code; the healer realized as he died that he could not stop the disease, and didn't want any enemies finding his discoveries of the cure.

They will also find a vial and . The vial is covered with the holy symbol of Istishia. If the PCs think of it, the vial is somewhat similar to the vials of Tyrian holy water that are present in Ravens Bluff.

Rooms 6, 7 & 8

These rooms are the crew quarters. There are 2 bunk beds in each room, as well as 2 large chests. If the PCs search the room they find that the chests contain clothing for sailors

Pantry

The pantry has a large sack of sugar (which is half full) as well as assorted other spices. There are sacks of various dried foods on the shelves.

Dining Room

There are 10 chairs in this room around a rectangular table. There are bowls on the table. Inside the bowls the PCs will find sugar grains, pieces of seaweed, and fish bones and scales.

Leaving

If at any time the PCs attempt to leave the ship they will notice a large number of sharks (35 x their tier) present in the water.

The Cure

The herbal part of the cure mentioned in the note must be made from the bones of freshly caught fish, seaweed taken from the sea within 100 feet of where the fish was caught, a cup of sugar, and three tablespoons of salt from the sea. The PCs have to determine this themselves, but Herbalism proficiency checks can provide a couple clues:

- There are fish in the sea which are poisonous, and the antidote for these poisons comes from the fish themselves.
- Seaweed can also be poisonous, or be a cure for poisons.
- Sea salt is considered a preservative.

They will have to get the sugar on their own; it is there to make the whole concoction palatable and if they leave it out the cure will still work.

The ingredients must be heated for one hour in a pot, until there is a liquid consistency even to the fish bones. Then it is drunk and the disease is cured.

Remember that immersion in water is the way to keep it from spreading, so as soon as a PC goes into the sea he or she is no longer a carrier.

Getting the cure will be very hard, and you may have to drop additional hints. Do so sparingly, and if you have to add hints do not award any experience for curing the disease.

Confrontation

About a half hour before the end of the slot, or after the PCs have discovered what the antidote really is, the PCs will hear some chuckling coming from above the deck. When they step on the deck they will hear a female voice, coming from the direction of the Crow's Nest. If they look in that direction they will see an aquatic elf and a human woman in flowing blue robes.

“Thank you for the entertainment that you provided. It is very sad that all of your hard work has been for naught. You may have found the antidote but Ravens Bluff has lost the war. While you were here the other members of the Circle spread the disease throughout Ravens Bluff. The strain of the disease that they introduced was much more potent than the one that you've been dealing with. In fact if my calculations are correct the city only has a little more than a day left, but even with the antidote you're at least 2 days away.

“We just need to deal with the extra planar occupants currently in the city. Once they are taken care of and everyone else is dead we can claim Ravens Bluff as our own.

“With the city finally and firmly in our grasp we can turn our attention to other things. I mean why should we stop at just Ravens Bluff when all of Faerun is ripe for the taking. I mean we have powers second only to the gods themselves, why shouldn't we reap their benefits. We will start with Procampur and then Tantras, and Sembia. Once all of those are within our clutches the rest of Faerun will be easy to take care of especially Thay and those wannabe wizards.”

The PCs will probably attack somewhere in the middle of this speech. The villains will be all too accommodating. The villains will target the most powerful PCs first. The elementals from earlier will be used along with distance spells; the villains will not engage in melee for any reason (unless *taunted* by the spell).

If the PCs do not attack them Marina and Ariella will leave, Marina using her *boots of flying* and Ariella using her *bracelet of transformation* to turn into a bird and fly away.

If the villains seemed hard-pressed by the PCs, they will escape. If they cannot fly away, or swim away, then the other Circle members will teleport in (they have been watching through *magic mirror* spells), grab Marina and Ariella, and teleport out. If a distraction is needed to accomplish this, then Jerendella Fireblade appears above the furthest away navy ship and lets loose with a *fireball* and then a *wall of fire* on it. Then she teleports away.

The navy can help the PCs get back to the city, once they have cured the disease or all swam in the sea. Blackmantle will want to sink the ship as soon as he hears the PCs' story; disease ships are a danger to all sailors. Once that is done, he will leave. If the PCs press, he will leave two ships to sink the disease ship and take two back to the city.

To get back to the city in one day or less, the PCs will have to teleport. However, even lower level spell casters can change spells once and get some spells which enable them to warn the city of the danger and the antidote. So all is not lost unless you have a group of all fighters and thieves at the table.

Note: Marina's speech about taking the disease to the city was a lie, though the PCs won't know that because of the ban on divination magic. She wanted them to feel like they had failed in the last moments of their lives.

Marina hf W(el-w)19: AL NE; AC -7 (*bracers of defense* AC 0, *ring of protection* + 3, 18 dex); hp 67; MV 12; THAC0 14 (11 sling); #AT 1; Dmg 1d4+1/1d6+1; SA spell use (see below), once per day can cast 1 memorized spell of elemental water as if 1d4 levels higher. This intention must be declared immediately before casting the spell. Range, duration, area of effect, and damage are all affected; SD +2 to save vs. elemental water spells; MR Nil; Dex 18, Con 15; SZ M; ML 12;

Magic Items: *bracers of defense* AC 0, *earrings of non detection*; *hairclip of the sea* (allows communication with all aquatic creatures); *boots of*

*flying; ring of free action; ring of wizardry (doubles 1st-3rd level spells) **; ring of protection +3; ring of sustenance; staff of the elements*#; wand of frost.*

Spells 1st level: *change self, charm person, chill touch, color spray, magic missile, magic missile, metamorphose liquids*#, wall of fog*; 2nd level: *blindness, darkness 15' radius, deafness, forget, insatiable thirst*#, irritation, Melf's acid arrow, ray of enfeeblement*; 3rd level: *hold person, invisibility 10' radius, invisibility 10' radius, invisibility 10' radius, lightning bolt#, lightning bolt#, water breathing#, watery double*#*; 4th level: *ice storm#, ice storm#, improved invisibility, minor globe of invulnerability, wall of ice#*; 5th level: *cone of cold#, conjure water elemental#, summon shadow, wall of force*; 6th level: *globe of invulnerability, Otiluke's freezing sphere#, project image*; 7th level: *acid storm*#*; 8th level: *Abi dazim's horrid wilting*#, power word blind, power word blind*; 9th level: *elemental aura*#, time stop.*

* Denotes spells or items found in the *Tome of Magic*

Denotes elemental water spells

Ariella, hef P(Sp)16 of Istishia: AL CN; AC -6 (*bracers of defense AC 4, ring of protection + 3, cloak of protection + 3, 18 dex*); hp 90; MV 12; THAC0 10; #AT 1; Dmg 1d6/1d3 (club); SA can cast wizard spells from the elemental water school in addition to priest spells. These spells are cast at 16 level. Can cast 8th level wizard spells instead of 6th level spells, spell use (see below), can move through water similar to a *ring of free action*, can breath water (as the priest spell *water breathing*) or walk on water (as the priest spell *water walk*) at will, can summon 1 8HD water elemental once per day, can cast *Melf's acid arrow* or *watery double* (as the wizard spells) once per day, can cast *wall of ice* or *ice storm* (as the wizard spells) once per day, can cast *Otiluke's freezing sphere* or *acid storm* (as the wizard spells), can summon 1 12 HD water elemental once/day; can summon 1 16 HD water elemental once/day; can travel through the elemental plane of water without the need for food water or air. SD +2 to save vs. the harmful effects of water and cold related spells, or vaporous or acid like breath weapons; MR Nil; Dex 18, Con 16; SZ M; ML 12;

Magic Items: *bracers of defense AC 4, bracelet of transformation (allows unlimited shape changing ability), ring of protection +3; cloak of protection +3*

Spells 1st level: *cause light wounds, cause light wounds, cause light wounds, create water#, cure light wounds, cure light wounds, cure light wounds, endure cold, endure heat*; 2nd level: *insatiable thirst#, insatiable thirst#, music of the spheres*, spiritual*

hammer, resist cold, resist fire, 3rd level: *animate dead, call lightning, cause blindness, cause deafness, lightning bolt#, prayer, watery double*#*; 4th level: *cause serious wounds, cure serious wounds, ice storm#, ice storm#, poison, protection from lightning, wall of ice#*; 5th level: *cause critical wounds, cone of cold#, conjure water elemental#, cure critical wounds*; 6th level: *Abi dazim's horrid wilting*#, abi dazim's horrid wilting*#, Otiluke's freezing sphere#*; 7th level: *acid storm*#*;

Anjellica, hf W(el-a)15: AL CE; AC -8 (*bracers of defense AC 0, ring of protection +2, cloak of protection +2*; Dex 18); MV 12; hp 60; THAC0 15; #AT 1; Dmg 1d4 +2 (dagger); SA spell use (see below), once per day can cast 1 memorized spell of elemental air as if 1d4 levels higher. This intention must be declared immediately before casting the spell. Range, duration, area of effect, and damage are all affected.; SD +2 to save vs. elemental air spells; MR Nil; SZ M; ML 13.

Magic items: *bracers of defense AC 0, ring of protection +2, cloak of protection +2, dagger +2*

Spells: 1st level: *color spray, light, lasting breath #, magic missile, magic missile, magic missile*; 2nd level: *fog cloud #, fog cloud#, ray of enfeeblement, ride the wind#, stinking cloud#*; 3rd level: *dispel magic, dispel magic, fireball, gust of wind,# haste*, hold person*; 4th level: *enervation, ice storm, improved invisibility, minor globe of invulnerability, solid fog#*; 5th level: *cloudkill#, cone of cold, feeblemind, teleport, wall of force*; 6th level: *control weather#, contingency, death fog#*; 7th level: *spell turning, suffocate#*

Anjellica starts the battle invisible and floating off the stern.

Conclusion

The PCs arrive back in Ravens Bluff to see that all is normal. Either their warning got there, or nothing happened. The PCs will have to go see Mayor Thoden to determine what exactly what happened, but any passers-by can say that they have not been sick and they don't know anyone who has today.

You make your way to Mayor Thoden's office, where you are immediately ushered in to see her. You find that she is meeting with Lady Lauren DeVillars and Lord of Mystery Chester D'Marke.

Mayor Thoden listens to their report, and then tells them that no one has been sick. The antidote was prepared (if provided) but no one reported needing it. Thoden is not sure why the disease never manifested.

Mayor Thoden will then look at the PCs and then begin speaking.

"Thank you for your help. Because of your efforts a great disaster has been averted and the Circle's plans have once again been thwarted. The city owes you a great debt. In appreciation for what you have done I have arranged for each of you to receive a magical weapon of your choice. If you do not want a weapon, then you will receive a potion of healing."

To be read only if there are members of the harbor patrol present

"I am recommending to Chief Constable Sunriver that he promote those of you in the Harbor Patrol in appreciation for what you've done."

To be read only if there are any knights, squires, or knight-squires present:

"I also have spoken to the heads of you respective orders and am authorized to publicly acknowledge your actions."

The End

Experience Point Summary

Experience is calculated as follows for Living City.

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. 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+	Tier 4

PCs should get the experience for the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and 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 1

Getting a reasonable amount of information from Mayor Thoden 50 xp

Encounter 3

Taking part in the rescue of the crew members 25 xp

Encounter 4

Defeating/Escaping from the sharks 50 xp

Encounter 5

Getting a reasonable amount of information from Megan 25 xp

Discovering that "Megan" is a fake 50 xp

Defeating the undead 100 xp

Figuring out the puzzle 50 xp

Figuring out the antidote to the poison 150 xp

Total Experience for Objectives 500 xp

Roleplaying Experience 0-750 xp

Total Possible Experience 1,250 xp

Tier 2 2,500 xp

Tier 3 3,750 xp

Tier 4 5,000 xp

Treasure Summary

If it's not on this list they can't have it

Conclusion

- For each PC: magic weapon +1 of the PC's choice or *potion of healing*

Fame Award

1 point in either Lord Mayor or city government

Please note that the chivalry point and the promotion will not be awarded if the knights, squires, knight-squires, or city watch members asked Mayor Thoden for payment for the mission.

City Watch Advancement

Members of the Harbor Patrol receive a recommendation for advancement (cert provided). Advancement must take place at an interactive event.

Knightly Honors Available

Knights, squires, and knight-squires are eligible to receive a chivalry point upon successful completion of this mission. The antidote must be found and the PC

must have tried to get back to the city, or warn it, by all possible means.

Appendix: Circle Fever

Circle Fever was a disease that was created by members of the terrorist organization known as the Circle of Four. The disease was created specifically to weaken, and eventually kill the citizens of Ravens Bluff as a means of getting revenge on both the city leaders and the adventuring population that have thwarted the previous plans of the circle. Please note that it is possible for a PC to have more than one symptom. Roll 1d10 to figure out which symptom the PC has contracted.

1. The victim will start to feel warm, and will begin sweating profusely. No action taken can stop this.
2. The victim will begin shivering. They will have goosebumps on their hands, and nothing that they do will be able to warm them up.
3. The victim's vision will become blurry. All attack rolls will be made with a -1 penalty.
4. The victim will have an uncontrollable thirst that can not be quenched.
5. The victim will feel stiffness in their arms and legs. All Dex checks will be at a penalty of -1, and AC will be worsened by 1
6. The victim will have loss of appetite.
7. The victim will have trouble keeping food down.
8. The victim will become very sleepy. They will have a desire to lie down and fall asleep. They will have a -4 penalty to any checks made to wake them once they have fallen asleep.
9. The victim will find that he/she is unable to sleep. This will result in a -1 to combat rolls, and the inability to memorize, or pray for spells.
10. The victim's skin will begin to itch. This itching is accompanied by a burning sensation, which will not subside.

DM Aid: Puzzle Key

LETTER: A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
IN CODE: Z Y X W V U T S R Q P O N M L K J I H G F E D C B A

THIS DISEASE IS PART MAGICAL, PART NATURAL. CURING IT REQUIRES
GSRH WRHVZHV RH KZIG NZTRXZO, KZIG MZGFIZO. CFIRMT RG IVJFRIVH

CASTING REMOVE CURSE, CURE DISEASE, AND DISPEL MAGIC
CZHGRMT IVNLEV XFIHV, XFIV WRHVZHV, ZMW WRHKVO NZTRV

IN CONJUNCTION WITH SOME HERBAL POISON CURE. THE SEA SEEMS
RM XLMQFMXGRLM DRGS HLN V SVIYZO KLRHLM XFIV. GSV HVZ HVVNH

TO AFFECT THE DISEASE, BUT DOES NOT CURE IT. PERHAPS THE ANSWER
GL ZUUVCG GSV WRHVZHV, YFG WLVH MLG XFIV RG. KVISZKH GSV ZMHDVI

LIES IN THE SEA. I CANNOT CURE THIS DISEASE, AND HOPE THAT
ORVH RM GSV HVZ. R XZMMLG XFIV GSRH WRHVZHV, ZMW SLKV GSZG

SOMEONE IN RAVENS BLUFF CAN BEFORE THE WHOLE CITY SUCCUMBS.
HLNVLMV RM IZVMH YOFUU XZM YVULIV GSV DSLOV XRGB HFXXFNYH.

LOOK TO THE SEA, THAT IS ALL I CAN ADVISE.
OLLP GL GSV HVZ, GSZG RH ZOO R XZM ZWERHV.

Player Handout 1

GSRH WRHVZHV RH KZIG NZTRXZO, KZIG MZGFIZO. CFIRMT RG
IVJFRIVH CZHGRMT IVNLEV XFIHV, XFIV WRHVZHV, ZMW WRHKVO
NZTRV RM XLMQFMXGRLM DRGS HLN SVIYZO KLRHLM XFIV. GSV
HVZ HVVNH GL ZUUVCG GSV WRHVZHV, YFG WLVH MLG XFIV RG.
KVISZKH GSV ZMHDVI ORVH RM GSV HVZ. R XZMMLG XFIV GSRH
WRHVZHV, ZMW SLKV GSZG HLNVLV RM IZEV MH YOFUU XZM
YVULIV GSV DSLOV XRGB HFXXFNYH. OLLP GL GSV HVZ, GSZG RH
ZOO R XZM ZWERHV.

Map of the Ship

