**Part 1**

The Wormwood - **PCs Lv1**

**Welcome to the Sweet Trade [Impossible]:** Master Scourge (see below) and x6 Wormwood Pirates (lv0 *dockhand*, *GMG p.222*). Pirates attempt to disarm and knock unconscious.

**A4a:** Harpoon Trap (lv2 *spear launcher hazard, CRB p.523).*

**A4b:** Shocking Grasp Trap (lv3 *electric latch rune hazard, CRB p.523).*

**A5:** Shocking Grasp Trap (lv3 *electric latch rune hazard, CRB p.523).* Crossbow Trap (lv5 hazard, see below).

**A5b:** x2 Poison Dart Trap (lv1 *poisoned lock hazard, CRB p.523).*

**A9-3:** Poison Dart Trap (lv1 *poisoned lock hazard, CRB p.523).*

**A9-4:** Poison Dart Trap (lv1 *poisoned lock hazard, CRB p.523).*

**A9-6:** Poison Dart Trap (lv1 *poisoned lock hazard, CRB p.523).*

**A11:** Bilge Spider (lv-1 *weak dream spider, PB2 p.249).*

**The Wormwood’s Crew**

Sandara Quinn (lv1 *acolyte of nethys, GMG p.212)* ***1st*** *air bubble, command, harm (x2)* ***Cantrips*** *daze, know direction, light, shield, stabilize* ***Cleric Domain Spell*** *tidal surge (CRB p.397) she is an acolyte of Besmara.*

Rosie Cusswell (lv1 *goblin commando, PB p.180)* *replace horsechopper with hatchet 1d6+3.*

Crimson “Cog” Cogward (lv1 *orc warrior, PB p.257) orc necksplitter flavored as cutlass.*

Conchobhar Turlach Shortstone (lv1 *dancer, GMG p.236) add sword cane 1d6+3.*

Mr. Plugg (see below in NPCs)

Wormwood Pirates [x14]*(lv0 dockhand, GMG p.222)*.

Master Scourge(lv3 *elite pirate, GMG p.242) add whip 1d4+3 and black adder venom*

Ambrose “Fishguts” Kroop (lv2 *drunkard, GMG p.239)*.

**Day2 [Severe 1, 120 XP]:** x4 Wormwood Pirates (lv0 *dockhand, GMG p.222), Nonlethal until their opponents draw weapons.*

**Day4 [Severe 1, 120 XP]:** x6 Dire Rats (lv-1 *giant rat, PB p.276).* [Reduce to 4 for a Moderate encounter.]

**Day5:** Owlbear Hartshorn (lv1 *bodyguard, GMG p.226) Owlbear uses his fists 1d4+4 at first, then a club 1d6+4. Special Ability:* **Blind in One Eye** Owlbear is blind in one eye and his perception is only +6. When Owlbear targets a creature, and the opponent is aware of his blind left eye, they can use an action on their turn to keep to his blind side. Owlbear treats the target as concealed until the start of the creature’s next turn.

**Day11 [Moderate 1, 80 XP]:** x2 Reefclaws (lv1 *reefclaw, PB p.279).* **Adverse Terrain** (*GMG p.47*), you may decide to award additional XP to the party for their first full-swimming encounter. This can be useful if your party is not close to having enough XP to reach Lv2 for **Part 2**.

**Day19 [Severe 2 / Extreme 1]:** x2 Wormwood Pirates (lv-1 *weak dockhand, GMG p.222).* As written, this is a one-on-two fight. The PC should be level 2 (or almost there), but there is still a very real chance of character death. Instead, you could have a single Wormwood Pirate for a Low (lv-1 *weak dockhand, GMG p.222*) or Moderate (lv0 *dockhand, GMG p.222*) encounter.

**Part 2**

The Man’s Promise - **PCs Lv2**

**The Sea:** x6 Sharks (lv2 *weak brine shark, PB p.152)* Remove elemental & water trait, Darkvision, its Immunities & Resistances, and reduce its Speed 15 feet to 0 feet. Add animal trait and blood scent, scent (imprecise) 100 feet; **Blood Scent** The shark can smell blood in the water from up to 1 mile away.

**Round1 [Severe 2, 120 XP]:** x6 Rahadoumi Sailors (lv0 *duergar sharpshooter, PB p.138)* Remove spellcasting ability and light blindness, remove duergar & dwarf traits*.*

**Round6 [Low 2, 60 XP]:** x3 Rahadoumi Sailors (lv0 *duergar sharpshooter, PB p.138)* Remove spellcasting ability and light blindness, remove duergar & dwarf traits*.*

**Round11 [Moderate 2, 90 XP]:** x3 Rahadoumi Sailors (lv0 *duergar sharpshooter, PB p.138*) Remove spellcasting ability and light blindness, remove duergar & dwarf traits. Rahadoumi Officer (lv1 *hobgoblin soldier, PB p.206)* The officer has a longspear 1d8+3.

**B7a:** Shocking Grasp Trap (lv3 *electric latch rune hazard, CRB p.523).*

**Day4 [Severe 2, 120 XP]:** x6 Grindylow (lv0 *grindylow, PB2 p.138)*. This encounter is quite dangerous, even if they flee when half are killed. Reduce to x5 for a Severe (100 XP) or x4 for a Moderate (80 XP) encounter.

**Part 3**

Bonewrack Isle

**The Swamp:** Mosquito Swarm (lv3 *fen mosquito swarm, PB2 p.175)* These mosquitoes carry ghoul fever in place of pyrexic malaria; **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); Stage 6 dead, and rises as a ghoul the next midnight. 1d3 Ship’s Whores (lv1 *ghoul, PB p.169)*.

**C4 [Low 2, 60 XP]:** x2 Giant Frogs (lv1 *giant frog, PB2 p.121)*. The Quicksand (Lv3 *quicksand, CRB p.526)* acts as a separate encounter if the party leaves the trail [hazard worth **60 XP**].

**C5 [Moderate 2, 90 XP]:** x3 Ship’s Whores(lv1 *ghoul, PB p.169)*. May not be here if encountered in the Swamp during a random encounter.

**C6 [Severe 2, 120 XP]:** x3 Giant Crabs (lv2 *giant crab, PB2 p.55)*. If fought at once, but are spread out in different areas.

**C7 [Severe 2, 100 XP]:** Botfly Swarm (lv3 *fen mosquito swarm, PB2 p.175)* these mosquitoes carry ghoul fever in place of pyrexic malaria and Ankheg (lv2 *weak ankhrav, PB p.22)*, only if fought at once.

**C8a [Moderate 2, 80 XP]:** x2 Vine Chokers (lv2 *choker, PB2 p.51).* The chokers gain **Jungle Camouflage** The choker can change the color of its skin to Hide so long as it is near a tree or thick shrubs.

**C8b [Severe 2, 100 XP]:** Arron Ivy (lv2 *ghast, PB p.169)* and Botfly Swarm (lv3 *fen mosquito swarm, PB2 p.175)* these mosquitoes carry ghoul fever in place of pyrexic malaria.

**C9 [Moderate 2, 80 XP]:** Young Giant Moray Eel (lv4 *weak giant moray eel, PB p.142).* **Adverse Terrain** (*GMG p.47*), you may decide to award additional XP for this encounter.

***Note:*** *To make it more inline with other PF2e adventures, and if your party is doing all of these encounters in a day, C6 should have only x1 crab for Low [40 XP] or x2 crabs for Moderate [80 XP] and C7 should have only the Ankheg or the botflys are attracted when the Ankheg is almost defeated. This way, the party is only expected to deal with 1-2 Low encounters, 4-5 Moderate encounters, and only 1 Severe encounter in a day. This will mean they will need to earn additional XP before tackling Riptide Cove or award them additional XP for Adverse Terrain.*

Riptide Cove - **PCs Lv3**

**Lake of Hooks** DC 15 Reflex save or become Clumsy 1 (or Clumsy 2 on a Critical Failure). Requires a DC 15 to Escape or a DC 10 Strength check.

**D1 [Moderate 3, 80 XP]:** x8 Stirge (lv-1 *bloodseeker, PB p.42)*.

**D2 [Low 3, 60 XP]:** x4 Grindylow (lv0 *grindylow, PB2 p.138)*.

**D3 [Severe 3, 120 XP]:** x8 Grindylow (lv0 *grindylow, PB2 p.138)*.

**D4 [Trivial 3, 40 XP]:** x2 Lacedon/Aquatic Ghouls (lv1 *weak lacedon, BotD p.104)*.

**D5 [Moderate 3, 80 XP]:** Devilfish (lv5 *spiny eurypterid, PB3 p.97)*.

**D6 [Hazard 3, 12 XP]:** Drowning Spikes Trap (lv4 hazard, see below).

**D7 [Severe 3, 120 XP]:** x8 Grindylow (lv0 *grindylow, PB2p.138)*.

**D8 [Severe 3, 120 XP]:** The Brinebrood Queen (lv3, *see below*) and The Whale (lv3, *see below*) and x2 Lacedon/Aquatic Ghouls (lv1 *weak lacedon, BotD p.104)*.

**Adverse Terrain** (*GMG p.47*), you may decide to award additional XP for these encounters.

***Note:*** *To make it more inline with other PF2e adventures, and if your party is doing all of these encounters in a day, D3 and D7 should have only x6 grindylow for a Moderate encounter.*

Mutiny! - **PCs Lv4**

**Varies: Low 4, 70 XP** *(Master Scourge & Mr. Plugg)* to **Extreme 4, 165 XP** *(Master Scourge, Mr. Plugg, x8 Wormwood Pirates, Owlbear)*

x8 Wormwood Pirates (lv0 *dockhand*, *GMG p.222*)

Mr. Plugg (see below in NPCs)

Master Scourge(lv3 *elite pirate, GMG p.242) add whip 1d4+3 and black adder venom*

Owlbear Hartshorn (lv1 *bodyguard, GMG p.226) Special Ability:* **Blind in One Eye** Owlbear is blind in one eye and his perception is only +6. When Owlbear targets a creature, and the opponent is aware of his blind left eye, they can use an action on their turn to keep to his blind side. Owlbear treats the target as concealed until the start of the creature’s next turn.

***Note:*** *If the party has not rested before heading back to the ship after defeating the Brinebrood Queen, you may nudge them to take a rest first, have Master Scourge & Mr Plugg only fight the party with 2 pirates for an even fight, or allow your party to regain all their hit points and spell slots when they reach Lv4. In addition, unless the party has gone out of their way and made lots of friends and defeated every encounter at full strength, they will be anywhere from 500 to 120 XP from reaching Lv4. You may decide to wait until the fight against Mr Plugg for them to reach Lv4 or award additional XP for adverse terrain, for accomplishing certain goals they set themselves, or other situations that warrant such awards. You could even use fast progression so they only need 800 XP for level up, though you will need to remove a few encounters.*

**Story Awards**

* The party earns 30 XP for each NPC (x17 named members, not including Sandara Quinn) that they influence and turn **helpful**. *Note: If you are going with normal progression (1,000 XP for level up) the party needs to make at least 7 crew members* ***helpful****. This will, if they accomplish everything else, get them 20 XP from lv2, in which case you can give them two minor awards, or more, of 10 XP for accomplishing personal goals while on board or for doing something spectacular - or they may be able to influence more crew members than needed to get them that additional XP.*
* The party earns 80 XP if they make Cut Throat Grok **helpful**.
* The party earns 80 XP if they make Ambrose “Fishguts” Kroop **helpful**.
* A character earns 30 XP for winning their first Gamble aboard the *Wormwood*.
* A character earns 30 XP for successfully entertaining the crew for the first time.
* A character earns 30 XP for recovering all their equipment.
* A character earns 30 XP for successfully completing their daily task (once).
* The party earns 30 XP for defeating Owlbear or if they gain his friendship.
* The party earns 80 XP for surviving the storm on Day 8, and gains an additional 30 XP for rescuing the NPC who falls overboard.
* A character earns 30 XP for successfully completing boarding exercises on Day 14.
* The party earns 80 XP for successfully rescuing Sandara Quinn in Part 3.

**NPCs**

**The Brinebrood Queen** / Creature 3

*Unique* / *NE / Small / Aberration / Amphibious*

**Perception** +12; darkvision

**Languages** Aquan

**Skills** Acrobatics +11, Athletics +8, Nature +11, Stealth +9, Survival +9

**Str** +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +4, **Cha** +1

**Items** moderate healing potion (Lv3), vindictive spear (see below, Lv3)

**AC** 16; **Fort** +6, **Ref** +9, **Will** +12

**HP** 34

**Attack of Opportunity** (Reaction) A grindylow gains 1 extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity with a tentacle. It can't use more than one Attack of Opportunity triggered by the same choice.

**Speed** 10 feet, swim 25 feet

**Melee** (1 Action) bite +9 [+4/-1] (finesse), **Damage** 1d6+3 piercing

**Melee** (1 Action) tentacle +9 [+5/+1] (agile, finesse, trip), **Damage** 1d4+3 bludgeoning plus Grab

**Melee** (1 Action) vindictive spear +9 [+4/-1], **Damage** 1d8+3 piercing

**Ranged** (1 Action) vindictive spear +9 [+4/-1] (thrown 20 feet), **Damage** 1d8+3 piercing

**Clinging Suckers** When a grindylow Grabs a creature larger than itself, it attaches to that creature. The grabbed creature is not immobilized, but if it moves, the grindylow moves with it. If the creature is Medium or smaller, it takes a –5-foot status penalty to its Speeds while the grindylow is attached. The grindylow is flat-footed while it is attached to a creature.

**Jet** (2 Actions) (move) The grindylow moves up to 60 feet in a straight line through the water without triggering reactions.

**Primal Prepared Spells** DC 19, attack +11; **2nd** *obscuring mist*, *sudden blight*; **1st** *hydraulic push*, *longstrider*, *summon animal*; **Cantrips** *detect magic*, *guidance*, *prestidigitation*, *ray of frost*, *read aura*

**Druid Order Spells** DC 19, 1 Focus Point; **2nd** *tempest surge*

**The Whale** / Creature 3

*Unique* / *NE* / *Large / Giant / Aberration / Amphibious*

**Perception** +5; darkvision

**Languages** Aquan

**Skills** Athletics +12, Stealth +6, Survival +5

**Str** +5, **Dex** +1, **Con** +4, **Int** -1, **Wis** +0, **Cha** -1

**AC** 16; **Fort** +11, **Ref** +6, **Will** +5

**HP** 54

**Attack of Opportunity** (Reaction) A grindylow gains 1 extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity with a tentacle. It can't use more than one Attack of Opportunity triggered by the same choice.

**Speed** 10 feet, swim 25 feet

**Melee** (1 Action) bite +12 [+7/+2] (finesse), **Damage** 1d10+5 piercing plus Grab

**Melee** (1 Action) tentacle +12 [+8/+4] (agile, finesse, trip), **Damage** 1d8+5 bludgeoning plus Grab

**Clinging Suckers** When a grindylow Grabs a creature larger than itself, it attaches to that creature. The grabbed creature is not immobilized, but if it moves, the grindylow moves with it. If the creature is Huge or smaller, it takes a –5-foot status penalty to its Speeds while the grindylow is attached. The grindylow is flat-footed while it is attached to a creature.

**Jet** (2 Actions) (move) The grindylow moves up to 60 feet in a straight line through the water without triggering reactions.

**Swallow Whole** (1 Action) (attack) Medium, 1d8+5 bludgeoning, Rupture 7

**Mr. Plugg** / Creature 4

*Unique* / *NE / Medium / Human / Humanoid*

**Perception** +9

**Languages** Common

**Skills** Athletics +8, Intimidation +8, Lore Sailing +8

**Str** +2, **Dex** +5, **Con** +3, **Int** +2, **Wis** -1, **Cha** +0

**Items** cat-o’-nine tails, tidewater cutlass, light crossbow (10 bolts)

**AC** 20; **Fort** +11, **Ref** +13, **Will** +7

**HP** 50

**Attack of Opportunity** (Reaction)

**Speed** 30 feet

**Melee** (1 Action) cat-o’-nine tails +12 [+7/+2] (disarm, nonlethal), **Damage** 1d8+6 slashing

**Melee** (1 Action) tidewater cutlass +13 [+7/+2] (forceful, sweep), **Damage** 1d6+6 slashing

**Ranged** (1 Action) crossbow +15 [+10/+5] (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

**Sea Frenzy** (2 Actions) Mr. Plugg makes two cutlass Strikes and one cat-o’-nine tails Strike in any order.

**Primal Spells** (tidewater cutlass) attack +8; **1st** *hydraulic push*

**New Weapons**

| Martial Weapons | Price | Damage | Bulk | Hands | Group | Weapon Traits |
| --- | --- | --- | --- | --- | --- | --- |
| Cat-o’-nine tails | 1 sp | 1d8 S | L | 1 | Flail | Disarm, nonlethal |
| Cutlass | 1 gp | 1d6 S | 1 | 1 | Sword | Forceful, sweep |
| Grappling Hook | 6 sp | 1d4 S | L | 1 | Knife | Grapple, thrown 20 ft. |

**Tidewater Cutlass** / Item 3

*Magical / Evocation*

**Price** 50 gp

**Usage** held in 1 hand **Bulk** 1

The blade of this *+1 cutlass* is spotted with rust, and its basket hilt is cast in the likeness of a grinning skull.

Once per day, a tidewater cutlass can be used to cast *hydraulic push*.

**Activate** (2 Actions) **Cast** *hydraulic push*, attack +8

**Vindictive Spear** / Item 3

*Magical / Evocation*

**Price** 100 gp

**Usage** held in 1 hand **Bulk** 1

This *+1 returning trident* is carved from the jagged, scrimshaw-carved tusk of a narwhal and attached to a 50-foot length of woven sinew. Ranged attacks made with this weapon while underwater or against an underwater target do not have their range increments halved unlike other ranged weapons.

**Traps**

**Crossbow Trap** / Hazard 5

*Simple* / *Mechanical* / Trap

**Complexity** Simple

**Stealth** DC 23 (expert)

**Description** A wall socket loaded with a crossbow.

**Disable** Thievery DC 23 (expert)

**AC** 20; **Fort** +15, **Ref** +9

**Hardness** 12, **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

**Crossbow** Reaction (attack); **Trigger** Door is opened. **Effect** The trap fires the crossbow, making an attack against the triggering creature.

**Ranged** crossbow +19, **Damage** 2d8+5 piercing plus *violet venom* (PB2 p.286)

**Drowning Spikes Trap** / Hazard 4

*Simple* / *Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 22 (expert) to notice the iron grille can move

**Disable** Athletics DC 22 to Force Open the grate

**AC** 21, **Fort** +14, **Ref** +8;

**Hardness** 13, **HP** 46 (BT 23), **Immunities** critical hits, object immunities, precision damage

**Reaction Trigger** A creature enters its area; **Effect** The iron grille falls in a 20-foot cube, targeting every creature in the area. A creature can attempt a DC 21 Reflex save to avoid the grille, taking 4d8+10 bludgeoning damage and restrained beneath the grille.