**I’ve been running Skull & Shackles for 5 players. Here are the following changes I have made. As a reminder, for every extra character you have, you should award the party an additional permanent item of the party’s level or 1 level higher, two consumables (usually one of the party’s level and one of 1 level higher), and currency equal to the value in the Currency per Additional PC column of Table 10-9 on page 509 of the Core Rulebook.**

**Lv1 - 10 gp extra, Lv1 or 2 Permanent item, and Lv1 Consumable & Lv2 Consumable item**

**Lv2 - 18 gp extra, Lv2 or 3 Permanent item, and Lv2 Consumable & Lv3 Consumable item**

**Lv3 - 30 gp extra, Lv3 or 4 Permanent item, and Lv3 Consumable & Lv4 Consumable item**

**Lv4 - Due to the book overlapping Lv4 with the 1st and 2nd book, extra loot will be given in the next book.**

### Encounters

#### Part 1

**Day2:** Add an extra Wormwood Pirate (lv0 *dockhand, GMG p.222*).

**Day4:** Add an extra Dire Rat (lv-1 *giant rat, PB p.276*).

**Day11:** Apply weak template to all Reefclaws (lv0 *weak reefclaw, PB p.279*) and add an extra Reefclaw.

#### Part 2

**Round1:** Add an extra Rahadoumi Sailor (lv0 *duergar sharpshooter, PB p.138*).

**Round6:** Add an extra Rahadoumi Sailor (lv0 *duergar sharpshooter, PB p.138*).

**Round11:** Add an extra Rahadoumi Sailor (lv0 *duergar sharpshooter, PB p.138*).

**Day4:** Reduce to x5 Grindylow (lv1 *elite grindylow, PB2 p.138)* and apply the elite template.

#### Part 3

**C4:** Apply the elite template to all Giant Frogs (lv2 *elite giant frog, PB2 p.121*).

**C5:** Add an extra Ship’s Whore (lv1 *ghoul, PB p.169*).

**C6:** Add an extra Giant Crab (lv2 *giant crab, PB2 p.55*).

**C7:** Remove weak template from Ankheg (lv3 *ankhrav, PB p.22*).

**C8a:** Apply weak template to Vine Chokers (lv1 *weak choker PB2 p.51*) and add an extra Vine Choker.

**C8b:** Apply elite template to Arron Ivy (lv3 *elite ghast, PB p.169*).

**C9:** Only remove weak template from Young Giant Moray Eel (lv5 *giant moray eel, PB p.142*) if party is Lv3 by now.

**D1:** Add x2 Stirge (lv-1 *bloodseeker, PB p.42*).

**D2:** Apply elite template to all Grindylow (lv1 *elite grindylow, PB2 p.138*).

**D3:** Add x2 Grindylow (lv0 *grindylow, PB2 p.138*).

**D4:** Apply elite template to all Lacedon/Aquatic Ghouls (lv2 *lacedon, BotD p.104*).

**D5:** Apply weak template to Devilfish (lv5 *spiny eurypterid, PB3 p.97*) and add an extra Devilfish.

**D7:** Add x2 Grindylow (lv0 *grindylow, PB2 p.138*).

**D8:** Remove weak template on all Lacedon/Aquatic Ghouls (lv2 *lacedon, BotD p.104*).

### Treasure

#### Part 1

**A11:** Add an extra *holy water (C, Lv1)* or *lesser tanglefoot bag (C, Lv1)*

#### Part 2

**Aftermath:**

The extra character receives their 100 sp share

Add an extra *lesser healing potion (C, Lv3)* for taking the Aft Deck & Sterncastle in 6 rounds

**C5:** Add a lesser *darkvision elixir (C, Lv2)*

**C7:** The three bodies were sharing a *flask of fellowship (P, Lv2)*

**C8a:** One of the ghouls has several golden teeth worth 10 gp total

**C8b:** A *flare snare (C, Lv2)* is in the shack and a *lesnatic compass (P, Lv3)*

**C9:** Also wrapped up in the tent is *waterproofing wax (C, Lv3)* or if there is someone uses firearms in your group, add in *breech ejectors (C, Lv3)*

#### Part 3

**D7:** Attached to the ivory walrus tusk set is a *dragon turtle scale (C, Lv4)*

**D8:** Find an extra 80 sp littering the floor, x3 more silver chunks (each worth 10 gp)

**Mutiny!:** Mr Plugg has a *drake rifle (P, Lv4)* if the party uses firearms or has a set of *concealable thieves’ tools (P, Lv4)*