permanent consumable cash

**Part 1**

Lv1 2x2nd, 2x1st 2x2nd, 3x1st 400sp

**Part 2 & Part 3**

Lv2 2x3rd, 2x2nd 2x3rd, 2x2nd, 2x1st 700sp

**Part 3, entering Riptide Cove**

Lv3 2x4th, 2x3rd 2x4th, 2x3rd, 2x2nd 110gp

**Part 3, Mutiny!**

Lv4 2x5th, 2x4th 2x5th, 2x4th, 2x3rd 200gp

Party starts out at Lv1 in **Part 1** and should reach Lv2 before **Part 2**. Party then reaches Lv3 upon entering **Riptide Cove**, and Lv4 before **Mutiny!**

Due to the party being press-ganged in **Part 1**, loot is very slim at first and the party even has to re-earn their starting equipment. This lack of loot is made up in **Part 2** & **Part 3**. Any loot that enemies have on them in **Part 2** during the fight on **The Man’s Promise** is not included as that is considered stealing booty from the crew and is punishable. Party keeps any other loot they find in the adventure. **Part 3** also gives a large prize of items and money as **Book 2-Part 1** starts out with low rewards for Lv4.

**Part 1**

The Wormwood - **PCs Lv1**

**A11:** buckler, *low-grade silver hatchet (P, Lv2)*, *holy water (C, Lv1)*, *lesser tanglefoot bag (C, Lv1)*, x2 *tindertwigs (C, Lv1)*, and 30 sp

**Day11:** if the chosen PC has already reclaimed their equipment, they are given a *lesser healing potion (C, Lv3)* instead

**Part 2**

The Man’s Promise - **PCs Lv2**

**Aftermath:**

* Share of Booty: 100 sp each
* Took Aft Deck & Sterncastle in 6 rounds: x2 *lesser healing potions (C, Lv3)*, *monkey pin (C, Lv2)*, *potency crystal (C, Lv1)*, *potion of invisibility (C, Lv4)*, and 50 sp each
* Warn the captain of an attack: *brooch of shielding (P, Lv2)* and *lesser bravo’s brew (C, Lv2)*
  + Kill the attacking soldier: *+1 shortsword (P, Lv2)* and *hunter’s bane (C, Lv2)*
  + if the party doesn’t warn the captain,they receive half their Share of Booty: 50 sp
* 12 sailors, each killed worth: +30 sp to be divided by the party (max of 360 sp)
* 1 officer, if killed: 50 sp to be divided; or captured: 100 sp to be divided
* ‘Accidental’ pirate killed: -100 sp total for each

**Skeleton Crew:** 10 gp in adventuring supplies (weapons, armor, equipment) if Grok is **Helpful** when the party leaves on The Man’s Promise.

**Part 3**

Bonewrack Isle

**C5:** piles of revealing clothing that is decaying, *lesser healing potion (C, Lv3)* in a leather hip flask depicting a crocodile worth 2 gp, x2 daggers, *+1 dagger (P, Lv3)*, chest containing x6 *lesser alchemist’s fire (C, Lv1)*, 2 barrels of cheap perfume each worth 2 gp, a wedding dress inlaid with pearls and set with three tiny rubies worth 15 gp, a whalebone corset set with mother-of-pearl inlays worth 2 gp, x12 silver hatpins set with tiny obsidians each worth 5 sp, three gems worth 3 gp each, and 63 sp.

**C7:** one body has a *potion of water breathing (C, Lv3)*, a second body has a rotting scabbard with a *holly bush feather token (C, Lv2)* tucked inside, and the third body is grasping a tattered hat adorned with an *effervescent ampoule (C, Lv2)* and a set of *average manacles (P, Lv3)* binding its skeletal hands together.

**C8a:** The spyglass affixed to the stockade wall is weathered but worth 20 gp, the chokers’ lair contains a *potion of water breathing (C, Lv3)* and a ghoul finger wearing a gold wedding band worth 3 gp.

**C8b:** Suit of leather armor, x6 spears, x8 fine clothing outfits each worth 2 gp, a Lore Heraldry or Mercantile reveals that these outfits are Chelish in style, one of the outfits has a *pyrite rat (P, Lv2)* in a pocket.

**C9:**Buried in the silt are three bottles of fine Chelish perfume each worth 3 gp and a colorful *pavilion tent (P, Lv2)* lies in the water with a three wax-sealed clay ewers containing the ashes of the Infernus’ last three captains, their carved names now worn away by the waves and are wrapped up and tangled within the tent.

Riptide Cove - **PCs Lv3**

**D4:** One of the lacedons still wears a battered greatcoat with x5 large silver buttons worth 5 sp each. One button has a secret compartment that contains a *chest feather token (C, Lv4)*. In addition, 67 silver coins litter the bottom of the chamber along with crab shells, dead fish, and seaweed.

**D5:** A gleaming golden ring with a square-cut ruby is snagged on a jawbone. The ring is a part of a set of *doubling rings (P, Lv3)* with its twin, a plain iron ring, can be found in area D8. Once united, the pair functions normally.

**D7:** A scrimshawed hammerhead shark skull has a piece of driftwood thrust through it. The skull is worth 4 gp while the driftwood is a *wand of widening 1st (P, Lv4)*. There is also an ivory walrus tusk set with gold and a scrimshawed map of the Shackles worth 6 gp. In addition, there is a curious harp made from the jaw of an orca that is a *lesser maestro’s instrument (P, Lv3)*.

**D8:** A jawbone of a shark is carved with scrimshaw images of a vast octopus eating whales and containing a dozen silver and gold rings hammered into it that is worth 10 gp, a whale skull weighing 3 bulk whose scrimshaw carvings function as spell scrolls. It contains a *scroll of color spray (C, Lv1)*, *scroll of gust of wind (C, Lv1)*, *scroll of true strike (C, Lv1)*, and a *scroll of blur (C, Lv3)*. In addition, a total of eight silver chunks are attached to Sandara Quinn and the other captive, each worth 10 gp. The rest of their equipment lies scattered on the floor among *sleeves of storage (P, Lv4)* that once belonged to a lacedon, *low-grade cold iron spear (P, Lv2)*, the opposite plain iron band for the *doubling rings* found in D5, and 110 sp littering the floor. Finally, Sandara Quinn gives the party her *Besmara’s Tricorne (P, Lv4)* as a token of her gratitude for rescuing her.

**NPCs**

**The Brinebrood Queen** *lesser healing potion (C, Lv3)*, *vindictive spear (*see below, *Lv3)*

**Mr. Plugg** *lesser healing potion (C, Lv3)*, *tidewater cutlass (see below, Lv3)*, cat-o’-nine-tails, light crossbow with 10 bolts, *simple manacles (Lv1)*, and a betting stash of 4 gp and 13 sp

**Master Scourge** *invisibility potion (C, Lv4)*, *minor healing potion (C, Lv1)*, *black adder venom (C, Lv2)*, handaxe carved with notches for kills, shortbow with 12 arrows, whip, boatswain’s call, 2 gp and 7 sp

**Not Expected to Gain**

**Rosie Cusswell** *lesser healing potion (Lv1)*, *potion of invisibility (Lv4)*, leather armor, handaxe, sling with 20 bullets, 3-pint drinking stein with a silver lid depicting halflings riding dire badgers and slaughtering goblins worth 2 gp, long red silk scarf, and fiddle (stored in A9); **Locker:** x2 *lesser acid flask (Lv1)*, x2 *lesser alchemist’s flask (Lv1)*, *lesser tanglefoot bag (Lv1)*, and 50-feet of rope

**Crimson Cogward** *moderate healing potion (Lv3)*, *black adder venom (Lv2)*, studded leather armor, cutlass, dagger, shortbow with 31 arrows, thieves’ tools, silver ring with symbol of Pharasma worth 3 gp, silk Varisian scarf worth 1 gp; **Locker (average lock):** *potion of quickness (Lv8)*, *antivenom potion (Lv2)*, x2 *alchemist’s flask (Lv1)*, x2 bottles of wine, x2 small silver mirrors, *lesser tanglefoot bag (Lv1)*, *wand of magic missiles (Lv3)*, 32 sp

**Conchobhar Shortstone** *wand of mirror image (Lv5)*, shortbow with 12 arrows, sword cane, black silk gloves, bottle of musky perfume, fake eye patch, foppish clothing, outrageously foppish purple hat, yellow silk handkerchief, key to locker hidden down left boot; **Locker (average lock):** 42 sp

**Crew Lockers**

| **d100** | **Locker Item** |  | **d100** | **Locker Item** |
| --- | --- | --- | --- | --- |
| 01-05 | An extra 2d10 sp |  | 66-70 | Random musical instrument |
| 06-10 | An extra 1d10 sp |  | 71-75 | 1d2 agates worth 5 sp each |
| 11-15 | *lesser acid flask (Lv1)* |  | 76-80 | 1d2 hematites worth 5 sp each |
| 16-20 | *lesser alchemist’s fire (Lv1)* |  | 81-82 | Rabbit’s foot |
| 21-25 | *holy water (Lv1)* |  | 83-84 | Bicorne hat |
| 26-30 | *lesser tanglefoot bag (Lv1)* |  | 85-86 | 1d6 rations |
| 31-35 | *lesser thunderstone (Lv1)* |  | 87-88 | Bottle of brandy |
| 36-40 | Bedroll |  | 89-90 | Bottle of wine |
| 41-45 | Silver ring worth 2 sp |  | 91-92 | Fancy peacock feather |
| 46-50 | Gold earring worth 5 sp |  | 93-94 | Battered tankard |
| 51-55 | Bull’s-eye lantern |  | 95-96 | Brass knife |
| 56-60 | Thieves’ tools |  | 97-98 | *giant centipede venom (Lv1)* |
| 61-65 | Random tool |  | 99-00 | *antivenom potion (Lv2)* |

**The Wormwood**

**A5b:** x2 Iron Chest (superior lock (Lv17), *poison dart trap, CRB p.523*): Coins, jewels, and other treasures worth almost 1,000 gp in total

**A8:** A dagger being used as a butcher’s knife, a pair of handaxes used as meat cleaves, 11 daggers, a short sword, *holy water (Lv1)*, *average lock (Lv3)* hanging unused off a pantry cupboard, 1 bulk of soap, four waterskins, a barrel of poor wine, x6 bottles of good Chelish brandy worth 2 gp each, x3 bottles of magnificent rum worth 1 gp each, a large cookbook worth 50 gp (using the tome while cooking grants a +1 item bonus on Cooking Lore checks), a prosthetic leg made of wood and edged with a silver band worth 4 gp, and 23 cp fallen behind a cupboard. In addition, x3 tridents, a spear, and *Kroop’s steadfast grapple (+1 grappling hook, Lv3)* hang on the walls.

**Quartermaster’s Stores**

**A9-1:** Wooden Locker (poor lock): Contains a random selection of adventure gear with a value of 5 sp or less.

**A9-2:** Wooden Locker (poor lock): Contains the party’s equipment, Rosie Cusswell’s fiddle, a starknife, *x3 lesser acid flasks (Lv1)*, x6 *lesser alchemist’s fire (Lv1)*, x3 thieves’ tools, *infiltrator thieves’ tools (Lv3)*, and a battered iron box containing x5 candles and a *candle of truth (Lv8)*

**A9-3:** Wooden Chest (broken lock, *poison dart trap, CRB p.523*): Contains a *potion of barkskin (Lv4)*, *lesser healing potion (Lv1)*, *potion of quickness (Lv8)*, climbing kit, disguise kit, x4 *holy water (Lv1)*, a magnifying glass, a set of poor manacles, and x2 *lesser tanglefoot bags (Lv1)*.

**A9-4:** Wooden Chest (simple lock (Lv1), *poison dart trap, CRB p.523*): Contains a *+1 light crossbow (Lv2)*, x3 cutlasses, x31 daggers, x3 *+1 daggers (Lv2)*, x43 darts, x4 saps, *+1 sap (Lv2)*, x120 arrows, and x200 crossbow bolts.

**A9-5:** Wooden Chest (average lock (Lv3)): Contains a *splint mail (Lv1)*, x2 chain shirt, leather armor, x3 studded leather armor, x12 bucklers, and a small cash box containing 23 cp, 99 sp.

**A9-6:** Metal Trunk (average lock (Lv3), *poison dart trap, CRB p.523*): Contains a *+1 dagger (Lv2)*, a *+1 short sword (Lv2)*, a warhammer, *1st-level scroll of heal (Lv1)*, *1st-level scroll of mage armor (Lv1)*, *1st-level scroll of magic missile (Lv1)*, *1st-level scroll of hydraulic push (Lv1)*, *1st-level scroll of summon animal (Lv1)*, and a *wand of magic weapon (Lv3)*.

**End of Adventure**

Player’s end adventure at Lv4 and continues in **Book 2**. The party still needs to earn x2 5th-level permanent items, x1 4th-level permanent item, x2 5th-level consumable items, x1 4th-level consumable item, and 53 gp in money to complete their loot for Lv4.

**Shackles Rum Ration** / Item 0

*Alchemical* / *Consumable* / *Ingested* / *Poison*

**Price** 2 cp

**Usage** held in 1 hand; **Bulk** L

**Activate** (1 Action) Interact

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Aboard many ships, half a pint of rum is distributed to each crew member at dusk. The rum is staggeringly strong, and is often watered down to make grog. The rum ration is doled out more to keep the crew sated and docile than for recreation. The penalty for selling or spilling the ration is six lashes, or six lashes from a cat-o’-nine-tails for a second offense. Deliberately tipping away rum on board a crowded ship without being seen requires a Stealth check. While on merchant or navy vessels rum rations are strictly limited, on pirate ships, crew members can often request more rum if they please.

**Saving Throw** DC 12 Fortitude; **Onset** 10 minutes; **Maximum Duration** 24 hours; **Stage 1** fatigued (8 hours)

**New Items**

**Besmara’s Tricorne** / Item 4

*Unique* / *Transmutation* / Invested / Magical

**Price** 75 gp

**Usage** worn hat; **Bulk** L

This black leather tricorne hat is weather-beaten and salt-stained. It grants its wearer a +1 item bonus to Athletic checks to Swim and Sailing Lore checks.

**Activate** (3 Actions); **Frequency** once per day; **Effect** By speaking the command word, the hat transforms into a rowboat (*Gamemastery Guide* 179). The boat disappears upon command, which takes 1 Action, or after 8 hours when it reverts to its hat form. If there are any occupants, they are dumped out.

**Steadfast Grapple** / Item 3

*Uncommon* / *Magical / Evocation*

**Price** 50 gp

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

This *+1 grappling hook* can be used to automatically hit and attach to any targeted object or structure within range of its 50-foot hempen rope, included in its bulk. Against creatures, the wielder must make a Strike as normal. While a creature is grabbed by this weapon, they take a -1 item penalty to Escape.

**Tidewater Cutlass** / Item 3

*Uncommon* / *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.

**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 |

| Simple Weapons | Price | Damage | Bulk | Hands | Group | Weapon Traits |
| --- | --- | --- | --- | --- | --- | --- |
| Grappling Hook | 6 sp | 1d4 S | L | 1 | Knife | Grapple, thrown 20 ft. |