***The following is merely my experience running this book and what I’ve done.***

* I reduced the number of days that the party was on the boat to only 14 days, shortening the amount of time between each event. Otherwise, it becomes very samey, especially if the players are not interested in RP with the others on the ship or are wanting to derail the plot too much.
* It’s important to quickly find a target for Mr. Plugg to hate. I chose a player I knew who wouldn’t take being whipped every night as me singling them out.
* There are a number of Grindylow encounters, which can be a bit boring. I combined the inhabitants of D2/D3 but kept it to only 8 grindylow. I didn’t bother finding something to replace it as I awarded additional XP for each encounter (30 XP) for fighting in Adverse Terrain.
* For the final encounter with Mr. Plugg, I gave control of the allies to the players - giving each player the ally they had won over the most.