**Part 1**

Hiding the Evidence - **PCs Lv4**

**Rickety’s Squibs**

Rickety Hake (lv3 *smith, GMG p.245)* Replace Smithing Lore +15 with Sailing Lore +15.

**Event 1 [Moderate 4, 80 XP]:** Young Water Naga (lv6 *weak water naga, see below*).

**Event 2 [Moderate 4, 80 XP]:** x3Giant Wasp (lv3 *giant wasp, PB p.324*) The party is given the chance to fight two groups of x3 giant wasps but only one is required, granting an additional **80 XP** for taking on the second group.

**Event 3 [Extreme 4, 150 XP]:** x6Buccaneers (lv1 *weak pirate, GMG p.242*)and Captain Merrill Pegsworthy (lv5 *weak ship captain, GMG p.243*). Captain Merrill has a *+1 rapier*, though the party is expected to talk with him and not earn the magic item.

**Event 4 [Trivial 4, 40 XP]:** x2 Boars (lv2 *boar, p. 43)*; the danger of this encounter comes from being on a winding path that is only 5 feet wide.

**Part 2**

Piracy on the Fever Sea - **PCs Lv4**

**Event 6 [Low 4, 60 XP]:** x3 Sahuagin (lv2 *sea devil scout, PB p.286).*

**Event 7 [Varies]:** Marines (lv1 *drow fighter, PB p.136)* or (lv1 *goblin commando, PB p.180)* or  
 (lv1 *hobgoblin soldier, PB p.206)* or (lv1 *orc warrior, PB p.257)*

Ship’s Officer (lv3 *bosun, GMG p.243)* or (lv3 *elite navigator, GMG p.242)* or (lv3 *elite surgeon, GMG p.221)* or (lv3 *harbormaster, GMG p.225)* or (lv3 *elite pirate, GMG p.242)*

Manticore (lv5 *weak manticore, PB p.232)*

Typical encounters include a Ship’s Officer and x4 Marines for **Moderate 4, 90 XP**.

**Event 8 [Severe 120 XP]:** x4 Guard Dogs (lv-1 *guard dog, PB p.102)* and x8 Village Warriors (lv1 *drow fighter, PB p.136)* or (lv1 *goblin commando, PB p.180)* or (lv1 *hobgoblin soldier, PB p. 206)* or (lv1 *orc warrior, PB p.257)*.

**Event 9 [Severe 4, 110 XP]:** x4 Buccaneers (lv2 *pirate, GMG p.242)* and Ship’s Officer (lv3 *bugbear tormentor, PB p.47)*.

**Event 10 [Severe 4, 120 XP]:** x6 Chelish Marines (lv2 *pirate, GMG p.242).*

**Event 11 [Moderate 4, 80 XP]:** x4 Sahuagin (lv2 *sea devil scout, PB p.286).*

**Event 12 [Moderate 4, 80 XP]:** Captain Gortus Svard (lv6 *hobgoblin general, PB p.207)*, replace his weapon with a *bloodletting kurki*. Consider adding in marines for a more interesting combat; adding in x2 Marines increases the encounter to a **Severe 4, 110 XP**.

**Event 13 [Moderate 4, 90 XP]:** x2Chelish Marines (lv1 *hobgoblin soldier, PB p.206)* and Commander Kyan Kain (lv5 *weak hobgoblin general, PB p.207)*. 1d2+1 Chelish Marines arrive every other round thereafter.

**Event 14 [Extreme 4, 170 XP]:** x6 Brine Zombies (lv1 *see below*) and Whalebone Pilk (lv6 *see below*). Every 6 rounds, x4 Brine Zombies appear. Bell has Hardness 9, HP 36 (BT 18).

**Part 3**

The Lady of the Rock - **PCs Lv5**

Lady Agasta Smythee (lv4 *elite noble, GMG p.206)*.

Royster McCleagh, Sergeant-At-Arms (lv6 *captain of the guard, GMG p.234)*.

x8 Tidewater Rock Guards (lv1 *guard, GMG p.232)*.

Albers Siggs (lv0 *elite barrister, GMG p.232)*.

Birney Siggs (lv0 *elite teacher, GMG p.240)*.

Mardus Siggs (lv0 *farmer, GMG p.222)*.

Clew (lv-1 *servant, GMG p.222)*.

**Event 16 [Severe 5, 120 XP]:** x8 Sahuagin (lv2 *sea devil scout, PB p.286*).

**Event 17 [Severe 5, 120 XP]:** Buccaneers (lv5 *weak boarding party, see below)*, Isabella “Inkskin” Locke (lv7 *see below)*, and Moto (lv0 *sea snake, PB2 p.245*). Moto is a tattoo familiar and can spend two actions to transform from a sea snake to a tattoo on Isabella while touching her, or transform from a tattoo to a sea snake that appears within 5 feet of Isabella. The adventure assumes that the Buccaneers fight guards and the party’s crew members, though that leaves Isabella as a solo combatant. You can run the encounter without the Buccaneers and instead apply the elite template on Isabella for a **Severe 5, 120 XP** encounter, though the chances of the characters succeeding on saving throws against her is very low.

**Part 4**

The Treasure of Mancatcher Cover - **PCs Lv6**

**Event 18 [Trivial 6, 40 XP]:** Knuckles Grype (lv6 *cave giant, PB3 p.108)* replace Large & Giant trait with Medium & Human, add +10 Sailing Lore. Has *+1 striking fearsome brass knuckles*, giving him a +19 to hit with his Fists and he deals 2d4 + 9 damage. Add in Buccaneers (lv5 *weak boarding party, see below)* for a **Low 6, 70 XP** fight or Buccaneers (lv6 *boarding party, see below)* for a **Moderate 6, 80 XP** fight.

**Mancatcher Cove**

**C1 [Severe 6, 120 XP]:** Canopy Creeper (lv7 *drainberry bush, PB2 p.99*), x3 Sahuagin (lv2 *sea devil scout, PB p.286*), x3 Shackles Hammerhead (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.

**C3 [Hazard 6, 8 XP]:** Spiked Log Trap (lv4 *scythe blades, CRB p.523*). Make changes to turn it into a lv6 hazard: **Stealth** DC 24 (expert); **Disable** Thievery DC 26 (expert); **Melee** wooden logs +20 to hit, **Damage** 4d12+10

**Sahuagin Tunnels**

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

**D2 [Moderate 6, 90 XP]:** x6 Sahuagin (lv3 *elite sea devil scout, PB p.286*).

**D3 [Severe 6, 120 XP]:** x8 Xtabays (lv3 *elite yellow musk creeper, PB2 p.300*).

**D5 [Trivial 6, 40 XP]:** Giant Rock Crab (lv6 *elite giant hermit crab, PB3 p.57*).

**D6 [Low 6, 55 XP]:** x2 Sahuagin (lv4 *sea devil brute, PB p.287*), Shackles Hammerhead (lv3 *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.

**D8:** Locathah Matriarch (lv2 *weak locathah hunter, PB3 p.164*).

**D9 [Moderate 6, 90 XP]:** x3 Sahuagin (lv5 *elite sea devil brute, PB p.287).*

**D12 [Trivial 6, 20 XP]:** The Matron (lv4 *sea devil brute, PB p.287*). She calls in 1d4+1 warriors from D14 when attacked.

**D14 [Severe 6, 120 XP]:** x8 Sahuagin (lv3 *elite sea devil scout, PB p.286*).

**D15 [Low 6, 60 XP]:** x4 Shackles Hammerhead (lv3 *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.

**D16 [Trivial 6, 40 XP]:** The Ancient Mariner (lv6 *elite bog mummy, PB2 p.177*).

**D17 [Moderate 6, 80 XP]:** x2 Sahuagin (lv4 *sea devil brute, PB p.287*) and Tojanida (lv6 *elite giant hermit crab*). Remove the Animal trait and add the Elemental & Water trait. Add the following ability; **Ink Cloud (1A)** The tojanida emits a cloud of black ink in a 30-foot emanation. This cloud has no effect outside of water. Creatures inside the cloud are undetected and can’t use their sense of smell. The cloud dissipates after 1 minute. The tojanida can’t use Ink Cloud again for 2d6 rounds.

**D18 [Trivial 6, 40 XP]:** Jellyfish Swarm (lv6 *fire jellyfish swarm, PB2 p.152*).

**D19 [Trivial 6, 30 XP]:** Giant Hammerhead Shark (lv5 *elite great white shark, PB p.291*). Flees when reduced to 30 hit points or less.

**D20 [Severe 6, 100 XP]:** x2 Krelloort’s Concubines (lv4 *sea devil brute*) and Krelloort (lv7 *elite sea devil baron, PB p.287*). Krelloort has x2 *lesser healing potions* and *Zul (+1 striking wounding trident).*

**D21 [Hazard 6, 6 XP]:** Poison Cloud Trap (lv5 *fireball rune*) **Poison Cloud** (Reaction) (arcane, death, necromancy, poison); **Trigger** The seal is broken on the chest. **Effect** The rune summons a cloud of poisonous gas in a 20-foot burst centered on the rune. This creates a mist and all creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. It deals 6d6 poison damage (DC 22 basic Fortitude save) to each breathing creature that starts its turn in the cloud’s area. The cloud dissipates after 1 minute.

***Note:*** *If your party is limited on potions of water breathing or don’t cast the spell at Lv3, they are on a very tight schedule to push as fast as possible. In this case, you may remove a few encounters between them and Krelloort. If they rest in between delves into the cave networks surviving Sea Devils could attack their ship while they are resting.*

**Story Awards**

* If the party befriends Merril Pegsworthy and avoids combat, award them 150 XP.
* If the party frees the *Vorsfang* crew in **Event 10**, award them 30 XP.
* If the party manages to evade the *Dominator* in **Event 13**, award them 30 XP.
* If the party permanently lays Whalebone Pilk to rest in **Event 14**, award them 80 XP.
* Upon taking Tidewater Rock, award them 80 XP.
* If the party rescues the Locathath in **D8**, award them 30 XP.

**NPCs**

**Boarding Party** / Creature 6

*NE / Gargantuan / Humanoid / Human / Troop*

**Perception** +14

**Languages** Common, Mwangi

**Skills** Acrobatics +14, Athletics +15, Intimidation +15, Nature +12, Society +12, Sailing Lore +14

**Str** +6, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +3

**AC** 25; **Fort** +15, **Ref** +17, **Will** +11

**HP** 95; **Thresholds** 63 (12 squares), 31 (8 squares); **Immunities** Troop Defenses; **Resistances** fire 5, piercing 5; **Weaknesses** area damage 10, splash damage 5

**Speed** 15 feet; troop movement

**Pepper ‘Em!** 2-Action (attack) The pirates fire a volley of arrows. The volley is a 10 foot burst within 100’ that deals 3d8 piercing damage (DC 23 basic Reflex save). When the pirates are reduced to 8 or fewer squares, the area decreases to a 5 foot burst.

**At Them!** (attack); **Frequency** Once per round **Effect** The pirates make a melee attack against every enemy within 10 feet with a DC 23 basic Reflex save. Damage depends on the number of actions:

**1 Action** 2d6 piercing damage or slashing damage

**2 Actions** 2d6+8 piercing or slashing damage

**3 Actions** 3d6+11 piercing or slashing damage

**Boarding Action** 2-Action (move, attack) The pirates swing on a rope or Stride, moving up to double their speed. If the pirates boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals 2d6 damage (DC 23 Reflex save).

**Brine Zombie** / Creature 1

*Uncommon* / *NE / Medium / Undead / Amphibious / Mindless / Zombie*

**Perception** +3; darkvision

**Skills** Athletics +7 (+9 to swim)

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie is permanently slowed 1 and can’t use reactions.

**Items** cutlass

**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

**HP** 50 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** fire 5; **Weaknesses** positive 10, slashing 10

**Speed** 25 feet, swim 25 feet

**Melee** 1Action fist +9 [+4/-1], **Damage** 1d8+4 bludgeoning plus Grab

**Melee** 1Action cutlass +9 [+4/-1] (forceful, sweep), **Damage** 1d6+4 slashing

**Jaws** 1Action (attack) **Requirement** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage.

**Isabella “Inkskin” Locke** / Creature 7

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

**Perception** +11

**Languages** Aquan, Common

**Skills** Acrobatics +13 (+15 to Swim), Crafting +12, Deception +15, Intimidation +17, Nature +11, Sailing Lore +13

**Str** +2, **Dex** +4, **Con** +2, **Int** +1, **Wis** +0, **Cha** +6

**Blood Magic** Elemental energy surrounds her. Either gain a +1 status bonus to Intimidation checks for 1 round, or a target takes 1 bludgeoning damage per spell level. If the spell already deals bludgeoning damage, combine it with the spell’s initial damage before determining weaknesses and resistances.

**Moto Tattoo** (magical) Moto is a tattoo familiar and can spend two actions to transform from a sea snake (lv0 *sea snake, PB2 p.245*) to a tattoo on Isabella while touching her, or transform from a tattoo to a sea snake that appears within 5 feet of Isabella.

**Items** Brine’s Sting (*+1 striking rapier*, see below), daggers, wooden false teeth with hidden compartment containing poison needle, treasure map tattoo

**AC** 23; **Fort** +13, **Ref** +15, **Will** +17

**HP** 82

**Speed** 25 feet

**Melee** 1Action dagger +13 [+9/+5] (agile, finesse, versatile S), **Damage** 1d4+2 piercing

**Ranged** 1Action dagger +13 [+9/+5] (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

**Melee** 1Action rapier +14 [+9/+4] (deadly d8, disarm, finesse), **Damage** 2d6+6 piercing

**Primal Spontaneous Spells** DC 29, attack +21 ; **4th** *fly*, *freedom of movement*, *hydraulic torrent* (3 slots); **3rd** *aqueous orb*, *lightning bolt*, *fireball* (bludgeoning damage, water trait), *slow* (4 slots); **2nd** *deafness*, *obscuring mist*, *resist energy*, *summon elemental* (4 slots); **1st** *burning hands* (bludgeoning damage, water trait), *grease*, *hydraulic push*, *pummeling rubble* (4 slots); **cantrips (4th)** *detect magic*, *light*, *produce flame* (bludgeoning damage, water trait), *ray of frost*, *read aura*

**Sorcerer Bloodline Spells** 2 Focus Points, DC 29, attack +21; **4th** *elemental motion*, *elemental toss* (bludgeoning damage, water trait);

**Water Naga** / Creature 7

*Uncommon* / *N* / *Large* / *Aberration* / *Amphibious*

**Perception** +17; darkvision

**Languages** Aquan, Common

**Skills** Acrobatics +16, Arcana +13, Athletics +15 (+17 to Swim), Deception +14, Stealth +16

**Str** +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +4, **Cha** +3

**AC** 25; **Fort** +13, **Ref** +18, **Will** +15

**HP** 110

**Speed** 25 feet, swim 40 feet

**Melee** 1Action fangs +16 [+12/+8] (agile, finesse), **Damage** 2d8+4 piercing plus water naga venom

**Melee** 1Action tail +15 [+10/+5] (reach 10 feet), **Damage** 2d10+4

**Primal Spontaneous Spells** DC 25, attack +17; **3rd** *aqueous orb*, *crashing wave*, *slow* (3 slots); **2nd** *acid arrow*, *obscuring mist*, *quench*, *resist energy* (4 slots); **1st** *acidic burst*, *charm*, *hydraulic push*, *pass without trace* (4 slots); **cantrips (3rd)** *acid splash*, *detect magic*, *know direction*, *light*, *read aura*

**Water Naga Venom** (poison); **Saving Throw** DC 25; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 (1 round); **Stage 2** enfeebled 2 and drained 1 (1 round); **Stage 3** enfeebled 2 and drained 2 (1 round)

**Whalebone Pilk** / Creature 6

*Unique* / *CE* / *Medium* / *Undead* / *Amphibious*

**Perception** +13; darkvision

**Languages** Common

**Skills** Athletics +10 (+12 to Climb or Swim), Intimidation +13, Stealth +17, Sailing Lore +12

**Str** +2, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +3

**Items** chain shirt, *+1 seeking harpoon*

**AC** 23; **Fort** +12, **Ref** +17, **Will** +13

**HP** 105 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Rejuvenation** (arcane, necromancy) When Whalebone Pilk and the ship *Deathknell* are destroyed, they and everything they are carrying dissolve into mist for 1d3 days. Whalebone Pilk and *Deathknell* can only be destroyed by destroying the ship's bell. This instantly slays Pilk, his crew, and the *Deathknell*, which immediately sinks to the bottom of the sea.

**Speed** 25 feet, swim 40 feet

**Melee** 1Action claw +17 [+13/+9] (agile, finesse), **Damage** 2d4+6 piercing plus Grab

**Melee** 1Action harpoon +13 [+8/+3] (grapple, two-hand d10), **Damage** 2d6+7 piercing

**Ranged** 1Action harpoon +18 [+13/+8] (thrown 20 feet), **Damage** 2d6+7 piercing

**Steal Air** 2Action (air, attack, conjuration) Pilk makes a claw Strike against a grappled creature. On a hit, the target takes the normal damage for the attack and also must attempt a DC 22 Fortitude save.

**Critical Success** The target is unaffected.

**Success** The target is fatigued as their air is drawn out of them.

**Failure** The target is fatigued, drained 1, and is holding its breath. The target can take a single action to attempt the Fortitude save, regaining its ability to breathe on a success.

**Critical Failure** The target is fatigued, drained 2, and is holding its breath. The target only has half of its normal breath and can take a single action to attempt the Fortitude save, regaining its ability to breathe on a success.

**New Items**

| Martial Weapons | Price | Damage | Bulk | Hands | Group | Weapon Traits |
| --- | --- | --- | --- | --- | --- | --- |
| Brass Knuckles | 2 sp | 1d4 B | L | 1 | Brawling | Agile, backswing |
| Cutlass | 1 gp | 1d6 S | 1 | 1 | Sword | Forceful, sweep |
| Harpoon | 1 gp | 1d6 P | 2 | 2 | Spear | Grapple, thrown 20 feet, two-hand d10 |

**Brine's Sting** / Item 6

*Magical* / *Necromancy*

**Price** 240 gp

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

This *+1 striking rapier* is slim with a hilt guard in the shape of a writhing purple sea snake. On a critical hit, the target must succeed at a Fortitude save against your class DC or be sickened 1 until the end of your next turn as salty brine drips into the wound. This is in addition to the weapon's normal critical specialization effect.

**Seeking Rune** / Item 5

*Magical* / *Evocation*

**Price** 150 gp

**Usage** etched onto a weapon

This rune guides your attacks, striking those who would hide from you.

**Activate** FreeAction command (mental); **Frequency** Once per day; **Requirements** A creature you are targeting is concealed from you.

**Effect** You automatically succeed on the flat check to hit a concealed creature.