permanent consumable cash

**Part 1 & Part 2**

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

**Part 3**

Lv5 2x6th, 2x5th 2x6th, 2x5th, 2x4th 320gp

**Part 4**

Lv6 2x7th, 2x6th 2x7th, 2x6th, 2x5th 500gp

Party starts out at Lv4 in **Part 1** and should reach Lv5 before **Part 3**. Party then reaches Lv6 upon beginning **Part 4**, and Lv7 by the end of the adventure.

**Part 1** is low on rewards as the party is waiting on their ship’s repair, but **Part 2** sees them sailing the Shackles and plundering. At the end of the last book, the party earned a portion of their treasure for Lv4; they still need 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.

Due to the requirement of maintaining a ship, paying crew, and more - it can be quite difficult to determine how much plunder is required. The provided plunder below assumes that half of all plunder found is given to the crew, per the rules of Infamy & Plunder. In addition, the party is given 25% more wealth to cover the costs of a ship. You should keep an eye on their wealth and increase, or decrease, as needed. Each point of plunder is valued at 100 gp but could be sold for far less or far more. Players are also free to sell ships that they capture, typically a ship is sold for half of its total value (including any upgrades) with half of its sale going to the crew and the other half to the party. In addition, the vehicle needs to be squibbed first before selling, which further decreases how much money they can make from selling the vehicle.

Magic items given for vehicles are not counted against the party’s total wealth or items they should receive.

**Part 1**

Hiding the Evidence - **PCs Lv4**

**Event 4:** *+1 striking morningstar (P, Lv4)*

**Part 2**

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

**Event 7:** *Elten Baide* (5 gp of fresh mackerel & hake)  
 *Truewind* (2 plunder)

*Kurstav* (2 plunder)  
 *Dowager Queen* (3 plunder)

*Sanbalot* (2 plunder), marines: x2 *lesser healing potion (C, Lv3),* ship’s officer: *lesser healing potion (C, Lv3)*, *dragon turtle scale (Lv4)*, *belt of good health (P, Lv4)*, *+1 chain shirt (P, Lv5), and 3 gp*

**Event 8:** 1 Plunder for raiding the village, 1 Plunder for taking slaves

**Event 10:** *Famished Mane* (1 Plunder), Captain Tisserond: *skeleton key (P, Lv5)*

**Event 11:** a sahuagin wears a necklace of golden coral and deep platinum worth 30 gp, *shark tooth charm (C, Lv5)*

**Event 12:** *Devil’s Pallor* (1 Plunder), Captain Gortus Svard: *bloodletting kukri (P, Lv6)*

*Sea Chanty (2 Plunder)*

**Event 14:** *Deathknell* (4 Plunder), Whalebone Pilk: *+1 seeking harpoon (P, Lv5, see below)*

**Part 3**

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

**Event 15:** Tidewater Rock (2 Plunder); *spyglass (Lv0), buccaneer’s breastplate (P, Lv6, see below)*

**Event 17:** *Thresher* (1 Plunder); a longboat has a watertight compartment under the tiller which holds *potion of swimming (C, Lv6), feather token fan (C, Lv4),* x2 *sea touch elixirs (C, Lv5),* x2 *potion of water breathing (C, Lv3);* Isabella “Inkskin” Locke: *brine’s sting (P, Lv6, see below)*

**Part 4**

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

**Event 18:** Knuckles Grype: *+1 striking fearsome brass knuckles (P, Lv5), giant scorpion venom (C, Lv6), fear gem (C, Lv4)*

**D3:** *wand of the spider (P, Lv7)*, *potion of swimming (C, Lv6), moderate healing potion (C, Lv6)*

**D11:** string of tiny pearls worth 20 gp, small soapstone statuette carved of a wide-mouthed sea dragon worth 1 gp

**D13:** *staff of evocation (P, Lv6)* jumbled among the longspears

**D14:** several nuggets of raw gold and silver ore worth a total of 27 gp

**D16:** pendant around the ancient mariner’s neck is made of deep platinum, anyone who studies the amulet closely must succeed on a DC 22 Will saving throw or be fascinated by it for 1d4 rounds, and it is worth 20 gp

**D20:** *+1 striking wounding trident (P, Lv7), deep platinum necklace worth 30 gp*

**D21:** 10 Plunder, a *captain’s locker* *type 2* (*P,* see below) contains: *feather token anchor (C, Lv7), necklace of fireballs 1 (C, Lv5),* *feather token fan (C, Lv4)*, *spellstrike ammunition type III (C, Lv7), besmara’s bones (P, see below),* a jeweled box worth 5 gp that contains assorted jewelry worth 11 gp and an assortment of coins worth 32 gp.

***Note:*** *If the party doesn’t have a spellcaster that knows water breathing, you may consider adding in additional potions of water breathing - or providing additional funds so that they can purchase more potions. You may need to hint that the last section of this adventure will be underwater and they may spend several hours working their way through it.*

**NPCs**

**Isabella “Inkskin” Locke** *brine’s sting (P, Lv6, see below)*

**Knuckles Grype** *+1 striking fearsome brass knuckles (P, Lv5), giant scorpion venom (C, Lv6), fear gem (C, Lv4)*

**Krelloort** x2 *potion of lesser healing (C, Lv3), +1 striking wounding trident (P, Lv7)*

**Whalebone Pilk** *+1 seeking harpoon (P, Lv5, see below)*

**New Items**

**Seeking Rune** / Item 5

*Uncommon* / *Magical* / *Divination*

**Price** 150 gp

**Usage** etched onto a weapon

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

**Activate** Free Action 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.

**Brine's Sting** / Item 6

*Uncommon / 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.

**Buccaneer's Breastplate** / Item 6

*Uncommon / Invested / Magical* / *Transmutation*

**Price** 220 gp

**Usage** worn armor **Bulk** 2

This *+1 breastplate* grants the wearer the ability to walk across waves.

**Activate** 2 Actions (interact); **Frequency** once per day; **Effect** You become under the effects of a *water walk* spell.

**Besmara’s Bones** / Item 7

*Uncommon* / *Magical* / *Necromancy* / *Vehicle*

**Price** 360 gp

**Usage** must be mounted on a ship **Bulk** 30

**Hardness** 10; **HP** 40 (BT 20)

Named for the goddess of piracy, strife, and sea monsters, this figurehead must be mounted on the prow of a ship. This figurehead can be used to inflict a curse on an enemy ship.

**Activate** Reaction (mental, command); **Trigger** The ship this figurehead is mounted on is about to ram another vehicle **Frequency** once per day; **Effect** When the target vehicle makes a basic Reflex save against your vehicle’s collision DC; the following effects are added.

**Critical Success** The vehicle and crew are unaffected.

**Success** The pilot takes a -1 status penalty to all Sailing Lore checks to pilot the vehicle  
 for 1 round

**Failure** The pilot takes a -1 status penalty to all Sailing Lore checks to pilot the vehicle  
 for 1 minute  
 **Critical Failure** As a failure but the penalty is -2

**Captain’s Locker**

*Uncommon* / *Conjuration* / *Magical* / *Vehicle*

**Usage** must be mounted in a vehicle’s cargo deck **Bulk** 13

This iron-banded sea chest is 2-½ feet by 3 feet by 4 feet in size and is decorated with chains and brass skulls. The chest has no lock, but any standard lock can be easily attached to its hasp. The chest can be used to store items within it if it is not mounted in a ship. If it is mounted within the cargo hold of a ship or other cargo-carrying vehicle, the chest warps the dimensions of the cargo hold so that it increases the cargo capacity based on its type without changing the weight of the vehicle.

If the captain’s locker is removed from the cargo area while the hold contains more cargo than it could contain on its own, any excess cargo is forcibly expelled through hatches or other means of egress.

**Type 1**; **Price** 100 gp; increase cargo capacity by 15% / Item 4

**Type 2**; **Price** 350 gp; increase cargo capacity by 25% / Item 7

**Type 3**; **Price** 1,400 gp; increase cargo capacity by 50% / Item 11

**Type 4**; **Price** 3,000 gp; increase cargo capacity by 75% / Item 13

| 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 |

Sources: *Pathfinder Core Rulebook*, *Advanced Player’s Guide*