***Note:*** *You may need to award additional XP for different accomplishments that the party completes, like personal accomplishments, as this book offers fewer Story Awards and combats.*

**Part 1**

Perilous Waters - **PCs Lv7**

Welcome to Port Peril

**First Test:** “Bilgerat” Jacobi (lv6 *weak gang leader, GMG p.249)*.

**Third Test [Low 7, 60 XP]:** Fishpork (lv8 *marsh giant, PB2 p.125)*.

**Event 3 [Trivial 7, 35 XP]:** “Caulky” Tarroon (lv4 *burglar, GMG p.210)* and Drunken Brawlers (lv5 *city guard squadron, PB3 p.47)* Replace Halberds with Fists (2d4), no ranged action.

**Part 2**

At a Lady’s Request - **PCs Lv7**

**Savage Shipwreckers [Severe 7, 120 XP]:** Vakarla (lv8 *see below*) and x4 Wrecker Cutthroats (lv4 *bounty hunter, GMG p.227)*.

**The Dryad’s Grave [Severe 7, 125 XP]:** Screaming Satyr (lv7 *elite wood golem, PB2 p.130*) and x3 Living Grapnels (lv4 *elite animated statue, PB p.21*) and “Milksop” Morton (lv7 *see below*) and Xicorax (lv1 *air mephit, PB p.150)*.

**Blood in the Water [Severe 7, 120 XP]:** Ormandar (lv8 *see below*) and x3 Bull Sharks(lv5 *elite great white shark, PB p.291*). **Adverse Terrain** (*GMG p.47*), you may decide to award additional XP for these encounters.

The Brine Banshee

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

**A8 [Trivial 7, 40 XP]:** Giant Jellyfish (lv7 *giant jellyfish, PB2 p.152)*.

**The Brine Banshee’s Grave [Low 7, 60 XP]:** Charda (lv7 *elite charda, see below*) Increase its size from small to medium.

**B1 [Curse 7]:** Jalhazar’s Curse (Abjuration, Curse, Magical) **Saving Throw** DC 23 Will; **Effect** You are cursed to never sail again. While you are onboard any ship, you are enfeebled 1 and clumsy 1. This curse can be ended by returning Jalhazar’s body to the *Brine Banshee*’s helm or captain’s cabin and reciting Besmaran funeral prayers over the corpse.

**B9 [Trivial 7, 30 XP]:** Darkforest Anemone (lv6 *elite darkforest sea anemone, see below*).

**B13 [Trivial 7, 40 XP]:** Uthiggmaru (lv7 *alghollthu master, PB p.14)*.

Nagas of the Slithering Coast

**Serpent’s Enmity [Trivial 7, 40 XP]:** Munarei (lv7 *water naga, see below*).

**A Crow’s Murder [Low 7, 80 XP]:** Giles Halmis (lv9 *elite assassin, GMG p.211*) Replace *+1 striking composite shortbow* with a *+1 striking heavy crossbow* (2d10 + 4 piercing). Corlan (lv1 *weak tengu sneak, PB p.310)*.

Jasperleaf Apothecary - **PCs Lv8**

**C2 [Low 8, 60 XP]:** x3 Pirate Guard (lv6 *weak gang leader, GMG p.249* or *monster hunter, GMG p.227* or *warden, GMG p.225*).

**C8 [Moderate 8, 80 XP]:** x4 Pirate Guard (lv6 *weak gang leader, GMG p.249* or *monster hunter, GMG p.227* or *warden, GMG p.225*).

**C10 [Low 8, 60 XP]:** x3 Pirate Guard (lv6 *weak gang leader, GMG p.249* or *monster hunter, GMG p.227* or *warden, GMG p.225*).

**C11 [Hazard 8, 12 XP]:** Anesthetizing Fog Snare Trap (lv9 hazard, see below).

**C12 [Trivial 8, 20 XP]:** Shimerae (lv6 *elite dusk kamadan, see below)*.

**C15 [Moderate 8, 88 XP]:** Toxic Door Handle (lv8 hazard, see below) and Zarskia Galembar (lv10 *see below*).

**C19 [Trivial 8, 30 XP]:** x2 Mandragora (lv5 *elite mandragora, PB2 p.170)*.

**C20 [Hazard 8, 8 XP]:** Wyvern Blade Trap (lv9 hazard, see below).

**Part 3**

The Free Captain’s Regalia - **PCs Lv8**

**H [Moderate 8, 80 XP]:** Hirgenzosk (lv10 *elite dragon turtle, PB p.128)*.

**K [Low 8, 60 XP]:** Lightning Elemental (lv9 *storm lord, PB p.145)*.

**L [Low 8, 60 XP]:** x2 Invisible Stalker (lv7 *invisible stalker, PB p.144)*.

**Story Awards**

* The party earns 30 XP for completing the First Test.
* The party earns 30 XP for completing the Second Test.
* The party earns 30 XP for successfully entertaining the Pirate King’s court.
* If the party befriends Pierce Jerrel, they earn 40 XP, as if they had defeated him in combat.
* The party earns 30 XP for learning the name of Jaymiss Keft from the House of Stolen Kisses.
* The party earns 30 XP for learning the name of Sarlis from the Temple of the Hidden Name.
* The party earns 30 XP for finding and deciphering the clues found in Haddon Pike that lead to Roweena Kellet.
* The party earns 30 XP for finding and deciphering the clues found in Elliece Farhaven that lead to Roweena Kellet.
* The party earns 40 XP for convincing Munarei to leave without fighting.
* The party earns 80 XP for recovering the information detailing Zarskia’s spy network and hand over the proof to Tessa Fairwind.
* The party earns 80 XP for outmaneuvering Hirgenzosk, as if they had defeated him in combat.
* If the party completes the Free Captain’s Regatta…
  + … but did not win, they earn 10 XP. *(Race score of 0 or less)*
  + … and won the race by a nose, they earn 30 XP. *(Race score of 1-10)*
  + … and won the race with an overwhelming victory, they earn 80 XP. *(Race score of 11 or more)*

**NPCs**

**Charda** / Creature 7

*Uncommon* / *CN* / *Small* / *Aquatic* / *Humanoid*

**Perception** +13; Darkvision

**Languages** Aklo, Undercommon

**Skills** Athletics +18 (+20 to Shove and Trip), Intimidation +10, Religion +13, Stealth +17, Survival +15

**Str** +7, **Dex** +4, **Con** +6, **Int** +0, **Wis** +2, **Cha** -1

**AC** 23; **Fort** +19, **Ref** +13, **Will** +11

**HP** 144; **Resistances** cold 8, poison 8

**Speed** 15 feet, swim 40 feet

**Melee** 1Action claw +18 [+14/+10] (agile, reach 10 feet), **Damage** 3d4+7 slashing

**Melee** 1Action jaws +18 [+13/+8], **Damage** 2d12+7 piercing plus 1d6 cold

**Black Bile** 2Action (cold) The chadra spews a blast of black bile in a 30-foot cone or a 60-foot line, dealing 8d6 cold damage (DC 25 basic Reflex save). It can't use its Black Bile again, and its jaws Strike no longer deals cold damage, for 1d4 rounds.

**Frenzied Strikes** 3Actions The charda makes four claw Strikes. These attacks count toward the chadra’s multiple attack penalty, but the multiple attack penalty doesn’t increase until after the chadra makes all of its attacks.

**Darkforest Sea Anemone** / Creature 6

*Uncommon* / *N* / *Huge* / *Animal* / *Aquatic*

**Perception** +14; motion sense 60 feet, no vision

**Skills** Athletics +13 (+15 to Shove or Grapple), Stealth +13 (+15 in kelp or seaweed)

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

**Camouflage** The anemone can Hide in natural environments even if it doesn't have cover.

**Motion Sense** An anemone can sense nearby motion through vibration and water movement.

**AC** 23; **Fort** +16, **Ref** +11, **Will** +10

**HP** 112; **Immunities** mental, visual; **Resistances** poison 7

**Speed** swim 5 feet

**Melee** 1Action tentacle +17 [+13/+9] (reach 10 feet, agile, poison), **Damage** 2d6+5 bludgeoning plus Grab and anemone poison

**Melee** 1Action bite +17 [+12/+7], **Damage** 2d12+5 bludgeoning plus Grab

**Anemone Poison** (poison); **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round); **Stage 2** 2d6 poison damage and clumsy 2 (1 round)

**Attach** 1Action The anemone can attach to a solid surface, such as the ocean floor. It's speed is reduced to 0, becomes immune to the prone condition, and gains a +2 circumstance bonus to its Fortitude save and takes a -2 circumstance penalty to its Reflex save. A creature can attempt to dislodge the anemone by attempting to Shove it.

**Flora Disguise** 1Action (concentrate) Until the anemone acts, it appears to be a patch of ocean flora composed of kelp, seaweed, and anemones. It has an automatic result of 35 on Deception checks and DCs to pass as a patch of ocean flora.

**Constrict** 1Action 2d6+3 bludgeoning, DC 24

**Swallow Whole** 1Action (attack) Large, 2d12+3 bludgeoning, Rupture 12

**Dusk Kamadan** / Creature 5

NE / Large / Beast

**Perception** +13; darkvision, scent (imprecise) 30 feet

**Languages** Aklo

**Skills** Acrobatics +14, Athletics +12 (+14 to Jump), Stealth +12

**Str** +5, **Dex** +5, **Con** +3, **Int** -1, **Wis** +2, **Cha** +1

**AC** 22; **Fort** +10, **Ref** +16, **Will** +9

**HP** 78

**Speed** 35 feet

**Melee** 1Action jaws +16 [+11/+6], Damage 2d8+5 piercing plus Grab

**Melee** 1Action claw +16 [+12/+8] (agile), Damage 2d4+5 slashing

**Melee** 1Action snakes +16 [+12/+8] (agile, reach 10 feet), Damage 1d6+3 piercing plus Snake Venom

**Maul** 1Action The kamadan makes two claw Strikes against a creature it has grabbed. Both count toward its multiple attack penalty, but the penalty increases only after both attacks are made.

**Sleep Breath** 2Action (sleep) The kamadan breathes a cloud of soporific gas in a 30-foot cone (DC 20 Fortitude save). It can't use Sleep Breath again for 1d4 rounds.

**Critical Success** The creature is unaffected and becomes temporarily immune to Sleep  
 Breath for 24 hours.

**Success** The creature is stupefied 1 for 1 round.

**Failure** The creature is stupefied 2 for 1 minute.

**Critical Failure** The creature falls unconscious. If it's still unconscious after 5 minutes, it  
 wakes up automatically.

**Snake Venom** (poison); **Saving Throw** DC 20 Fortitude, **Maximum Duration** 6 rounds; **Stage 1** fatigued (1 round), **Stage 2** drained 1 and fatigued (1 round), **Stage 3** drained 2 and fatigued (1 round)

**“Milksop” Morton** / Creature 7

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

**Perception** +14

**Languages** Aquan, Auran, Common, Ignan, Terran

**Skills** Arcana +15, Athletics +10 (+2 to Swim), Crafting +17, Occultism +15, Sailing Lore +17

**Str** +1, **Dex** +4, **Con** +4, **Int** +6, **Wis** +3, **Cha** +2

**Items** club, a spellbook with his prepared spells, *moderate healing potion, invisibility potion, scroll of fly, x2 scroll of dispel magic, ring of the iron skull*

**AC** 23; **Fort** +13, **Ref** +15, **Will** +16

**HP** 88

**Speed** 25 feet

**Melee** 1Actionclub +12 [+7/+2], **Damage** 1d6+1 bludgeoning

**Ranged** 1Action club +15 [+10/+5] (thrown 10 feet), **Damage** 1d6+1 bludgeoning

**Arcane Prepared Spells** DC 27, attack +19; **4th** *resilient sphere, solid fog, summon elemental;* **3rd** *fireball, slow, stinking cloud, summon construct;* **2nd** *acid arrow, glitterdust, obscuring mist, summon elemental;* **1st** *grease, magic missile (×2), summon animal;* **cantrips (4th)** *acid splash, mage hand, message, shield, tanglefoot*

**Wizard School Spells** 1 Focus Point, DC 27, **4th** *augment summoning;*

**Heightened Summon** (arcane, metamagic, wizard) When Milksop casts an arcane spell that has the conjuration trait, he can expend an additional spell slot of the same level to automatically heighten the spell one level higher than he actually cast. For example, he could expend two of his 4th-level spell slots to treat his 4th-level *summon elemental* spell as if it were cast at 5th-level.

**Ormandar** / Creature 8

NE / Medium / Humanoid / Aquatic / Merfolk

**Perception** +16; low-light vision

**Languages** Aquan, Common

**Skills** Athletics +18 (+20 to Swim), Nature +14, Survival +16

**Str** +6, **Dex** +4, **Con** +5, **Int** +2, **Wis** +4, **Cha** +3

**Items** *+1 striking trident*

**AC** 26; **Fort** +17, **Ref** +14, **Will** +18

**HP** 138

**Speed** 5 feet, swim 30 feet

**Melee** 1-Action trident +20 [+15/+10] (magical), **Damage** 2d8+11 piercing

**Ranged** 1-Actiontrident +18 [+13/+8] (magical, thrown 20 feet), **Damage** 2d8+11 piercing

**Melee** 1-Action jaws +22 [+17/+12], **Damage** 2d12+15 piercing and Grab

**Primal Prepared Spells** DC 24, attack +16 ; **3rd** *crashing wave, fear, heal, wall of wind;* **2nd** *barkskin, dispel magic (×2), enlarge;* **1st** *fleet step, heal, magic fang, tether;* **cantrips (4th)** *electric arc, detect magic, guidance, light, read aura*

**Change Shape** 1-Action(concentrate, polymorph, primal, transmutation) Ormandar changes into his humanoid or animal shape. In humanoid shape, Ormandar uses his original humanoid size and loses his jaws attack. In animal shape, he becomes a large great white shark and his size changes to Large, he gains the jaws attack, and loses his weapon Strikes and spellcasting ability.

His equipment is absorbed into his animal shape, and if he dies while in animal shape, he reverts back to his humanoid shape.

**Vakarla** / Creature 8

*Unique* / *CE* / *Medium* / *Humanoid* / *Half-Orc* / *Human* / *Orc*

**Perception** +14; low-light vision

**Languages** Common, Goblin, Jotun, Orcish, Osiriani, Polyglot

**Skills** Acrobatics +16 (+18 to Maneuver In Flight), Arcana +18, Athletics +13, Intimidation +13, Sailing Lore +16

**Str** +1, **Dex** +4, **Con** +4, **Int** +6, **Wis** +2, **Cha** +3

**Items** spellbook containing her prepared spells, *+1 striking falchion, moderate healing potion, scroll of knock, scroll of invisibility, scroll of water breathing, scroll of wall of fire, wand of haste, rope of climbing*, fine spyglass, watertight engraved bronze scroll case worth 10 gp

**AC** 24; **Fort** +14, **Ref** +16, **Will** +18

**HP** 98

**Ferocity** Reaction

**Illusionary Protégé** (arcane, illusion, wizard) Vakarla is a master of illusions and flat checks to target her while she is concealed or hidden by an arcane spell with the illusion trait increases its DC by 2 (DC 7 instead of DC 5 and DC 13 instead of DC 11).

**Speed** 25 feet

**Melee** 1Action falchion +15 [+10/+5] (forceful, sweep), **Damage** 2d10+3 slashing

**Arcane Prepared Spells** DC 28, attack +20; **4th** *fly (×2), phantasmal killer, wall of fire*; **3rd** *haste, hypnotic pattern, stinking cloud, vampiric touch*; **2nd** *false life, invisibility, obscuring mist, mirror image*; **1st** *fleet step, illusory disguise, magic missile, ray of enfeeblement*; **cantrips (4th)** *acid splash, detect magic, ghost sound, read aura, shield*

**Wizard School Spells** 2 Focus Points, DC 28, attack +20; **4th** *invisibility cloak, warped terrain;*

**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)

**Zarskia Galembar** / Creature 10

*Unique* / *LE* / *Medium* / *Humanoid* / *Human*

**Perception** +15

**Languages** Abyssal, Aklo, Common, Infernal, Osiriani, Polyglot

**Skills** Acrobatics +19, Arcana +21, Crafting +22, Deception +17, Nature +19, Thievery +19

**Str** +2, **Dex** +5, **Con** +4, **Int** +7, **Wis** +3, **Cha** +3

**Infused Items** Zarskia carries the following infused items, which last 24 hours or until the next time she makes her daily preparations:

infused moderate alchemist's fire (2), infused moderate antidote (2), infused giant  
 scorpion venom (3), infused moderate elixirs of life (2), infused moderate juggernaut  
 mutagens (2), infused shadow essence (3), infused wyvern poison (3)

**Items** alchemist goggles, alchemist's tools, formula book, +1 resilient chain shirt, x2 butterfly swords, thieves' tools, keys to all locks in the apothecary

**AC** 30; **Fort** +21, **Ref** +20, **Will** +16

**HP** 170

**Speed** 25 feet

**Melee** 1Action butterfly sword +21 [+17/+13] (agile, disarm, finesse, parry, twin), **Damage** 1d4+8 slashing plus 2d8 poison

**Ranged** 1Action alchemical bomb +22 [+17/+12] (range increment 30 feet, splash), **Damage** varies by bomb

**Alchemical Formulas** (10th) moderate alchemist's fire, moderate antidote, giant scorpion venom, moderate elixir of life, moderate juggernaut mutagen, shadow essence, wyvern poison

**Toxicologist** 1Action Zarskia interacts to draw a poison and then to apply it to her weapon. Zarskia can use her Alchemist DC 31 to determine the DC for alchemical poisons if her DC is higher.

**Traps**

**Anesthetizing Fog Snare Trap** / Hazard 9

*Simple* / *Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 30 (expert) to notice the hidden panel in the door

**Disable** Thievery DC 30 to jam the panel

**AC** 28, **Fort** +21, **Ref** +15

**Hardness** 8, **HP** 32 (door, BT 16); **Immunities** critical hits, object immunities, precision damage

**Reaction Trigger** A creature enters the space in front of the door; **Effect** The triggering creature is the target of a *lv3 tanglefoot bag*, +23 to hit. The door slams shut (DC 26 Reflex save to stop it followed by a DC 10 Strength check to hold it open) and sleeping gas (Incapacitation, Poison, Sleep) fills the room. All creatures in the room must succeed at a DC 28 Will save.

**Critical Success** No effect.

**Success** Stupefied 1 for 1 minute.

**Failure** Stupefied 2 for 1 hour.

**Critical Failure** Unconscious for 4 hours.

**Toxic Door Handle** / Hazard 8

*Simple* / *Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 28 (expert) to notice the gunk on the back of the handle

**Disable** Thievery DC 22

**Reaction Trigger** A creature touches the back of the door handle; **Effect** The triggering creature takes 2d8 acid damage from babau slime (basic DC 30 Reflex save) and then is exposed to *malyass root paste (CRB p.552)*; If the hand touching the door handle has gloves or a gauntlet on, it is the target of the acid damage first and the character is only the target of the poison if the hand protection is destroyed.

**Bypass** The trap can be easily bypassed by only touching the front of the handle.

**Wyvern Blade Trap** / Hazard 9

*Simple* / *Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 33 (expert) to notice faint lines marking out a section in a corridor; the mechanism is in area C21

**Disable** Thievery DC 30 to jam the panel

**AC** 28, **Fort** +23, **Ref** +15

**Hardness** 16, **HP** 66 (BT 33); **Immunities** critical hits, object immunities, precision damage

**Reaction Trigger** A creature steps into the section of a corridor; **Effect** A blade stabs out from the eastern wall and rings an alarm bell loud enough to alert the whole house.

**Melee** blade +25, **Damage** 2d10+13 piercing and wyvern poison *(CRB p.554)*