permanent consumable cash

**Part 1 & Part 2**

Lv7 2x8th, 2x7th 2x8th, 2x7th, 2x6th 720gp

**Part 3**

Lv8 2x9th, 2x8th 2x9th, 2x8th, 2x7th 1,000gp

Party starts out at Lv7 in **Part 1** and should reach Lv8 before **Part 3**. Party then reaches Lv9 by the end of the adventure.

**Part 1** is low on rewards as the party is currently in Port Peril, but **Part 2** sees them sailing the Shackles and earning treasure. At the end of the last book, the party earned all of their treasure for Lv6 and so this book doesn’t have to make up for any missing loot they should’ve earned.

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**

Perilous Waters - **PCs Lv7**

**Second Test:** betting pool requires 100 gp for each side, minimum bet of 1 gp. If a player wins, they earn Tsadok’s 100 gp pot unless Tsadok is able to take it back. (This pot is counted against their earned treasures.)

**Part 2**

At a Lady’s Request - **PCs Lv7**

**Step 6:** In a concealed compartment is a waterproofed bag containing 27 gp, 150 sp, and a scrimshaw walrus tusk scroll case that is worth 5 gp. The case contains an old Chelish opera written in Infernal.

**Savage Shipwreckers:** The wreckers’ base contains 6 points of plunder (leather, spices, timber, and ship equipment), Varkarla’s sea chest lies buried under a thin layer of sand beneath her bunk and contains a dagger set with aquamarine gemstones worth 8 gp, a *Shackles ensign (see below)*, 13 gp in mixed coins, and Varkarla’s spellbook. In addition, a golden statue of a wasp is wrapped in an oilcloth and placed in an empty barrel. The Golden Vespal, stolen from the Lady’s Sting, is worth 500 gp to the right buyer, but the priests of Calistria at the House of Stolen Kisses would seek revenge if it was not returned. This statue is not part of the party’s awarded loot.

**Varkarla’s Equipment:** *+1 striking falchion (Lv4), moderate healing potion (Lv6), spellbook, wand of haste (Lv7), rope of climbing (Lv7), fine spyglass (Lv4),* watertight engraved bronze scroll case worth 10 gp that contains: *scroll of knock (Lv3), scroll of invisibility (Lv3), scroll of water breathing (Lv3), scroll of wall of fire (Lv7)*

**The Dryad’s Grave:** *The Dryad’s Grave* (2 Plunder)

**“Milksop” Morton’s Equipment:** *moderate healing potion (Lv6), spellbook, invisibility potion (Lv4), scroll of fly (Lv7), x2 scroll of dispel magic (Lv3), ring of the iron skull (Lv9, see below)*

**Blood in the Water:** *+1 striking trident (Lv4)*, crafted coral jewelry and ornaments worth 11 gp, polished decorative shells worth 7 gp, and a disintegrating pouch containing 4 gp in strange hexagonal coins.

The Brine Banshee’s Bow

**A4:** sextant inlaid with silver worth 15 gp and a *potion of flying (Lv8)*

**A5:** ship’s payroll: 3 pp, 27 gp, 170 sp

**A8:** 3 Plunder (metal drums containing fine oils and bottles of potent liquor)

The Brine Banshee’s Stern

**B1:** corroded rapier bejeweled with precious stones worth 7 gp and *bracers of armor 1 (Lv8)*, platinum-plated compass worth 8 gp, and *Jalhazar’s wheel (Lv9, see below)*

**B3:** Taldan silverware worth 4 gp and a *wand of crackling lightning (Lv8)*

**B8:** 4 gp in assorted coins and personal items and a board game called Wyvern’s Race with pieces finely crafted from citrine and bloodstone worth 7 gp

**B9:** jewelry, coins, and other belongings worth 12 gp

**B11:** *potion of moderate healing (Lv6)* and a sea chest contains a stash of coins worth 12 gp

**B12:** Jewelry case holding necklaces and other jewelry worth 14 gp

**B13:** 3 Plunder (timber boxes of ivory)

**B14:** 12 Plunder (gold and silver ingots)

**A Crow’s Murder:** *+1 striking heavy crossbow (Lv4), +1 rapier (Lv2), invisibility potion (Lv4), lesser darkvision elixir (Lv2), potion of moderate disguise (Lv8)*

Jasperleaf Apothecary

**C3:** Empty containers for alchemical creations and poisons worth 3 gp 5 sp

**C6:** 5 bulk of herbalist supplies worth 7 gp

**C9:** Crystal glasses worth 6 gp and x5 fine wines worth 2 gp each

**C10:** Large leather purse contains 8 gp

**C14:** Low-value stones worth 4 gp

**C15:** 10 bulk of alchemical goods worth 15 gp, *x2 giant wasp venom (Lv7), spider root (Lv9), potion of quickness (Lv8)*

**Zarskia’s Equipment:** *alchemist goggles (Lv4), +1 resilient chain shirt (Lv8), messenger’s ring (Lv9)*

**C18:** expensive perfumes worth 14 gp

**C22:** spending money worth 1 pp and 3 gp, fashionable outfits and dresses worth 10 gp, imitation lady’s jewelry worth 4 gp

**C23:** espionage payments of 3 pp, leather bandolier holds *moderate potion of disguise (Lv8), moderate elixir of life (Lv9)*

**Tessa’s Reward:** 3 Plunder (trade goods)

**Part 3**

Concluding the Adventure

**Purse**: 500 gp (in place of a permanent 8th-level item)

**NPCs**

**Varkarla’s** *+1 striking falchion (Lv4), moderate healing potion (Lv6), spellbook, wand of haste (Lv7), rope of climbing (Lv7), fine spyglass (Lv4),* watertight engraved bronze scroll case worth 10 gp that contains: *scroll of knock (Lv3), scroll of invisibility (Lv3), scroll of water breathing (Lv3), scroll of wall of fire (Lv7)*

**“Milksop” Morton’s** *moderate healing potion (Lv6), spellbook, invisibility potion (Lv4), scroll of fly (Lv7), x2 scroll of dispel magic (Lv3), ring of the iron skull (Lv9, see below)*

**Ormandar** *+1 striking trident (Lv4)*

**Zarskia’s** *alchemist goggles (Lv4), +1 resilient chain shirt (Lv8), messenger’s ring (Lv9)*

**New Items**

**Charts of the Fair Winds** / Item 9

*Uncommon* / *Divination* / *Invested* / *Magical*

**Price** 575 gp

**Usage** studied during daily preparations; **Bulk** 1

**Requirements** The charts’ benefits only apply within the geographic region of the Shackles.

These aged charts of thick, yellowed parchment display rough representations of the Shackles’ major islands and the sea lanes between them. The detailed markings on these charts grant a +1 item bonus on Sailing Lore checks to navigate within the Shackles.

In addition, a multitude of wrinkles, stains, and blemishes mar the charts’ surfaces. Anyone meticulously studying the charts notices that these markings shift over time. The creases, smudges, and blotches on the map represent real weather conditions (such as clouds, rain, and wind) in the region, allowing an informed observer to determine the current weather patterns over the islands of the Shackles. The charts grant a +2 item bonus on Nature checks made to predict future weather conditions.

**Activate** 3Actions; **Frequency** once per day; **Requirements** You invested the map and plot out a course for a water vehicle that you pilot; **Effect** The pilot must make a Sailing Lore check against the DC of sailing their vehicle.

**Critical Success** As success, but the bonus is 15%

**Success** The vehicle gains a +10% item bonus to its speed so long as it follows the plotted course and doesn’t deviate from it.

**Failure** No effect.

**Critical Failure** The vehicle takes a -5% item penalty to its speed for 24 hours

**Jalhazar’s Wheel** / Item 9

*Unique* / *Magical* / *Transmutation* / *Vehicle*

**Price** 575 gp

**Usage** used as a ship’s wheel; **Bulk** 7

Handles of polished bone and grim skulls decorate this ornately carved ship’s wheel. When grasped, the wheel’s handles feel comfortably smooth. Those who stand watch at the wheel claim to hear the whispered guidance of Captain Xiribal Jalhazar, and occasionally feel ghostly hands holding the ship’s course true. When fitted to the helm of a ship, Jalhazar’s wheel reduces the penalty from -5 to -3 to your piloting check when taking the Sudden Turn action or the 3Action Drive action (see Naval Combat in Book 2).

**Ring of the Iron Skull** / Item 9

*Unique* / *Divination* / *Invested* / *Magical*

**Price** 650 gp

**Usage** worn; **Bulk** -

Crudely cut amethysts and a single engraved skull decorate the band of this thick iron ring. The ring grants its wearer a +2 item bonus to Identify Magic on magic items and a +2 item bonus on Medicine checks to ascertain details of a dead creature’s demise.

**Activate** 3Action command (mental); **Frequency** Once per day; **Requirements** You touch the ring to a corpse or piece of a corpse, if the body part comes from a creature that’s still alive or undead, the wearer gains no information; **Effect** You learn the dead creature’s name, gender, race, and profession or role, as well as the manner of the creature’s death. In addition, you also become aware of the location of other pieces of the corpse if they’re within 1,200 feet.

**Shackles Ensign** / Item 10

*Uncommon* / *Enchantment* / *Magical* / *Vehicle*

**Price** 900 gp

**Usage** hoisted as a ship’s flag; **Bulk** 1

This red-and-black naval ensign displays the grinning skull and crossed manacles of the Shackles. While the flag feels as sleek as silk, the material is stronger than the toughest sail canvas. Openly flying a Shackles ensign improves the initial attitude of most hostile or unfriendly pirates by one step, and worsens the starting attitude of those opposed to piracy by one step. The ensign has no effect when not properly mounted on a ship.

**Activate** 3Action, hoist and unfurl the ensign (emotion, mental, visual);   
**Frequency** Once per day; **Duration** 1 minute;

**Effect** All non-pirate creatures within 300 feet who are able to see the flag can't reduce their frightened value below 1 while they remain in the area.

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