**Part 1**

A Prize Like No Other - **PCs Lv9**

The Island of Empty Eyes

**A [Moderate 9, 80 XP]:** Giant Spyglass Octopus (lv11 *see below)*.

**C [Severe 9, 100 XP]:** x5 Daughters of Imerta (lv7 *see below)*.

**D [Low 9, 60 XP]:** x2 Triceratops (lv8 *triceratops, PB p.99)*.

**F [Low 9, 60 XP]:** x4 Cyclops (lv6 *elite cyclops, PB p.68).*

**I [Moderate 9, 80 XP]:** x4 Pteranodons (lv7 *quetzalcoatlus, PB p.272).*

**J [Trivial 9, 40 XP]:** Giant Anaconda (lv9 *elite giant anaconda, PB p.303).*

**L [Low 9, 60 XP]:** x2 Shark-Eating Crab (lv6 *elite giant hermit crabs, PB3 p.57)* and x3 Hermit Crab Swarm (lv5 *elite hermit crab swarm, PB3 p.58).*

**M** **[Moderate 9, 80 XP]:** x2 Jungle Treants (lv8 *arboreal regent, PB p.25)*. Replace rocks with coconuts, the treants carry 4d6 coconuts and regrow them all in 1d4 days.

**N:** Sefina (lv10 *nereid, PB2 p.182)*. Not expected to fight her, but rather she approaches them later on in Part 4.

**O [Low 9, 60 XP]:** Sargassum (lv10 *giant flytrap, PB p.160).*

**Part 2**

The Abandoned Fort - **PCs Lv9**

**The Dreaming Dead [Hazard 10/Severe 9, 112 XP]:** Pirate Shades Haunt (lv10 haunt, see below) and x5 Pirate Shades (lv7 *greater shadows, PB p.289).*

**B3 [Low 9, 60 XP]:** x4Will-o’-Wisp (lv6 *will-o’-wisp, PB p.333).*

**B5 [Trivial 9, 40 XP]:** x4 Crawling Cyclops Hands (lv5 *giant crawling hands, PB2 p.56).*

**B8 [Hazard 10, 12 XP]:** Weakened Floor (Lv10 hazard, see below).

**B9 [Trivial 9, 40 XP]:** x4 Phase Spiders (lv5 *ether spiders, PB p.155).*

**B11 [Low 9, 60 XP]:** x2 Animate Dreams (lv8 *animate dream, PB2 p.18).*

**B12 [Hazard 5, 2 XP]:** Shocking Floor Trap (lv5 *fireball rune, CRB p.524)* Replace the *fireball* spell with *lightning bolt*, the spell’s origin is halfway up the stairs and it aims down the stairs into the room below in the direction of whoever triggered the trap.

**B13 [Trivial 9, 30 XP]:** Animate Dream (lv8 *animate dream, PB2 p.18).*

**B17 [Low 9, 60 XP]:** Paeta (lv10 *see below)*.

**B20 [Hazard 9, 8 XP]:** Dual Scythe Trap (lv9 hazard, see below).

**B21 [Hazard 8, 30 XP]:** Hail of Arrows Trap (lv8 *poisoned dart gallery, CRB p.528*).

**B22 [Trivial 9, 52 XP]:** Ederleigh Baines (lv9 *see below)* and x4 Electricity Arc Traps (lv5 *fireball rune, CRB p.524)* Replace the *fireball* spell with *lightning bolt*, the spell’s origin is in the center of the 20-foot radius and shoots in a straight line in the direction of whoever triggered the trap. Ederleigh can spend 1Action to trigger a rune if he is within 30 feet of it, causing it to shoot in any direction of his choice.

**B30 [Moderate 9, 80 XP]:** Bikendi Otongu (lv11 *elite ghost mage, PB p.167)*.

**B32 [Hazard 9, 8 XP]:** Misaligned Teleportation Circle (lv10 hazard, see below).

**Part 3**

The Ruins of Ghol-Gan - **PCs Lv10**

**G1 [Hazard 8, 4 XP]:** Entangling Net (lv8 *grasping snare, CRB p.590*) **Stealth** DC 28 (expert).

**G2 [Trivial 10, 40 XP]:** x2 Cyclops (lv8 *cyclops warrior, see below).*

**G3** **[Moderate 10, 80 XP]:** x4 Cyclops (lv8 *cyclops warrior, see below)*.

**G5 [Trivial 10, 40 XP]:** Great Mother (lv10 *water orm, PB2 p.289).*

**G8 [Moderate 10, 90 XP]:** x6 Gargoyle Scout (lv7 *elite sand sentry, PB2 p.109)* add Fly 30 feet and Ranged (1A) longbow +14 [+9/+4] (deadly d10, volley 30 feet), Damage 1d8+8

**G9 [Trivial 10, 30 XP]:** Vailea (lv9 *marid PB p.165).*

**G10** **[Low 10, 60 XP]:** x3 Cyclops (lv8 *cyclops warrior, see below)*.

**G14** **[Severe 10, 100 XP]:** x5 Cyclops (lv8 *cyclops warrior, see below)*.

**G15 [Severe 10, 110 XP]:** x4 Cyclops (lv8 *cyclops warrior, see below)* and Shaija (lv9 *elite cyclops warrior, see below)*.

**G17 [Moderate 10, 80 XP]:** Ishtoreth (lv12 *great cyclops, PB p.69)*.

**G18 [Moderate 10, 80 XP]:** x2 Cyclops Caryatids (lv10 *clay golem, PB p.186)*.

**G20 [Severe 10, 120 XP]:** x2 Gholdakos (lv11 *weak tomb giant, PB3 p.110)*.

**Part 4**

Feast of Spoils - **PCs Lv10**

**Shark-Infested Waters [Low 10, 60 XP]:** x2 Dire Sharks (lv9 *megalodon, PB p.291)*.

**Q3 [Hazard 10, 6 XP]:** Symbol of Insanity (*lv9 curse* *sellsword’s folly, GMG, p.117*).

**Q4 [Low 10, 60 XP]:** Sapphire Jellyfish (lv11 *see below)*.

**The Jester’s Grin [Severe 10, 120 XP]:** x4 Pirate Bodyguards (lv7 *hunter, GMG p.219)* and Fargo Vitterande (lv11 *see below)*.

**Ship’s Hold [Trivial 10, 0 XP]:** x4 Rat Swarms (lv2 *elite rat swarm, PB p.276)*.

The Pirate’s Feast

**Event 2:** Lady Cerise Bloodmourn (lv11 *privateer captain, CG p.119)* Add Society +17.

**Event 3 [Trivial 10, 0 XP]:** x1 Rat Swarm (lv2 *elite rate swarm, PB p.276)* and x16 Rats (lv-1 *giant rat, PB p.276)*.

**Event 6 [Low 10, 60 XP]:** Avimar Sorrinash (lv11 *see below)*.

**The Slippery Eel [Moderate 10, 80 XP]:** Myskur Marquardt, a.k.a. The Eel (lv12 *see below)*.

**Story Awards**

* The party earns 80 XP for enabling Bikendi to complete his ritual as if they had defeated him in combat.
* The party earns 60 XP if they calm Sorrinash, make him friendly, or subdue without killing him.
* The party earns 60 XP if they subdue or question Sefina without killing her.
* Once the party tallies their Respect…
  + … if they secured a mild success, they earn 10 XP (Respect 1-5).
  + … if they secured a success, they earn 30 XP and 2 points of Disrepute and Infamy (Respect 6-14).
  + … if they secured a great success, they earn 80 XP and 4 points of Disrepute and Infamy (Respect 15+).

**NPCs**

**Avimar Sorrinash** / Creature 11

CE / Medium / Beast / Human / Humanoid / Werecreature

**Perception** +18; low-light vision, scent (imprecise) 30 feet

**Languages** Common; wolf empathy

**Skills** Acrobatics +19, Athletics +21 (+23 to Climb or Swim), Intimidation +18, Stealth +19, Survival +20, Sailing Lore +17

**Str** +8, **Dex** +4, **Con** +7, **Int** +0, **Wis** +5, Cha +1

**Wolf Empathy** (divination, primal) Avimar can communicate with lupines.

**Items** *+2 striking handwraps of mighty blows, +1 striking longsword, +1 hatchet*

**AC** 29; **Fort** +24, **Ref** +17, **Will** +20

**HP** 280; **Weaknesses** silver 10

**Attack of Opportunity** Reaction

**Speed** 25 feet

**Melee** 1Action claw +25 [+21/+17] (agile), **Damage** 2d6+14 slashing

**Melee** 1Action hatchet +24 [+20/+16] (agile, sweep, thrown 10 ft.), **Damage** 1d6+14 slashing

**Melee** 1Action jaws +25 [+20/+15], **Damage** 2d8+14 piercing plus curse of the werewolf

**Melee** 1Action longsword +24 [+19/+14] (versatile P), **Damage** 2d8+14 slashing

**Change Shape** 1Action (concentrate, polymorph, primal, transmutation) Human with fist +25 for 2d4+14 bludgeoning, or wolf with Speed 40 feet and jaws with Knockdown.

**Curse of the Werewolf** (curse, necromancy, primal) This curse affects only humanoids. Saving Throw DC 30 Fortitude save. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a werewolf until dawn. The creature is under the GM’s control and goes on a rampage for half the night before falling unconscious until dawn.

**Moon Frenzy** (polymorph, primal, transmutation) When a full moon appears in the night sky, Avimar must enter hybrid form, can’t Change Shape thereafter, becomes one size larger, increases his reach by 5 feet, and increases the damage of his jaws by 2. When the moon sets or the sun rises, Avimar returns to humanoid form and is fatigued for 2d4 hours.

**Pack Attack** Avimar’s Strikes deal 2d6 extra damage to creatures within reach of at least two of his allies.

**Cyclops Warrior** / Creature 8

LE / Large / Giant / Humanoid

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

**Languages** Common, Cyclops, Jotun

**Skills** Athletics +18, Intimidation +13, Survival +14, Fortune-telling Lore +16

**Str** +6, **Dex** -1, **Con** +3, **Int** +0, **Wis** +4, **Cha** +1

**Items** +1 striking greataxe, heavy crossbow (10 bolts), hide armor

**AC** 25; **Fort** +17, **Ref** +11, **Will** +16

**HP** 143

**Ferocity** Reaction

**Flash of Insight** FreeAction (divination, occult, fortune); **Frequency** once per day; **Trigger** The cyclops is about to roll a d20. **Effect** The cyclops peers into an occluded spectrum of possible futures. It gets a success (but not a critical success) on the roll instead of rolling.

**Speed** 30 feet

**Melee** 1Action greataxe +20 [+15/+10] (reach 10 feet, sweep), **Damage** 2d12+10 slashing

**Ranged** 1Action heavy crossbow +13 [+8/+3] (range increment 120 feet, reload 2), **Damage** 1d10+4 piercing

**Axe Sweep** 2Actions The cyclops makes a greataxe Strike and compares the attack roll to the AC of up to three foes, each of whom must be within its melee reach and adjacent to at least one other target. It rolls damage only once and applies it to each creature hit. A Sweep counts as two attacks for its multiple attack penalty.

**Daughters of Imerta** / Creature 7

CE / Large / Fiend / Humanoid

**Perception** +15; darkvision

**Languages** Common

**Skills** Acrobatics +17, Deception +17, Intimidation +15, Performance +17 (+19 singing)

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

**Items** morningstar

**AC** 25; **Fort** +13, **Ref** +17, **Will** +15; +1 status to all saves vs. magic

**HP** 108; **Resistances** fire 5; **Weaknesses** good 5

**Speed** 20 feet, fly 60 feet

**Melee** 1Action morningstar +15 [+10/+5] (versatile P), **Damage** 2d6+6 bludgeoning plus 1d6 evil and 1d6 fire

**Melee** 1Action talon +16 [+12/+8] (agile, finesse), **Damage** 2d6+6 slashing

**Captivating Song** 1Action (auditory, concentrate, enchantment, incapacitation, mental, primal) The harpy cries out an eerie, compelling melody. Each non-harpy creature within a 300-foot aura must attempt a DC 25 Will save to avoid becoming captivated by the harpy’s song. The effect lasts for 1 round, but if the harpy uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Captivating Song, that creature is temporarily immune to Captivating Songs for 24 hours.

**Success** The creature is unaffected.

**Failure** The creature is fascinated, and it must spend each of its actions to move closer  
 to the harpy as expediently as possible, while avoiding obvious dangers. If a  
 captivated creature is adjacent to the harpy, it stays still and doesn’t act. If  
 attacked by the harpy, the creature is freed from captivation at the end of the  
 harpy’s turn.

**Critical Failure** As failure, but if attacked by the harpy, the creature can attempt a new  
 save at the start of its next turn, rather than being freed at the end of the harpy’s  
 turn.

**Ederleigh Baines** / Creature 9

CN / Medium / Humanoid / Human

**Perception** +16

**Languages** Abyssal, Common, Cyclops, Polyglot

**Skills** Acrobatics +19, Athletics +14, Crafting +18, Deception +13, Stealth +19, Sailing Lore +16

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

**Items** leather armor, +1 striking shortsword, crossbow

**AC** 26; **Fort** +17, **Ref** +21, **Will** +14

**HP** 154; **Weaknesses** madness

**Madness** Ederleigh has lost his mind and is easily frightened. If Ederleigh ends his turn and is Frightened, he must succeed on a DC 11 flat check to decrease its value.

**Speed** 25 feet

**Melee** 1Action shortsword +22 [+18/+14] (agile, finesse, versatile S), **Damage** 2d6+10 piercing

**Ranged** 1Action crossbow +21 [+16/+11] (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

**Arcane Prepared Spells** DC 24, attack +16 ; **4th** confusion, dimension door; **3rd** haste, levitate, lightning bolt; **2nd** blur, invisibility, mirror image; **1st** feather fall, true strike (×2); **cantrips (4th)** acid splash, ghost sound, prestidigitation, shield, sigil

**Sneak Attack** Ederleigh's Strikes deal 2d6 extra precision damage to flat-footed creatures.

**Fargo Vitterande** / Creature 11

CE / Medium / Beast / Human / Humanoid / Werecreature

**Perception** +20; low-light vision, scent (imprecise) 30 feet

**Languages** Common, Halfling, Osiriani, Polyglot; rat empathy

**Skills** Acrobatics +22, Arcana +19, Athletics +18 (+20 to Climb or Swim), Deception +19,  
 Intimidation +19, Society +21, Stealth +22, Thievery +20, Sailing Lore +21

**Str** +3, **Dex** +7, **Con** +4, **Int** +6, **Wis** +3, **Cha** +2

**Rat Empathy** (divination, primal) The wererat can communicate with rodents.

**Items** +1 crossbow (20 bolts), leather armor, +1 striking shortsword

**AC** 30; **Fort** +17, **Ref** +24, **Will** +18

**HP** 236; **Weaknesses** silver 10

**Nimble Dodge** Reaction **Trigger** Fargo is targeted with a melee or ranged attack by an attacker he can see. **Effect** Fargo gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

**Melee** 1Action claw +24 [+20/+16] (agile, finesse), **Damage** 1d6+6 slashing

**Ranged** 1Action crossbow +25 [+20/+15] (range increment 120 feet, reload 1), **Damage** 1d8+6 piercing

**Melee** 1Action jaws +24 [+19/+14] (finesse), **Damage** 1d8+6 piercing plus curse of the wererat

**Melee** 1 Action shortsword +25 [+21/+15] (agile, finesse, versatile S), **Damage** 2d6+6 slashing

**Arcane Prepared Spells** DC 30, attack +21 ; **5th** charm, cloak of colors, suggestion ; **4th** blink, confusion, dimension door, illusory creature; **3rd** blindness, false life, haste, lightning bolt; **2nd** blood vendetta, invisibility (×2), see invisibility; **1st** jump, ray of enfeeblement, true strike (×2); **cantrips (5th)** daze, ghost sound, mage hand, message, shield

**Change Shape** 1Action (concentrate, polymorph, primal, transmutation) Human with fist +24 for 1d4+3 bludgeoning, or Small rat with Speed 30 feet, climb 10 feet.

**Curse of the Wererat** (curse, necromancy, primal) This curse affects only humanoids. **Saving Throw** DC 29 Fortitude save. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a wererat until dawn. The creature is under the GM’s control and goes on a rampage for half the night before falling unconscious until dawn.

**Moon Frenzy** (polymorph, primal, transmutation) When a full moon appears in the night sky, Fargo must enter hybrid form, can’t Change Shape thereafter, becomes one size larger, increases his reach by 5 feet, and increases the damage of his jaws by 2. When the moon sets or the sun rises, Fargo returns to humanoid form and is fatigued for 2d4 hours.

**Sneak Attack** Fargo deals 3d6 extra precision damage to flat-footed creatures.

**Tricky Spell** 1Action (concentrate, metamagic) Fargo has learned how to cast many of his spells without hand gestures or incantations. If Fargo's next action is Casting a Spell that has verbal or somatic components, he must attempt a Stealth check against one or more observers' Perception DCs. If he succeeds, the observers do not notice that he has cast a spell. He must still present any material components if the spell requires it.

**Giant Spyglass Octopus** / Creature 11

N / Huge / Animal / Aquatic

**Perception** +19; low-light vision

**Skills** Acrobatics +22, Athletics +26, Stealth +22

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

**AC** 31; **Fort** +22, **Ref** +20, **Will** +21

**HP** 195; **Resistances** cold 10

**Speed** 15 feet, swim 40 feet; compression

**Melee** 1Action arm +24 [+20/+16] (agile, reach 15 feet), **Damage** 2d8+12 bludgeoning plus Grab

**Melee** 1Action beak +24 [+19/+14], **Damage** 2d8+12 piercing plus giant octopus venom

**Compression** The octopus can move through a gap at least 2 feet wide without Squeezing, and can Squeeze through a gap at least 1 foot wide.

**Constrict** 1Action 1d8+12 bludgeoning

**Giant Octopus Venom** (poison); **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and flat-footed (1 round); **Stage 2** 3d6 poison damage, clumsy 1, and flat-footed (1 round); **Stage 3** 3d6 poison damage, clumsy 2, and flat-footed (1 round)

**Ink Cloud** 1Action The octopus emits a cloud of black 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 octopus can't use Ink Cloud again for 2d6 rounds.

**Jet** 2Action (move) The octopus moves up to 200 feet in a straight line through the water without triggering reactions.

**Writhing Arms** 2Action The giant octopus makes up to four Strikes with different arms, each against a different target. Each attack counts separately for the octopus’s multiple attack penalty, but the penalty doesn't increase the penalty until the octopus has made all the attacks. If the octopus subsequently uses the Grab action, it can Grab any number of creatures it hit with Writhing Arms.

Myskur "The Eel" Marquardt / Creature 12

NE / Small / Humanoid / Halfling

**Perception** +18; keen eyes

**Languages** Common, Draconic, Gnome, Halfling, Infernal, Polyglot

**Skills** Acrobatics +19, Arcana +20, Athletics +18 (+20 to Swim), Crafting +24 (+26 to Craft alchemical items), Nature +20, Stealth +19, Thievery +21, Sailing Lore +22

**Str** +2, **Dex** +5, **Con** +4, **Int** +6, **Wis** +2, **Cha** -1

**Keen Eyes** The Eel gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet. When he targets an opponent that is concealed or hidden from him, he reduces the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

**Infused Items** The Eel carries the following infused items, which last 24 hours or until the next time he makes his daily preparations: infused greater acid flasks (4), infused greater alchemist’s fires (4), infused greater antidote (2), infused greater darkvision (2), infused moderate elixir of life (4), infused reagents (8), infused shadow essence (2), infused moderate sea touch elixir (2).

**Items** *+1 leather armor, +1 striking shortsword,* alchemist's tools, formula book, *greater alchemist goggles*

**AC** 31; **Fort** +22, **Ref** +21, **Will** +18

**HP** 216

**Speed** 25 feet

**Melee** 1Action shortsword +24 [+20/+16] (agile, finesse, versatile S), **Damage** 2d6+8 piercing plus shadow essence

**Ranged** 1Action alchemical bomb +25 [+20/+15] (range increment 30 feet, splash), **Damage** varies by bomb

**Alchemical Formulas** (12th) greater acid flask, greater alchemist’s fire, greater antidote, greater darkvision elixir, moderate elixir of life, shadow essence, moderate sea touch elixir

**Expanded Splash** The Eel's bombs that have the splash trait deal 6 extra splash damage, and splash to 10 feet.

**Quick Alchemy** 1Action Cost 1 batch of infused reagents; **Effect** The Eel creates a single alchemical item from his formula book (see Alchemical Formulas). This item has the infused trait, but it remains potent only until the end of his next turn.

**Quick Bomber** 1Action The Eel Interacts to draw a bomb then Strikes with it.

**Paeta** / Creature 10

NE / Large / Beast / Ethereal

**Perception** +18; darkvision

**Languages** Aklo, Common, Cyclops

**Skills** Acrobatics +19 (+21 to Climb), Athletics +19, Intimidation +20, Stealth +21, Thievery +19

**Str** +7, **Dex** +5, **Con** +4, **Int** +1, **Wis** +2, **Cha** +8

**AC** 29; **Fort** +18, **Ref** +21, **Will** +16

**HP** 175

**Speed** 40 feet, climb 20 feet

**Melee** 1Action fangs +23 [+18/+13] (magical), Damage 1d10+11 piercing plus ether spider venom and Grab

**Ranged** 1Action web +21 [+16/+11] (magical, range increment 30 feet), Damage ethereal web trap

**Ether Spider Venom** (poison); **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round); **Stage 2** 2d6 poison damage, clumsy 2 and slowed (1 round); **Stage 3** 3d6 poison damage, clumsy 3 and slowed 2 (1 round)

**Ethereal Step** 1Action The ether spider shifts to either the Ethereal Plane or the Material Plane. The ether spider can remain on the Ethereal Plane indefinitely without ill effect. While there, it can see clearly onto the Material Plane with a range of 60 feet. On its first round in an encounter, the ether spider can use this ability once as a free action.

**Ethereal Web Trap** A creature hit by the ether spider’s web attack is immobilized and stuck to the nearest surface (Escape DC 28).

**Sneak Attack** Paeta's Strikes deal 2d6 extra precision damage to flat-footed creatures.

**Web Burst** 2Actions Frequency once per day; **Effect** The ether spider flings a gout of stored webs in a 30-foot cone. These webs can pass between the Material Plane and the Ethereal Plane. Each creature in the area is immobilized, as ethereal web trap, unless it succeeds at a DC 28 Reflex save.

**Sapphire Jellyfish** / Creature 11

N / Huge / Animal / Aquatic / Mindless

**Perception** +18; darkvision

**Skills** Acrobatics +20, Athletics +22, Stealth +20

**Str** +7, **Dex** +5, **Con** +7, **Int** -5, **Wis** +1, **Cha** -5

**AC** 28; **Fort** +24, **Ref** +22, **Will** +14

**HP** 265; **Immunities** electricity, mental, precision; **Resistances** bludgeoning 14, poison 14; **Weaknesses** piercing 7, slashing 7

**Speed** swim 20 feet

**Melee** 1Action tentacle +24 [+20/+16] (agile, reach 20 feet), **Damage** 2d10+11 plus jellyfish venom

**Electricity Blast** 2Action (electricity, evocation, primal) The jellyfish discharges a bust of electricity that deals 12d6 electricity damage in a 20-foot emanation. Each creature in the area must attempt a DC 30 Fortitude save. It can't use Electricity Blast again for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** Half damage, and the creature is stunned 1.

**Failure** Full damage, and the creature is stunned 1.

**Critical Failure** Double damage, and the creature is stunned 2.

**Jellyfish Venom** (poison); **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d8 poison damage and clumsy 1 (1 round); **Stage 2** 4d6 poison damage and clumsy 2 (1 round); **Stage 3** 3d10 poison damage and paralyzed (1 round)

**Squeeze** A giant jellyfish can fit into tight spaces as if it were a Medium creature. It can move at its full Speed while Squeezing.

**Traps**

**Dual Scythe Trap** / Hazard 9

*Simple* / *Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 29 (expert)

**Description** Ederleigh Baines constructed a special trap here by jury-rigging two scythelike blades to poles ready to swing into anyone entering the western door from the hallway.

**Disable** Thievery DC 29 (expert) to disable each blade

**AC** 28, **Fort** +19, **Ref** +15

**Hardness** 16, **HP** 62 (BT 31); **Immunities** critical hits, object immunities, precision damage

**Dual Scythes** Reaction (attack); **Trigger** The trip wire is pulled or severed. **Effect** Both blades swing down, each one attacking anyone entering through the door.

**Melee** scythe +25 (deadly 1d12), **Damage** 2d12+11 slashing; no multiple attack penalty

**Reset** The trap resets after 1 round.

**Misaligned Teleportation Circle** / Hazard 10

*Simple* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 32 (master)

**Description** This teleportation circle is out of attunement now, fractured by time.

**Disable** DC 32 Arcana (master) or DC 35 Craft (expert) to diagnose the problem and temporarily deactivate it for 1 hour

**Teleport** Reaction (magic); **Trigger** A creature stands in the center of the circle. **Effect** The circle erroneously attempts to teleport the creature, and all others within a 10-foot radius of the target. Each creature must attempt a DC 29 Will save.

**Critical Success** The target is unaffected.

**Success** The target is teleported 20 feet up and takes 10 damage from falling.

**Failure** The target is teleported several miles across the island and 100 feet up in the air above the forest and takes 50 damage from falling.

**Critical Failure** As a failure, but the target is teleported 200 feet up and takes 100 damage from falling.

**Reset** Recharges after 1 round.

**Pirate Shades Haunt** / Hazard 10

*Simple* / *Haunt*

**Complexity** Simple

**Stealth** DC 31 (trained)

**Description** a sudden change in the wind calls forth shadows to kill the living

**Disable** Religion DC 29 (master) to exorcise the spirits or the Eye of Serenity must be returned to Bikendi Otongu and his spirit allowed to possess someone in order for him to complete his dreaming ritual or by smashing the dreamstone after defeating Bikendi in combat

**Reaction Trigger** Living creature capable of dreaming are in the fort at night; **Effect** Cloying mists rise from the ground and the waters of the bay and a low moan keens on the wind. Five shades are called forth who can only be stopped by destroying them.

**Reset** Daily at sunset, any destroyed shades are reformed.

**Weakened Floor** / Hazard 10

*Simple* / *Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 34 (expert)

**Description** Walls and roof have fallen into a pile of debris that when weight is applied, collapses 30 feet.

**Disable** Architecture or Engineering Lore DC 27 (trained) or Crafting DC 32 (expert)

**Collapse** Reaction **Trigger** A creature walks onto the pile of debris. **Effect** The triggering creature falls in and takes falling damage (typically 15 bludgeoning damage) and must make a DC 33 basic Reflex save as they land on spikes and broken pilings, taking 4d10 piercing damage and 1d8 persistent bleed damage. That creature can not use the Grab an Edge reaction to avoid falling as there is too much sliding debris.

**Reset** Creatures can still fall into the hole, but it is no longer hidden.