permanent consumable cash

**Part 1 & Part 2**

Lv9 2x10th, 2x9th 2x10th, 2x9th, 2x8th 1,400 gp

**Part 3 & Part 4**

Lv10 2x11th, 2x10th 2x11th, 2x10th, 2x9th 2,000 gp

Party starts out at Lv9 in **Part 1** and should reach Lv10 before **Part 3**. Party then reaches Lv11 by the end of the adventure.

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**

The Island of Empty Eyes - **PCs Lv9**

**H:** x4 fire opals worth 50 gp each

**I:** *ring of lies (Lv10)*

**P:** a strongbox holds a jeweled scepter worth 30 gp, a coral statuette worth 12 gp, x9 diamonds worth 15 gp each, loose coins adding up to 44 gp, and a watertight scroll tube containing a *scroll of transmute rock and mud (Lv9)*, *scroll of quench (Lv9)*, x2 *scrolls of water breathing (Lv2)*

**Part 2**

The Abandoned Fort - **PCs Lv9**

**B6:** implements can be used to create x2 *sterling artisan’s tools (Lv3)*

**B8:** iron chest contains *jade bauble (Lv8)*, *potion of quickness (Lv8)*, *reddish orange elemental gem (Lv10)*, a spyglass, a bottle of fine wine worth 10 gp, and 26 gp, 350 sp

**B9:** holy symbol of Aroden is worth 135 gp to collectors

**B22:** Ederleigh Baines: *+1 striking shortsword (Lv4)*

**B31:** chamber vault consists of *+2 resilient chain shirt (Lv11)*, *greater healer’s gloves (Lv9)*, *oil of keen edges (Lv11)*, *potion of moderate resistance (Lv10)*, a ruby-studded scepter worth 40 gp, a silver tea set worth 9 gp, a gold ring worth 5 gp, x2 diamonds worth 50 gp each, x3 sapphires worth 25 gp each, x8 fire opals worth 10 gp each, x12 aquamarines worth 5 gp each, and 175 gp, 231 sp

**Part 3**

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

**G2:** x2 *+1 striking greataxe (Lv4)*

**G3:** x4 *+1 striking greataxe (Lv4)*

**G5:** *+1 dagger (Lv2)*

**G9:** *+1 striking trident (Lv4)*

**G10:** x3 *+1 striking greataxe (Lv4)***G11:** several ancient coins worth 25 gp

**G14:** x5 *+1 striking greataxe (Lv4)*

**G15:** x5 *+1 striking greataxe (Lv4)*

**G20:** x2 *+1 striking scythe (Lv4)*

**G22:** x2 *sight-theft grit (Lv9)*

**G23:** vault contains 1 Plunder (gems and relics), *greater mistform elixir (Lv10)*, *scroll of neutralize poison (Lv5)*, *scroll of phantasmal calamity (Lv11)*, *greater staff of conjuration (Lv10)*, gold necklace worth 50 gp, expensive vase worth 20 gp, x9 pearls worth 10 gp each, and 5 pp, 234 gp, 144 sp.

**Part 4**

Feast of Spoils - **PCs Lv10**

**Q2:** fire opal worth 30 gp

**Q5:** 10 Plunder (alcohol, gems, ivory, ceramic vases, and whale oil); *wand of false life (Lv5)*, *scroll of heroism (Lv5)*, *skeleton anchor (Lv9, see below)*, *mummified bat (Lv10)*, diamond worth 40 gp, jeweled headdress worth 28 gp, a jade necklace worth 9 gp, and a carved darkwood mask worth 11 gp.

**The Jester’s Grin:** 5 plunder (rum); Fargo Vitterande: *+1 striking shortsword (Lv4), +1 crossbow (Lv2);* Pirate Bodyguards*:* x4 *+1 composite longbow*

**Event 1:** *impossible bottle (Lv9, see below)*

**Event 2:** *scoundrel’s sword cane (Lv10, see below)*

**Event 4:** *triton’s conch (Lv9)*

**Event 6:** Avimar Sorrinash: *+2 striking handwraps of mighty blows (Lv10), +1 striking longsword (Lv4), +1 hatchet (Lv2).* Depending on what your party does here, they may or may not get these items. If they don’t acquire them, find another opportunity to give them a Lv10 permanent item as well as 67.5 gp as cash.

**The Slippery Eel:** *greater alchemist goggles (Lv11)*, *+1 leather armor (Lv5), +1 striking shortsword (Lv4)*

**NPCs**

**Avimar Sorrinash** *+2 striking handwraps of mighty blows (Lv10), +1 striking longsword (Lv4), +1 hatchet (Lv2)*

**Ederleigh Baines** *+1 striking shortsword (Lv4)*

**The Eel** *greater alchemist goggles (Lv11)*, *+1 leather armor (Lv5), +1 striking shortsword (Lv4)*

**Fargo Vitterande** *+1 striking shortsword (Lv4), +1 crossbow (Lv2)*

**New Items**

**Impossible Bottle** / Item 9

*Uncommon* / *Magical* / *Abjuration* / *Uncommon*

**Price** 650 gp

**Usage** placed in the captain’s quarters on a ship; **Bulk** L

This glass bottle holds an intricately detailed miniature sailing ship inside of it. When taken aboard an undamaged sailing vehicle at sea, the model slowly reconfigures itself to become a perfect replicata of the new ship over the course of 24 hours.

If the attuned vehicle would gain the broken condition, the model ship instead becomes broken. This does not restore the vehicle’s hit points, but it allows the vehicle to be used for its normal function and removes the broken condition. If the attuned vehicle begins sinking or is destroyed, the *impossible bottle* shatters and is destroyed. The model retains the broken condition until the vehicle it is attuned to is completely restored to full hit points. If the vehicle it is attuned to is repaired, but does not regain its full hit points, the model can not prevent the vehicle from gaining the broken condition again.

If the *impossible bottle* is removed from a vehicle it is attuned to, and is currently broken, the vehicle it was attuned to is immediately given the broken condition until its full hit points are restored.

**Scoundrel’s Sword Cane** / Item 10

*Magical* / *Divination* / *Invested*

**Price** 1,000 gp

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

This *+1 striking sword cane* has a hilt made of ivory and carved into a skull and partial backbone. The eyes atop the sword enhance the wielder’s awareness, and grant a +2 item bonus to Perception checks that involve sight. In addition, the weapon can be used to allow the wielder to safely peer over obstacles or around corners.

**Activate** 1Actionconcentrate, interact; **Effect** You see through the eyes of the skull on the hilt so long as you are holding it. While you are looking through the skull, you are Clumsy 2. If you drop the sword cane, you are blinded until you hold the weapon again. To end this effect, you must spend an action that has the concentrate trait to revert to your normal senses while holding the weapon.

**Skeleton Anchor** / Item 9

*Magical* / *Necromancy* / *Vehicle*

Price 575 gp

**Usage** as a ship’s anchor; **Bulk** 10

This anchor is crafted from fused bones and skulls, but with the hardness of iron. When attached to a ship by a rope or chain and dropped into the water, the anchor causes the vehicle to immediately stop.

The anchor, when lowered, can also be used to bring forth a grisly crew from the depths.

**Activate** 10 minutes command, concentrate, interact; **Frequency** Once per week; **Effect** The captain of the ship can summon forth drowned mariners to climb up the anchor and crew the vehicle. The anchor summons a number of skeleton guards (lv-1 *PB p.298)* equal to the level of the vehicle and they listen to commands given to them by anyone piloting the ship and holding the ship’s wheel. While they are summoned they have no weapons or armor, can not fight, and do nothing to defend themselves, they can only crew the vehicle and do not take part in combat. This skeletal crew remains for one week or until the pilot dismisses them, at which point they abandon the vehicle.

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