**Part 1**

Blood in the Water - **PCs Lv11**

The Theatre of Corruption

**Devilish Deception [Trivial 11, 40 XP]:** Barbed Devil (lv11 *hamatula, PB2 p.74)*.

**The Troupe [Moderate 11, 90 XP]:** Isawyn (lv10 *see below)*, Lady Nightshade (lv10 *see below)*, and Gorebeard Trench (lv10 *see below)*.

**Part 2**

Islands of the Damned - **PCs Lv11**

**Drowned Dead [Moderate-Impossible 11; 80-180 XP]:** x3 Elder Brykolakas (lv9 *weak vrykolakas master, PB2 p.276)* and x1d6 Lacedon/Aquatic Ghouls (lv9 *barnacle ghoul, P#159, p.83)*.

**A1 [Severe 11, 120 XP]:** x2 Elder Brykolakas (lv9 *weak vrykolakas master, PB2 p.276)* and x3 Lacedon/Aquatic Ghouls (lv9 *barnacle ghoul, P#159, p.83)*.

**A3 [Trivial 11, 10 XP]:** Alise Grogblud (lv7 *elite ship captain, GMG p.243)* and x6 Pirate Castaways (lv4 *elite bosun, GMG p.243)*.

**A4 [Low 11, 60 XP]:** Lakorian-Kriss (lv12 *kolyarut, PB p.10)*.

**A5 [Moderate 11, 80 XP]:** x4 Elder Brykolakas (lv9 *weak vrykolakas master, PB2 p.276).*

**Part 3**

The Black Tower - **PCs Lv12**

The Black Tower

**B2 [Hazard 12, 8 XP]:** Eye of Dagon (lv12 *polymorph trap, CRB p.535)* Turns the creature into a harmless aquatic creature in the hopes of asphyxiating the creature in its new form.

**B3 [Hazard 12, 8 XP]:** Curse of the Flesheaters (lv12 hazard, see below).

**B4 [Trivial 12, 42 XP]:** Yellow Mold (lv8 *yellow mold, CRB p.524)* and x2 Nygoth (lv10 *nygoth, PB2 p.214)*.

**B5 [Hazard 12, 8 XP]:** Breath of Dagon (lv12 hazard, see below).

**B7 [Moderate 12, 80 XP]:** Shrouded Queen (lv14 *augnagar, PB2 p.216)*.

**Aiger’s Heir [Low 12, 55 XP]:** Captain Valerande “Barracuda” Aiger (lv12 *elite privateer captain, CG p.119)* and Barracuda’s Officers (lv9 *ship’s officers, see below*)

**Part 4**

Harrigan Must Die - **PCs Lv12**

**Boarding the Wormwood [Moderate 12, 90 XP]:** Adelita Doloruso (lv12 *see below)*, Cacodaemon familiar (lv1 *cacodaemon, PB p.70)*, Kipper (lv9 *elite assassin, GMG p.211)*, Wormwood Officers (lv9 *ship’s officers, see below*), Riaris Krine (lv8 *elite gang leader, GMG p.249)*, and Patch Patchsalt (lv8 *elite drow hunter, P#165 p.82)* remove Medium, Drow & Elf trait, Light Blindness, Immunity to sleep, and Divine Innate Spellcasting; Add Small & Halfling trait, Attack of Opportunity (Reaction), and **Halfling Luck** FreeAction (fortune) **Frequency** once per day; **Trigger** Patch fails a skill check or a saving throw. **Effect** Patch rerolls the triggering check, but she must use the new result, even if it's worse.

**Gannet Island Reefs [Trivial 12, 40 XP]:** Sea Serpent (Lv12 *sea serpent, PB p.288)*.

**C [Low 12, 60 XP]:** Deep Tiger Anemone (Lv13 *see below)*.

**D1 [Low 12, 60 XP]:** x6 Smugglers (lv8 *elite hunter, GMG p.219)*.

**D4 [Low 12, 40 XP]:** x4 Scrag Savages (lv8 *two-headed troll, PB2 p.266)*.

**D9 [Moderate 12, 80 XP]:** x4 Norgorber Cultists (lv8 *see below)* and Mr. Clack (lv12 *see below)*.

**D10 [Trivial 12, 50 XP]:** x2 Norgorber Cultists (lv8 *see below)* and Luccaria (lv11 *see below)*.

**E1 [Trivial 12, 40 XP]:** x4 Smugglers (lv8 *elite hunter, GMG p.219)*.

**E2 [Trivial 12, 20 XP]:** x2 Smugglers (lv8 *elite hunter, GMG p.219)*.

**E3 [Trivial 12, 50 XP]:** Jake Razorbeak (lv10 *see below)* and x3 Smugglers (lv8 *elite hunter, GMG p.219)*.

**E5 [Trivial 12, 40 XP]:** Derghodaemon (lv12 *derghodaemon, PB2 p.59)*.

**E6 [Hazard 12, 12 XP]:** Poison Spikes (lv13 hazard, see below).

**F [Trivial 12, 40 XP]:** Gilbrok the Tongue (lv12 *see below)*.

**G1 [Trivial 12, 30 XP]:** x3 Erinyes (lv8 *erinyes, PB p.89)*.

**G2 [Trivial 12, 10 XP]:** Erinyes (lv8 *erinyes, PB p.89)*.

**G3 [Severe 12, 120 XP]:** Captain Barnabas Harrigan (lv15 *see below)*.

**Story Awards**

* The party earns 30 XP for recruiting a mercenary fleet - they can earn this award up to five times but only once per port.
* The party earns 80 XP for recruiting an ally’s fleet - up to three times.
* The party earns 10 XP for rescuing Alise and the other castaways.
* The party earns 60 XP for releasing the kolyarut from its contract.
* The party earns 60 XP for peacefully coming to an agreement with Captain Aigers.
* The party earns 30 XP for rescuing their old enemies from the prison in D5.
* The party earns 30 XP for rescuing Grok in D6.

**NPCs**

**Adelita Doloruso** / Creature 12

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

**Perception** +19

**Languages** Common, Cyclops, Infernal, Osiriani, Polyglot

**Skills** Acrobatics +20, Arcana +25, Athletics +18 (+20 to Swim), Intimidation +19, Nature +21, Sailing Lore +23

**Str** +0, **Dex** +4, **Con** +5, **Int** +7, **Wis** +3, **Cha** +1

**Items** *+1 striking wounding hook hand*, *oil of keen edges*

**AC** 30; **Fort** +19, **Ref** +22, **Will** +25

**HP** 156

**Speed** 25 feet

**Melee** 1Action hook hand +21 [+17/+13] (agile, disarm, finesse), **Damage** 2d4+6 piercing plus 1d6 persistent bleed

**Arcane Prepared Spells** DC 35, attack +27 ; **6th** *chain lightning* (×2), *fireball, teleport*; **5th** *cone of cold* (×2), *mariner's curse, wall of ice*; **4th** *dimension door, invisibility, phantasmal killer, wall of fire* ; **3rd** *fear, locate, vampiric touch, wall of wind*; **2nd** *darkness, dispel magic, invisibility, see invisibility*; **1st** *fleet step, magic missile, ray of enfeeblement, true strike*; **cantrips (6th)** *detect magic, electric arc, light, read aura, shield*

**Wizard School Spells** 2 Focus Points, DC 35 , attack +27; **6th** *elemental tempest, force bolt*;

**Drain Familiar** FreeAction **Frequency** Once per day; **Requirements** Adelita hasn’t acted yet on this turn. **Effect** Adelita expends the power stored in her cacodaemon familiar. This gives her the ability to cast one prepared spell she had already previously cast today, without spending a spell slot. She must still Cast the Spell and meet the spell’s other requirements.

**Enchanted Hook** 1Action (attack) If Adelita's last action was to cast a spell, she can make a Strike with her hook hand gaining a status bonus to the attack and damage roll equal to half the spell level's expended spell slot.

**Quickened Spell** FreeAction (Concentrate, Metamagic, Wizard); **Frequency** once per day; **Effect** If Adelita's next action is to cast a cantrip or a spell that is 4th level or lower, reduce the number of actions to cast it by 1 (minimum 1 action).

**Captain Barnabas Harrigan** / Creature 15

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

**Perception** +26

**Languages** Common

**Skills** Acrobatics +27, Athletics +27 (+29 to Swim), Deception +25 (+27 to Feint), Intimidation +27, Stealth +29, Sailing Lore +25

**Str** +6, **Dex** +8, **Con** +7, **Int** +2, **Wis** +5, **Cha** +4

**Items** *+2 greater striking mithral shortsword*, *+1 hatchet*, buckler, *bag of holding type 1*, *gloves of storing*, *howling skull armor*, x2 *moderate healing potions*, *greater healing potion*

**AC** 37 (38 with buckler raised); **Fort** +23, **Ref** +30, **Will** +27

**HP** 285

**Attack of Opportunity** Reaction

**Speed** 30 feet

**Melee** 1Action shortsword +31 [+27/+23] (agile, finesse, versatile S), **Damage** 3d6+14 piercing

**Melee** 1Action handaxe +30 [+26/+22] (agile, sweep), **Damage** 1d6+14 piercing

**Ranged** 1Action handaxe +30 [+26/+22] (agile, thrown 10 feet), **Damage** 1d6+8 piercing

**Blood in the Eyes** 2Action Harrigan makes a melee Strike with a slashing weapon. If Harrigan hits, the target suffers the normal effects of the Strike and makes a DC 36 Reflex save. Regardless of their save, they're temporarily immune until the battle ends.

**Critical Success** No effect.

**Success** They take 1d6 persistent bleed damage.

**Failure** They are dazzled until the beginning of Harrigan's next turn and take 1d6 persistent bleed damage.

**Critical Failure** They are blinded until the beginning of Harrigan's next turn and take 2d6 persistent bleed damage.

**Dread Striker** Any creature that has the frightened condition is also flat-footed against Harrigan's attacks.

**Sneak Attack** Harrigan's Strikes deal an additional 3d6 precision damage to flat-footed creatures.

**Deep Tiger Anemone** / Creature 13

*Uncommon* / *N* / *Gargantuan* / *Animal* / *Aquatic*

**Perception** +23; motion sense 60 feet, no vision

**Skills** Athletics +27 (+29 to Shove or Grapple), Stealth +23 (+25 to Hide in kelp or seaweed)

**Str** +8, **Dex** +4, **Con** +5, **Int** -5, **Wis** +4, **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** 33; **Fort** +26, **Ref** +21, **Will** +19

**HP** 289; **Immunities** mental, visual; **Resistances** bludgeoning 8, piercing 8, poison 16

**Speed** swim 5 feet

**Melee** 1Action tentacle +27 [+23/+19] (reach 20 feet, agile, poison), **Damage** 4d6+8 bludgeoning plus Grab and anemone poison

**Melee** 1Action bite +27 [+22/+17], **Damage** 4d12+8 bludgeoning plus Grab

**Anemone Poison** (poison); **Saving Throw** DC 34 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 4d6 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 45 on Deception checks and DCs to pass as a patch of ocean flora.

**Constrict** 1Action 3d6+8 bludgeoning, DC 34

**Swallow Whole** 1Action (attack) Huge, 2d12+8 bludgeoning, Rupture 28

**Whirlwind Attack** 2Action The anemone unleashes a whirlwind of attacks against its foes, making a single melee Strike with its tentacles against each opponent within reach.

**Gilbrok the Tongue** / Creature 12

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

**Perception** +19

**Languages** Aklo, Aquan, Boggard, Common, Cyclops, Osiriani, Polyglot

**Skills** Acrobatics +21, Arcana +24, Athletics +16 (+18 to Swim), Crafting +24, Intimidation +21, Nature +19, Survival +19

**Str** +2, **Dex** +5, **Con** +4, **Int** +8, **Wis** +5, **Cha** +3

**Items** x2 *dust of disappearance*, staff

**AC** 29; **Fort** +18, **Ref** +21, **Will** +25

**HP** 156

**Speed** 25 feet

**Melee** 1Action staff +18 [+13/+8] (two-hand 1d8), **Damage** 1d4+4 bludgeoning

**Primal Prepared Spells** DC 36, attack +28 ; **6th** *baleful polymorph, chain lightning, flesh to stone*; **5th** *cone of cold, control water, mariner's curse*; **4th** *air walk, freedom of movement, hydraulic torrent*; **3rd** *fear, lightning bolt, slow*; **2nd** *deafness, dispel magic, obscuring mist*; **1st** *air bubble, pet cache, tether*; **cantrips (6th)** *dancing lights, detect magic, electric arc, stabilize, read aura*

**Witch Hexes** 3 Focus Points, DC 36 , attack +28; **6th** *curse of death, elemental betrayal*, *phase familiar*; **cantrips (6th)** *wilding word*

**Familiar** Gilbrok's familiar is a monkey named Maka-ruku. Maka-ruku has a Speed of 25 feet, a climb Speed of 25 feet, and darkvision. Gilbrok has the lifelink and spell delivery master abilities.

**Frightful Tongue** Gilbrok can Demoralize with his twisting tongue. When he does so, Demoralize loses the auditory trait and gains the visual trait, and he doesn’t take a penalty if the creature doesn’t understand his language.

**Gorebeard Trench** / Creature 10

*Unique* / *CE* / *Medium* / *Humanoid* / *Human*

**Languages** Common, Polyglot

**Skills** Acrobatics +17, Athletics +22 (+24 to Jump or Swim), Intimidation +18, Performance +16

**Str** +8, **Dex** +3, **Con** +7, **Int** +1, **Wis** +4, **Cha** +2

**Items** +2 *greater striking handwraps of mighty blows*

**AC** 27; **Fort** +23, **Ref** +17, **Will** +20

**HP** 228

**Attack of Opportunity** Reaction

**Speed** 25 feet

**Melee** 1Action fist +22 [+17/+12] (grapple, magical, unarmed), **Damage** 3d10+14 bludgeoning

**Melee** 1Action throw anything +20 [+15/+10] (range 20 feet), **Damage** 3d6+14 bludgeoning

**Rage** 1Action As the barbarian class ability; AC 26, +17 Hit Points, +5 melee damage, gain Resistance piercing 10 and slashing 10

**Throw Anything** 1Action Gorebeard can use Interact to draw an improvised weapon, then Strike with it. Furthermore, when Gorebeard throws an improvised weapon, he does not take the –2 penalty for doing so, nor does he take a penalty for using a thrown improvised weapon with the nonlethal trait to make a lethal attack.

**Smear Beard** 1Action (emotion, fear, interact, mental, visual) If Gorebeard reduces a creature 0 hit points, he must make a DC 15 flat check. On a failed check, he must spend his very next action to smear his beard in the creature's blood. All creatures within 30 feet that can see this must make a DC 29 Will save.

**Critical Success** The target is unaffected.

**Success** The target is frightened 1.

**Failure** The target is frightened 2.

**Critical Failure** The target is frightened 3 and fleeing for 1 round.

**Isawyn** / Creature 10

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

**Perception** +19

**Languages** Common, Gnome, Goblin, Infernal, Polyglot

**Skills** Acrobatics +19, Deception +23, Diplomacy +21, Intimidation +21, Occultism +17, Performance +23, Society +17

**Str** +3, **Dex** +5, **Con** +2, **Int** +1, **Wis** +5, **Cha** +7

**Items** *+1 striking rapier*, buckler, composite shortbow (20 arrows), leather

**AC** 29 (30 with buckler raised); **Fort** +16, **Ref** +19, **Will** +21

**HP** 130

**All Eyes On Me** Reaction (Auditory, Emotion, Mental, Visual) If a creature within 30 feet of Isawyn attempts a Diplomacy, Intimidation, or Performance check against one of Isawyn's allies, she can immediately attempt her own Performance check. If the result of her check is higher than the triggering creature's Will DC, the target treats the result of their check as one degree of success worse.

**Speed** 25 feet

**Melee** 1Action rapier +18 [+13/+8] (deadly 1d8, disarm, finesse), **Damage** 2d6+9 piercing

**Ranged** 1Action composite shortbow +17 [+12/+5] (deadly d10, propulsive), **Damage** 1d6+7 piercing

**Occult Spontaneous Spells** DC 29, attack +21; **5th** *crushing despair, sound burst, synesthesia* (3 slots); **4th** *confusion, dimension door, seal fate* (3 slots); **3rd** *fear, haste, mind reading* (3 slots); **2nd** *dispel magic, final sacrifice, invisibility* (3 slots); **1st** *animate rope, fear, unseen servant, ventriloquism* (3 slots); **cantrips (5th)** *detect magic, light, mage hand, prestidigitation, read aura*

**Bard Composition Spells** 2 Focus Points, DC 29, attack +21; **5th** *counter performance*; **cantrips (5th)** *inspire courage, song of strength*

**Jakaw Razorbeak** / Creature 10

*Unique* / *NE* / *Medium* / *Humanoid* / *Tengu*

**Perception** +20; low-light vision

**Languages** Aquan, Common, Elven, Osiriani, Polyglot, Tengu

**Skills** Acrobatics +20, Deception +16, Intimidation +18, Nature +18, Stealth +22, Survival +20, Sailing Lore +17

**Str** +7, **Dex** +6, **Con** +5, **Int** +3, **Wis** +4, **Cha** +2

**Items** *+1 striking tengu gale blade*, *+1 striking khopesh*

**AC** 30; **Fort** +17, **Ref** +22, **Will** +20

**HP** 180

**Speed** 30 feet

**Melee** 1Action beak +23 [+18/+13] (finesse), **Damage** 1d6+7 piercing

**Melee** 1Action gale blade +24 [+20/+16] (agile, disarm, finesse), **Damage** 2d6+13 slashing

**Melee** 1Action khopesh +24 [+19/+14] (trip), **Damage** 2d8+13 slashing

**Warden Spells** 2 Focus Points, DC 26 ; **5th** *gravity weapon, ranger's bramble*;

**Double Slice** 2Action Jakaw makes two Strikes against the same target, one with his khopesh and one with his gale blade. Both Strikes count toward its multiple attack penalty, but the penalty doesn't increase until after he has made both attacks.

**Hunt Prey** 1Action (concentrate) Jakaw designates a single creature they can see and hear, or one they're Tracking, as their prey. Jakaw gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time Jakaw hits his designated prey in a round, he deals an additional 1d8 precision damage. These effects last until he uses Hunt Prey again.

**Lady Nightshade** / Creature 10

*Unique* / *NE* / *Medium* / *Humanoid* / *Urdefhan* / *Tiefling*

**Perception** +15; greater darkvision

**Languages** Abyssal, Aquan, Common, Gnome, Goblin, Infernal, Polyglot

**Skills** Acrobatics +19, Arcana +23, Performance +16, Society +19, Thievery +17

**Str** +3, **Dex** +5, **Con** +6, **Int** +7, **Wis** +3, **Cha** +2

**Items** amulet (bonded item), dagger, spellbook

**AC** 27; **Fort** +18, **Ref** +19, **Will** +21

**HP** 140 (negative healing); **Immunities** death effects, disease, fear; **Resistances** fire 7

**Necrotic Decay** (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 10d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 30 basic Fortitude save).

**Speed** 25 feet

**Melee** 1Action dagger +17 [+13/+9] (agile, finesse, versatile S), **Damage** 1d4+7 piercing

**Ranged** 1Action dagger +17 [+13/+9] (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

**Melee** 1Action jaws +15 [+11/+7] (agile), **Damage** 3d6+7 piercing plus wicked bite

**Arcane Prepared Spells** DC 31, attack +23 ; **5th** *blister, cloak of colors, hallucination, summon dragon*; **4th** *dimension door, fly, invisibility, phantasmal killer;* **3rd** *hypnotic pattern, invisibility sphere, lightning bolt, slow* ; **2nd** *dispel magic, illusory creature, mirror image, obscuring mist;* **1st** *floating disk, illusory disguise, illusory object, mending* ; **cantrips (5th)** *ghost sound, mage hand, prestidigitation, produce flame, shield*

**Wizard School Spells** 1 Focus Point, DC 31 , **5th** *warped terrain*;

**Drain Bonded Item** FreeAction **Frequency** Once per day; **Requirements** Lady Nightshade hasn’t acted yet on this turn. **Effect** Lady Nightshade expends the power stored in her amulet. This gives her the ability to cast one prepared spell she had already previously cast today, without spending a spell slot. She must still Cast the Spell and meet the spell’s other requirements.

**Wicked Bite** 1Action **Requirements** Lady Nightshade damaged a creature with a jaws Strike on her last action; **Effect** Lady Nightshade maintains contact, turning the creature's flesh translucent around the site of the injury. She chooses one of two options, each of which requires a DC 30 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

• **Drain Blood** Lady Nightshade drinks some of the creature's blood. On a failed save, the creature is drained 1 and she regains 5 HP (or, on a critical failure, it's drained 2 and she regains 10 HP).

• **Drain Vitality** (necromancy) Lady Nightshade draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

**Luccaria** / Creature 11

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

**Perception** +22

**Languages** Common

**Skills** Diplomacy +20, Intimidation +22, Medicine +22, Religion +22, Stealth +22, Torturing Lore +21

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

**Items** *+1 wounding striking shortsword*

**AC** 28; **Fort** +17, **Ref** +20, **Will** +24

**HP** 182

**Speed** 25 feet

**Melee** 1Aciton shortsword +21 [+17/+13] (agile, finesse, versatile S), **Damage** 2d6+9 piercing plus 1d6 persistent bleed

**Divine Prepared Spells** DC 34, attack +26 ; **6th** *blade barrier, harm* (×6), *repulsion, spiritual weapon*; **5th** *flame strike* (×2), *wall of flesh*; **4th** *air walk, invisibility, phantasmal killer*; **3rd** *fear, neutralize poison, vampiric touch*; **2nd** *darkvision, invisibility, silence*; **1st** *bane, illusory disguise, ray of enfeeblement*; **cantrips (6th)** *chill touch, detect magic, guidance, read aura, shield*

**Domain Spells** 3 Focus Points, DC 34 , attack +26; **6th** *forced quiet, trickster's twin, sudden shift;*

**Lingering Rot** A creature that fails a saving throw and takes negative damage from Luccaria's spellcasting also takes 2d6 persistent negative damage.

**Selective Harm** When Luccaria casts *harm*, and it affects creatures in an area, she can designate six creatures to not be targeted by the spell.

**Mr. Clack - Spiny Eurypterid** / Creature 12

*Unique* / *N* / *Huge* / *Animal*

**Perception** +22; darkvision, tremorsense (imprecise) 60 feet

**Skills** Arcana +23, Stealth +25

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

**AC** 33; **Fort** +21, **Ref** +25, **Will** +18

**HP** 210

**Attack of Opportunity** Reaction Stinger only.

**Spiny Carapace** A creature grabbed by Mr. Clack takes 2d6 piercing damage at the start of that creature's turn.

**Speed** 40 feet

**Melee** 1Action pincer +25 [+21/+17] (agile, finesse, reach 10 feet), **Damage** 2d6+9 piercing plus 2d6 persistent bleed and Improved Grab

**Melee** 1Action stinger +25 [+20/+15] (fatal d12, finesse, reach 10 feet), **Damage** 4d8+9 piercing plus Spiny Eurypterid venom

**Constrict** 1Action 2d6+9 bludgeoning, DC 33

**Spiny Eurypterid Venom** (poison); **Saving Throw** Fortitude DC 33; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 2 (1 round); **Stage 3** 4d6 poison damage and enfeebled 3 (1 round)

**Norgorber Cultists** / Creature 8

*Uncommon* / *LE* / *Medium* / *Humanoid* / *Human*

**Perception** +20

**Languages** Common

**Skills** Arcana +14, Medicine +16, Religion +18, Stealth +16, Torturing Lore +14

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

**Items** *+1 striking shortsword*

**AC** 24; **Fort** +13, **Ref** +16, **Will** +20

**HP** 121

**Speed** 25 feet

**Melee** 1Action shortsword +17 [+13/+9] (agile, finesse, versatile S), **Damage** 2d6+7 piercing

**Divine Prepared Spells** DC 28, attack +20 ; **4th** *enervation, harm* (×4), *heal, phantasmal killer*; **3rd** *fear, heal, vampiric touch*; **2nd** *darkvision, invisibility, silence*; **1st** *harm, illusory disguise, ray of enfeeblement*; **cantrips (4th)** *daze, divine lance, guidance, light, stabilize*

**Domain Spells** 2 Focus Points, DC 28 , attack +20; **4th** *death's call, eradicate undeath*;

**Flay** 1Action The cultist makes a Strike against an animal or humanoid. On a success, if the cultist deals slashing damage, they deal an additional 1d6 persistent bleed damage as they slice a large strip of flesh from the target.

**Selective Harm** When the cultist casts *harm*, and it affects creatures in an area, the cultist can designate three creatures to not be targeted by the spell.

**Ship’s Officers** / Creature 9

*Uncommon* / *CN* / *Gargantuan* / *Humanoid* / *Human*

**Perception** +18

**Languages** Common

**Skills** Acrobatics +16, Athletics +19, Intimidation +17, Sailing Lore +16

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

**AC** 28; **Fort** +21, **Ref** +14, **Will** +18

**HP** 156 (16 squares); **Thresholds** 104 (12 squares), 52 (8 squares); **Weaknesses** area damage 12, splash damage 6

**Bravery** When the ship's officers roll a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

**Troop Defenses**

**Speed** 25 feet; troop movement

**Crossbow Volley** 2Actions The ship's officers draw or reload their crossbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 4d8 piercing damage (DC 26 basic Reflex save). When the ship's officers are reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

**Cutlass Clamber** 1Action to 3Actions **Frequency** once per round; **Effect** The ship's officers engage in a coordinated melee attack against each enemy within 5 feet, with a DC 26 basic Reflex save. The damage depends on the number of actions.

1Action 2d6 piercing or slashing damage

2Actions 2d6+10 piercing or slashing damage

3Actions 3d6+10 piercing or slashing damage

**Form Up** 1Action

**Troop Movement** Whenever the ship's officers Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the officers enters difficult terrain, the extra movement cost applies to all the officers.

**Sea Legs** Ship's officers ignore difficult terrain (but not greater difficult terrain) caused by water.

**Traps**

**Breath of Dagon** / Hazard 12

*Simple* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 33 (expert) realizes that the heads can be rotated, requires DC 38 (master) to notice it is a trap

**Description** Two statues guard the door, their heads looking at the door.

**Bypass** Rotate the heads so they are no longer looking at each other

**Disable** Thievery DC 32 (master) to drain one of the statue’s power harmlessly, or *dispel magic* (6th level; counteract DC 30) to counteract one of the statues

**AC** 36; **Fort** +25, **Ref** +19

**Hardness** 20, **HP** 84 (BT 42); **Immunities** critical hits, object immunities, precision damage

**Leak** Reaction (curse, necromancy*)*; **Trigger** Anyone walks between the gazes of the two statues or attempt to destroy the statues, the statues can detect invisible creatures. **Effect** The statues begin weeping and water pours from their mouth, all creatures in the area are subjected to the Breath of Dagon curse. If only one statue works or only one head is rotated away, each creature gains a +2 circumstance bonus to their saving throw.

**Breath of Dagon** (curse, necromancy) **Saving Throw** DC 34 Fortitude; **Stage 1** sickened 2 (1 minute); **Stage 2** sickened 3 (1 minute); **Stage 3** drowning (1 minute)

**Reset** The statue heads automatically rotate back after 1 minute.

**Curse of the Flesheaters** / Hazard 12

*Simple* / *Magical* / *Trap*

**Complexity** Simple

**Stealth** DC 35 (expert) to notice that there is a hidden compartment for the serpentine heart to be placed in;

**Description** This statue of a man being devoured by serpents must be pushed aside in order to descend a pair of hidden stairs below it, the hidden compartment is located where its heart would be.

**Bypass** The serpentine heart is placed inside the compartment, it then slides away to reveal the stairs and no further effect happens

**Disable** Thievery DC 36 (master) to drain the statue’s power harmlessly, or *dispel magic* (6th level; counteract DC 30) to counteract the statue, or Religion DC 33 (expert) to repeat words or phrases to fool the statue into thinking that the individual worships Dagon

**AC** 36; **Fort** +25, **Ref** +19

**Hardness** 21, **HP** 82 (BT 41); **Immunities** critical hits, object immunities, precision damage

**Screech** Reaction (curse, mental); **Trigger** the statue is slid aside with force or someone bypasses the statue to the stairs below it without first placing the serpentine heart within it. **Effect** The statue screeches loudly as if the worms depicted on it come to life, all creatures in the area must make a DC 33 Will save unless they are worshipers of Dagon or if one of them fooled the statue into thinking they are.

**Critical Success** No effect;

**Success** The target is enfeebled 1 for 1 hour;

**Failure** The target is enfeebled 2 for 24 hours and afflicted with the curse of the flesheaters at stage 1;

**Critical Failure** The target is enfeebled 3 for 24 hours and afflicted with the curse of the flesheaters at stage 2.

**Curse of the Flesheaters** (death, curse); **Stage 1** enfeebled 2 and drained 1 (1 day); **Stage 2** enfeebled 3 and drained 2 (1 day); **Stage 3** enfeebled 3, drained 2, and doomed 1 (1 day); **Stage 4** enfeebled 3, drained 3, and doomed 2).

**Poison Spikes** / Hazard 13

*Simple* / *Mechanical* / *Trap*

**Complexity** Simple

**Stealth** DC 40 (master)

**Description** Six poisoned spikes jut out of the walls and floor, pointed inward to impale the triggering creature.

**Disable** Thievery DC 32 (master) to disable the spikes

**AC** 31; **Fort** +26, **Ref** +20

**Hardness** 21, **HP** 86 (BT 43); **Immunities** critical hits, object immunities, precision damage

**Jut** Reaction (attack); **Trigger** Treasury is opened without key or it is jostled roughly. **Effect** Six poisoned spikes shoot out, targeting the creature in front of the treasury door.

**Melee** spikes +31, **Damage** 2d12+10 piercing plus purple worm venom *(CRB, p.553)*

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