permanent consumable cash

**Part 1 & Part 2**

Lv11 2x12th, 2x11th 2x12th, 2x11th, 2x10th 2,800 gp

**Part 3 & Part 4**

Lv12 2x13th, 2x12th 2x13th, 2x12th, 2x11th 4,000 gp

Party starts out at Lv11 in **Part 1** and should reach Lv12 before **Part 3**. Party then reaches Lv13 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**

Blood in the Water - **PCs Lv11**

**Issue #1:** On a vote of Aye, the party is awarded 800 gp; On a vote of Nay, the party is awarded 200 gp (If the party is outvoted, you should ensure that the party has a chance to earn the additional 600 gp.)

**Issue #3:** While this doesn’t immediately affect the party, it will mean that they lose 20% of their treasure from the Black Tower if they vote Aye unless they are willing to make Avimar an enemy.

**Issue #4:** On a vote of Aye, the party can earn 200 gp for the bounty of Scags Rotgram (On a vote of Nay or the party doesn’t cash the bounty in, find another chance to award the 200 gp.)

**Devilish Deception:** *spell scroll of 4th-level invisibility (Lv7)*

**The Troupe:** Isawyn: *+1 striking rapier (Lv4)*; Gorebeard: *+2 greater striking handwraps of mighty blows (Lv12)*; 300 gp in loose coins and jewelry

**Part 2**

Islands of the Damned

**A3:** *+1 rapier (Lv2)*

**A4:** *+1 striking bastard sword (Lv4)* or if the party successfully release the kolyarut, an inevitable delivers to them a lacquered wooden box worth 50 gp and contains a *7th-level scroll that allows them to summon a zelekhut as if they had cast the summon animal spell (Lv13)* [This is supposed to be the kolyarut, but that would require a *9th-level scroll (Lv17)* and so it was adjusted to better match the Wealth By Level in the CRB.]

**A5:** 5 Plunder; secret stash contains 12 pp, a well-carved ivory statuette of two entwined succubi worth 50 gp, x3 bottles of fine spiced Sargavan rum worth 25 gp each, x2 *greater antiplague (Lv10), greater healing potion (Lv12),* and *bottled air (Lv7)*.

**Part 3**

Black Tower **- PCs Lv12**

**B2:** 6-inch-diameter serpentine heart is worth 75 gp and weighs 1 bulk

**B4:** Each of the statue’s four eyes is an emerald worth 100 gp

**B6:** *+2 greater shadow resilient leather armor (Lv11)*, *ring of swimming (Lv12)*, and *ring of climbing (Lv12)*

**B7:** set of tiny but elaborate statuary of horrifying deep-sea creatures from whalebone and coral worth 100 gp, 10 clay amphoras filled with assorted pearls and gold and silver ingots worth a total of 200 gp, and a crystalline case containing x6 ampoules filled with blood samples from Azlanti kings worth 175 gp, golden tiara is an eldritch work of art worth 240 gp, *Aiger’s kiss (artifact, see below).*

**Aiger’s Heir:** 8 Plunder; *+1 striking rapier (Lv4)*, *scroll of remove fear (Lv3)*, *+1 chain shirt (Lv5)*, *+1 crossbow (Lv2)* (100 bolts), x2 *moderate healing potion (Lv6)* [If the player’s peacefully resolve this, they won’t earn these items and potentially not the Plunder. In this case, find a place where you can award them an additional 147.5 gp and 8 Plunder]

Depending on how the vote for Issue #3 went, the party might owe Avimar 20% of everything they scavenged.

**Part 4**

Harrigan Must Die - **PCs Lv12**

**Boarding the Wormwood:** 5 Plunder; Kipper: *+1 striking composite shortbow (Lv4)* (20 arrows), *+1 rapier (Lv2)*, *invisibility potion (Lv4)*, x3 *giant centipede venom (Lv1)*, *lesser darkvision elixir (Lv2)*; Krine: *+1 shortsword (Lv2), minor healing potion (Lv1)*; Patch: *+1 composite longbow (Lv2)*; Adelita: *+1 striking wounding hook hand (Lv7)*, *oil of keen edges (Lv11), mutineer’s bane earring (Lv13, see below)*

Gannet Island

**C:** 3 pp and 53 gp in loose coins, *ring of fire resistance (Lv6)*

**D1:** x6 *+1 composite longbow (Lv2)*

**D6:** *+1 striking whip (Lv4)*, x8 *lesser acid flask (Lv3)*, x2 *greater acid flask (Lv11)*, set of bone chisels worth 13 gp, set of adamantine torture needles worth 20 gp, and a cabinet containing x15 *minor healing potions (Lv1)* and *7th-level scroll of regenerate (Lv13)*

**D9:** small niche contains x2 *4th-level scroll of restoration (Lv7)*, *incense of distilled death (Lv12)*, *oil of repulsion (Lv11)*, and an iron key to D6; x4 *+1 striking shortsword (Lv4)*

**D10:** 10 tomes each worth 35 gp; x2 *+1 striking shortsword (Lv4), +1 wounding striking shortsword (Lv7)*

**E1:** x4 *+1 composite longbow (Lv2)*

**E2:** x2 *+1 composite longbow (Lv2)*

**E3:** x3 *+1 composite longbow (Lv2),* footlockers contain an assortment of gems, coins, and jewelry worth a total of 250 gp; Jakaw: *+1 striking tengu gale blade (Lv4)*, *+1 striking khopesh (Lv4)*

**E4:** dagger fitted with garnets and amethysts worth 80 gp

**E5:** 12 Plunder

**E6:** Coins and jewelry worth a total of 270 gp

**F:** x2 *dust of disappearance (Lv9)*

**G1:** x3 *+1 striking composite longbow (Lv4)*

**G2:** *+1 striking composite longbow (Lv4)*, x6 crystal decanters each worth 25 gp, x24 unopened bottles of alcohol each worth 10 gp

**G3:** *skyrocket crossbow (Lv13, see below)*, *+2 greater striking mithral shortsword (Lv12)* with a gem-studded ivory hit worth, darkwood ship’s wheel bearing carvings of wrestling sahuagin and mermaids worth 95 gp, and a skull with a jaw full of gold teeth, each carved with a different demonic rune and is the skull of a notorious pirate named Wretched Baxus and is worth 63 gp, x3 *greater antiplague (Lv6)*, and *greater healing potion (Lv12)*; Captain Harrigan: *bag of holding type 1 (Lv4)*, *howling skull armor (Lv12, see below)*, *gloves of storing (Lv7),* x2 *moderate healing potion (Lv6), +1 hatchet (Lv2), greater healing potion (Lv12), mariner’s eye patch (Lv11, see below)*

**Aiger’s Kiss** / Artifact 20

*Unique* / *Artifact* / *Magical* / *Invested*

This is a *+3 greater striking shortsword* when used against creatures native to the material plane. When used against elementals or creatures from the inner planes, it becomes a *+3 major striking shortsword*, and against fiends, celestials, or creatures from the outer planes, it becomes a *+4 major striking shortsword*.

**Activate** (AA) Interact; **Frequency** Three times per day; **Effect** The sword casts *dimensional anchor* spell, it uses your class DC or your spell DC (whichever is higher).

**Activate** (AAA) Interact; **Frequency** Once per year; **Effect** The sword can be plunged into an extraplanar portal, immediately placing the portal under the effects of the *dimensional lock* spell so long as the weapon is left in the portal.

**Destruction** If Aiger’s Kiss is used to attempt to seal a planar rift from the Material Plane to an extraplanar realm under Norgorber’s control, the sword is immediately destroyed and the planar rift is unharmed—in fact, doing so immediately summons the herald of Norgorber to the site to claim the fragments of the sword and punish those who destroyed it.

**Howling Skull Armor** / Item 12

*Abjuration* / *Enchanted* / *Invested* / *Magical* / *Uncommon*

**Usage** worn armor; **Bulk** 1

**Price** 2,000 gp

This *+2 resilient studded leather armor* is decorated with metal skulls and grants a +2 item bonus to Intimidation checks.

**Activate** (AA) Interact; **Frequency** Once per day; **Effect** The armor casts a 3rd-level *fear* spell with a DC of 31.

**Mariner’s Eye Patch** / Item 11

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

**Usage** worn eyepiece; **Bulk** L

**Price** 1,400 gp

This pirate’s eye patch features jewels set into a leather patch. While wearing the eye patch, you gain a +2 item bonus to Perception checks.

**Activate** (AA) Interact; **Frequency** Once per day; **Effect** The eye patch casts a 5th-level *see invisibility* spell.

**Mutineer’s Bane Earring** / Item 13

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

**Usage** worn earring; **Bulk** L

**Price** 3,000 gp

This magic earring helps the wearer begin to hear the first mutterings of mutiny.

**Activate** (AAA) Interact; **Frequency** Once per day; **Effect** All creatures within a 30 foot emanation of the earring are targeted by a 3rd-level *mind reading* spell, and the save DC is 30. If the creature has mutinous thoughts towards the wearer of the earring, they suffer a -2 item penalty on the saving throw.

If the earring is worn by a commodore, they can use this ability twice per day.

**Skyrocket Crossbow** / Item 13

*Fire* / *Evocation* / *Magical* / *Uncommon*

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

**Price** 2,750 gp

This *+2 greater striking hand crossbow* is decorated with the golden head of an osprey, sea eagle, or other avian creature.

**Activate** (AA) Interact; **Frequency** Three times per day; **Effect** The crossbow casts a 5th-level *fireball* spell using the range of the crossbow, the save DC is 32.

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