**Part 1**

The Chelish Armada - **PCs Lv13**

**First Contact [Low 13, 55 XP]:** x4 Magaav (lv9 *see below)* and Magaav Commander (lv10 *elite, see below)*.

**Second Wave [Trivial 13, 40 XP]:** x4 Drowning Devils (lv9 *elite sarglagon, PB2 p.72)*.

**Abrogail’s Fury [Medium 13, 75 XP]:** Admiral Druvalia Thorne (lv13 *see below)*, Paralictor Valeria Asperixus (lv11 *hellknight paravicar, CG p.121)*, and Chelish Officers(lv10 *elite ship’s officers, see below)*.

**Part 2**

Storming Fort Hazard - **PCs Lv13**

Seaside Warehouse

**D1 [Trivial 13, 40 XP]:** Iron Golem (lv13 *iron golem, PB p.188)*.

**D2:** x6 Warehouse Workers (lv-1 *merchant, GMG p.244)*.

**D4 [Trivial 13, 40 XP]:** x4 Pirate Guards (lv9 *weak, see below)*.

Forgotten Crypts

**E4 [Low 13, 70 XP]:** x7 Duppies (lv9 *dread wraith, PB2 p.298)*.

**E5 [Low 13, 60 XP]:** x4 Draugr Pirate Captains (lv10 *see below)*.

Hurricane King’s Redoubt

**F2 [Moderate 13, 80 XP]:** Cannon Golem (lv15 *see below)*.

**F4 [Trivial 13, 40 XP]:** x4 Pirate Bombers (lv9 *weak, see below)*.

**F7 [Trivial 13, 44 XP]:** x4 Pirate Snipers (lv9 *weak, see below)*, Chamber of Blades Trap (lv9 hazard*,* see below), and Firedrake Trap (lv9 hazard*,* see below).

**Part 3**

The Sea Caves of Lucrehold - **PCs Lv13**

**G [Trivial 13, 40 XP]:** Brinebones (lv13 *see below)*.

Bastion

**H1 [Trivial 13, 40 XP]:** x4 Wereshark Pirates (lv9 *weak wereshark pirate, see below)*.

**H3 [Trivial 13, 20 XP]:** Captain Horrus Riptooth (lv11 *elite wereshark pirate, see below)*.

**I [Trivial 13, 40 XP]:** x2 Giant Piscodaemon (lv10 *elite piscodaemon, PB2 p.58)* Increase size to large.

Hurricane King’s Residence - **PCs Lv14**

**K1 [Low 14, 70 XP]:** Kirrian “Sweetlips” Vortheen (lv10 *see below*), x2 Pirate Guards (lv10 *elite, see below)*, and x4 Wereshark Pirates (lv10 *see below)*.

**K3 [Hazard 14, 3 XP]:** Chamber of Poisoned Blades Trap (lv11 hazard, see below).

**K4 [Low 14, 60 XP]:** x2 Pirate Boatswain (lv10 *see below)* and Tsadok Goldtooth (lv14 *see below*).

**K7 [Hazard 14, 8 XP]:** Deadly Harpoon Trap (lv14 hazard, see below).

**K10 [Low 14, 60 XP]:** x2 Aurumvorax (lv10 *elite aurumvorax, PB2 p.29)* and Hyapatia (lv14 *see below*).

**K12 [Hazard 14, 2 XP]:** Teleportation Circle Trap (lv10 hazard, see below).

**M [Trivial 14, 40 XP]:** x4 Pirate Guards (lv10 *see below*), Averine (lv1 *barkeep, GMG p.238)*, and x8 Barmaids (lv-1 *server, GMG p.238)*.

**N:** Bloody Belitta (lv5 *despot, GMG p.248*), Parbuckle (lv3 *jailer, GMG p.233*), and x4 Prisoners (lv0 *dockhand, GMG p.222*).

**O [Trivial 14, 40 XP]:** x2 Pirate Bombers (lv10 *see below*) and x2 Pirate Snipers (lv10 *see below*).

**P [Trivial 14, 40 XP]:** x4 Dire Sharks (lv10 *elite megalodon, PB p.291*).

**Clearing the Deck [Low 14, 60 XP]:** x2 Pirate Guards (lv10 *see below)*, Omara Culverin (lv12 *see below*), Pirate Sniper (lv10 *see below*), Powderpot (lv10 *see below*).

**Last Stand [Extreme 14, 160 XP]:** Kerdak Bonefist (lv18 *see below*).

**NPCs**

**Admiral Druvalia Thrune** / Creature 13

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

**Perception** +27

**Languages** Common, Infernal

**Skills** Athletics +23, Deception +22, Diplomacy +22, Intimidation +24, Religion +25 (+27 to Recall Knowledge on Devils), Sailing Lore +24, Society +22, Stealth +23, Survival +23

**Str** +4, **Dex** +6, **Con** +5, **Int** +3, **Wis** +8, **Cha** +3

**Items** *+1 resilient fortification breastplate*, *+1 striking mace*, *crossbow of retribution* (*+2 greater striking repeating heavy crossbow*, 4 magazines), silver unholy symbol of Asmodeus, spell component pouch, spyglass

**AC** 34; **Fort** +21, **Ref** +26, **Will** +24

**HP** 221

**Speed** 25 feet

**Melee** 1Action mace +22 [+17/+12] (shove), **Damage** 2d6+10 bludgeoning

**Melee** 1Action repeating crossbow +26 [+21/+16] (range increment 120 feet, reload 0 [3 to reload magazine], repeating), **Damage** 3d10+12 piercing plus 1d8 additional damage against humans

**Divine Prepared Spells** DC 31, attack +23 ; **6th** *flame strike*, *repulsion*; **5th** *command*, *flame strike* (×2); **4th** *enervation*, *freedom of movement*, *spiritual weapon*; **3rd** *fear*, *heal*, *heroism*; **2nd** *blood vendetta*, *see invisibility*, *silence*; **1st** *bane*, **command**, **detect poison**; **cantrips (6th)** *detect magic*, *divine lance*, *guidance*, *read aura*, *shield*

**Reload!** 1Action (Interact) Druvalia hands her crossbow off to an ally, forcing them to reload her weapon for her. They drop everything they are holding and must use their reaction to grab the weapon and spend their next three actions reloading the weapon for her, handing it back to her as part of their three actions.

**Storm of Arrows** 3Actions Druvalia makes up to five Strikes with her crossbow, each against a different target. Druvalia’s multiple attack penalty doesn’t increase until after all the attacks have been made.

**Brinebones** / Creature 13

*Unique* / *NE* / *Gargantuan* / *Dragon* / *Amphibious* / *Mindless* / *Undead* / *Water*

**Perception** +23; darkvision

**Skills** Athletics +26 (+28 to Swim), Intimidation +23

**Str** +9, **Dex** +3, **Con** +8, **Int** -5, **Wis** +4, **Cha** +3

**AC** 32; **Fort** +23, **Ref** +22, **Will** +19

**HP** 222 (negative healing); **Immunities** death effects, disease, electricity, mental, paralyzed, poison, unconscious; **Resistances** cold 8, fire 8, piercing 8, slashing 8

**Electricity Aura** (aura, electricity) 10 feet, 1d10 electricity damage. Brinebones can turn this aura on or off using a single action, which has the concentrate trait, and it can choose to not affect allies with the aura.

**Shocking Death** When brinebones is destroyed, it erupts in a burst of electricity. Adjacent creatures take 9d10 electricity damage with a DC 33 basic Reflex save.

**Speed** 40 feet, swim 50 feet

**Melee** 1Action bite +26 [+21/+16] (electricity, magical, reach 15 feet), **Damage** 2d10+9 piercing plus 1d10 electricity

**Melee** 1Action claw +26 [+22/+18] (agile, electricity, magical, reach 10 feet), **Damage** 2d6+9 slashing plus 1d10 electricity

**Melee** 1Action tail +26 [+21/+16] (electricity, magical, reach 15 feet), **Damage** 1d8+9 bludgeoning plus 1d10 electricity

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

**Cannon Golem** / Creature 15

*Uncommon* / *N* / *Large* / *Construct* / *Golem* / *Mindless*

**Perception** +23; darkvision

**Skills** Athletics +32

**Str** +9, **Dex** +6, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

**Items** 20 cannonballs

**AC** 37; **Fort** +29, **Ref** +26, **Will** +22

**HP** 225; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 15 (except adamantine)

**Golem Antimagic** harmed by fire (7d10, 2d10 from areas and persistent damage); healed by electricity (area 2d10 HP); slowed by water

**Vulnerable to Heat Metal** Casting heat metal on the golem causes its cannon to instantly backfire, the golem takes 7d10 damage and is stunned 1 for 1d4 rounds.

**Speed** 25 feet

**Melee** 1Action fist +28 [+23/+18] (magical, reach 10 feet), **Damage** 3d10+15 bludgeoning

**Ranged** 1Action cannon +25 [+20/+15] (fatal d12, magical, range increment 100 feet, reload 1, versatile B), **Damage** 4d8+15 piercing

**Alloyed** The golem's Strikes are adamantine, cold iron, and silver.

**Bombard** 2Actions The golem fires its cannon, aiming at the ground. It impacts in a 10-foot burst within 100 feet that deals 6d8 bludgeoning damage (DC 37 basic Reflex save). A creature that fails the save is knocked back 10 feet and falls prone.

**Draugr Pirate Captain** / Creature 10

*Uncommon* / *CE* / *Medium* / *Undead* / *Water*

**Perception** +16; darkvision

**Languages** Common, Polyglot; can't speak any languages

**Str** +8, **Dex** +3, **Con** +5, **Int** -1, **Wis** +2, **Cha** +2

**The Sea's Revenge** (curse, divine, necromancy) A creature that slays a draugr is subjected to a *mariner's curse* spell with a save DC of 29. The curse ends if the draugr is buried in a calm sea or after 1 week passes.

**Items** *+1 striking greatsword*

**AC** 29; **Fort** +21, **Ref** +17, **Will** +17

**HP** 220 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 10; **Weaknesses** positive 13

**Speed** 25 feet, swim 25 feet

**Melee** 1Action greatsword +22 [+17/+12] (versatile P), **Damage** 2d12+14 slashing plus grotesque gift

**Primal Innate Spells** DC 24; **2nd** *obscuring mist* (at will);

**Grotesque Gift** (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 27 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

**Mist Sight** While the draugr is in mists it has created, it doesn’t need to succeed at a flat check to target concealed creatures.

**Swipe** 2Actions The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature.

**Hyapatia** / Creature 14

*Unique* / *CE* / *Large* / *Beast*

**Perception** +24; darkvision

**Languages** Abyssal, Common, Draconic

**Skills** Arcana +26, Deception +30, Diplomacy +30, Intimidation +28, Occultism +24, Stealth +25, Survival +22, Cult Lore +22

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

**Items** *+2 greater striking scimitar*, *wand of widening* (6th-level), *moderate healing potion*

**AC** 36; **Fort** +22, **Ref** +27, **Will** +26; +1 status to all saves vs. magic

**HP** 255; **Immunities** controlled; **Resistances** mental 15

**Speed** 30 feet, climb 30 feet, swim 30 feet

**Melee** 1Action scimitar +27 [+22/+17] (forceful +3, sweep), **Damage** 3d6+16 slashing

**Occult Spontaneous Spells** DC 38, attack +30 ; **6th** *blinding fury, dominate, spirit blast, true seeing* (4 slots); **5th** *blink charge, false vision, sending, synaptic pulse* (4 slots); **4th** *blink, confusion, dimension door, painful vibrations* (4 slots); **3rd** *dispel magic, enthrall, haste, mind reading* (4 slots); **2nd** *blur, death knell, illusory creature, invisibility* (4 slots); **1st** *bless, magic missile, phantom pain, soothe* (4 slots); **cantrips (6th)** *daze, detect magic, mage hand, prestidigitation, read aura*

**Occult Innate Spells** DC 38 , **4th** *charm* (×3), *suggestion* (×3); **3rd** *sleep*; **2nd** *illusory disguise* (at will), *illusory object* (at will), *mirror image*; **1st** *ventriloquism* (at will);

**Change Shape** 1Action (concentrate, occult, polymorph, transmutation) Hyapatia can take on the appearance of a Medium humanoid. This doesn’t change her Speed or her attack and damage modifiers with her Strikes, but it does prevent them from using their cursed touch. Hyapatia has a fixed humanoid form—she cannot adopt a different appearance each time she uses this ability, and her appearance resembles that of her upper torso when in her true form.

**Dervish Strike** 3Actions Hyapatia makes a scimitar attack against each enemy within reach. Each attack counts toward her multiple attack penalty, but the penalty does not increase until after all the attacks. The first enemy she damages is subject to matriarch’s caress.

**Matriarch's Caress** 2Actions (curse, enchantment, mental, occult) Hyapatia touches a creature, who must succeed at a DC 36 Will save or become stupefied 1 (stupefied 2 if critically failed). If the target fails additional saves against this ability, the condition value increases by 1 if failed or 2 if critically failed (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.  
  
**Kerdak Bonefist** / Creature 18

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

**Perception** +29

**Languages** Common, Polyglot

**Skills** Acrobatics +35, Athletics +30, Deception +30, Society +28, Survival +29, Sailing Lore +30

**Str** +6, **Dex** +9, **Con** +7, **Int** +4, **Wis** +5, **Cha** +6

**Items** *+2 greater striking greater enervating fearsome dueling pistol (20 shots)*, *+2 greater striking dancing rapier*, x2 *dust of disappearance*, x2 *greater healing potion*

**AC** 43; **Fort** +33, **Ref** +31, **Will** +29

**HP** 324

**Attack of Opportunity** Reaction

**Bravery** When Kerdak rolls a success on a Will save against a fear effect, he gets a critical success instead. In addition, anytime he gains the frightened condition, reduce its value by 1.

**Sea Legs** Kerdak ignores difficult terrain (but not greater difficult terrain) caused by water.

**Speed** 25 feet

**Melee** 1Action rapier +35 [+30/+25] (deadly d8, disarm, finesse), **Damage** 2d6+14 piercing

**Ranged** 1Action pistol +35 [+30/+25] (concealable, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 3d6+17 piercing plus 1d6 negative energy damage

**Innate Divine Spells** DC 38; **8th** vampiric touch (×3);

**Persevering Reload** FreeAction **Requirements** Kerdak's last action was to make a successful Strike with his pistol and his pistol is unloaded; **Effect** Kerdak Interacts to reloads his pistol

**Pistol Twirl** 1Action Kerdak spins his pistol with a performative flair. Kerdak Feints against an opponent within 30 feet of him. On a success or critical success, the foe is flat-footed against his melee and ranged attacks. On a critical failure, he is flat-footed against the target's melee and ranged attacks.

**Sneak Attack** Kerdak's Strikes deal 4d6 extra precision damage to flat-footed creatures.

**Kirrian “Sweetlips” Vortheen** / Creature 10

*Unique* / *N* / *Medium* / *Humanoid* / *Human*

**Perception** +18

**Languages** Common

**Skills** Acrobatics +20, Arcana +17, Intimidation +21, Occultism +18, Society +23, Stealth +18, Sailing Lore +16

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

**Items** *+1 striking whip*, buckler, chain shirt, shortbow (20 arrows)

**AC** 29 (30 with Buckler); **Fort** +17, **Ref** +20, **Will** +18

**HP** 130

**Speed** 25 feet

**Melee** 1Action whip +19 [+14/+9] (disarm, finesse, nonlethal, reach, trip), **Damage** 2d4+6 slashing

**Ranged** 1Action shortbow +18 [+13/+8] (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing

**Spontaneous Occult Spells** DC 33, attack +25 ; **5th** *crushing despair*, *forceful hand*, *repelling pulse* (×3); **4th** *blink*, *infectious melody*, *suggestion* (×3); **3rd** *haste*, *heroism*, *time jump* (×3); **2nd** *faerie fire*, *remove fear*, *touch of idiocy* (×3); **1st** *bane*, *mending*, *ray of enfeeblement*, *soothe* (×3); **cantrips (5th)** *dancing lights*, *ghost sound*, *haunting hymn*, *know direction*, *summon instrument*

**Bard Composition Spells** 2 Focus Points, DC 33 , attack +25; **5th** *counter performance*, *lingering composition*; **cantrips (5th)** *dirge of doom*, *inspire courage*

**Song of Surrender** 2Actions (auditory, linguistic) Kirrian sings of pain and demands all to give up. Kirrian increases the frightened value by 1 (or by 2 on a critical failure) for all enemies within 30 feet, they can attempt a DC 33 Will save to resist. If a creature isn't currently frightened, this song has no effect on them.

**Magaav (Host Devil) /** Creature 9

*Uncommon* / *LE* / *Medium* / *Fiend* / *Devil*

**Perception** +20; greater darkvision, shared senses

**Languages** Celestial, Draconic, Infernal; telepathy 100 feet

**Skills** Acrobatics +17, Athletics +20 (+22 to Jump or Grab), Intimidation +19, Religion +16, Stealth +17

**Str** +5, **Dex** +6, **Con** +4, **Int** +1, **Wis** +3, **Cha** +2

**Shared Senses** The magaav's senses are automatically linked to all other magaavs within 100 feet. It loses this contact with any magaav that moves out of a 100-foot radius. While linked to at least one ally, the magaav can't be flanked.

**Items** *+1 striking ranseur*

**AC** 27; **Fort** +19, **Ref** +17, **Will** +14; +1 status to all saves vs. magic

**HP** 144; **Immunities** fire; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10

**Speed** 25 feet, fly 35 feet

**Melee** (A) ranseur +21 [+16/+11] (disarm, reach 10 feet), **Damage** 2d10+9 piercing plus 1d6 evil

**Melee** (A) claw +21 [+17/+13] (agile, finesse), **Damage** 1d6+9 slashing plus 1d6 evil, 1d6 persistent bleed damage, and Grab

**Divine Innate Spells** DC 26 ; **5th** *dimension door*; **4th** *dimension door* (at will);

**Rituals** DC 26; **1st** *infernal pact*

**Noxious Breath** (A) (poison) The magaav unleashes a nauseating breath of pure corruption, targeting a creature within 5 feet. The target must succeed at a DC 29 Fortitude saving throw or be sickened 1 (sickened 2 on a critical failure). The magaav can't use Noxious Breath again for 1d4 rounds and the target is temporarily immune to this magaav's Noxious Breath for the next 24 hours.

**Rend** (A) claw

**Omara Culverin** / Creature 12

*Unique* / *N* / *Medium* / *Humanoid* / *Human*

**Perception** +22

**Languages** Common, Osiriani, Polyglot

**Skills** Acrobatics +25, Athletics +18, Crafting +25, Deception +22, Diplomacy +20, Society +21, Engineering Lore +23

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

**Items** *+1 resilient leather*, *+1 striking rapier*, *+2 greater striking greater corrosive flintlock musket* (20 shots)

**AC** 32; **Fort** +23, **Ref** +26, **Will** +21

**HP** 210

**Speed** 25 feet

**Melee** 1Action rapier +25 [+20/+15] (deadly d8, disarm, finesse), **Damage** 2d6+8 piercing

**Melee** 1Action musket +26 [+21/+16] (concussive, fatal d10, range increment 70 feet, reload 1), **Damage** 3d6+16 piercing plus 1d6 acid

**Perfect Aim** Omara ignores the concealed condition. Her targets don’t benefit from lesser cover, and she reduces the AC bonus from standard cover by 2 against Omara’s attack.

**Running Reload** 1Action Omara Strides, Steps, or Sneaks, then Interacts to reload.

**Pirate Boatswain** / Creature 10

*Uncommon* / *NE* / *Medium* / *Humanoid* / *Dwarf*

**Perception** +19; darkvision

**Languages** Common, Dwarven

**Skills** Acrobatics +19, Athletics +23 (+25 to Grab), Intimidation +19, Sailing Lore +15

**Str** +7, **Dex** +5, **Con** +6, **Int** -1, **Wis** +3, **Cha** +3

**Items** *+1 striking handwraps of mighty blows*, composite longbow (20 arrows)

**AC** 31; **Fort** +22, **Ref** +17, **Will** +15

**HP** 176

**Attack of Opportunity** Reaction

**Speed** 20 feet

**Melee** 1Action fist +24 [+20/+16] (agile, finesse, magical, unarmed), **Damage** 2d6+15 bludgeoning plus Improved Grab

**Melee** 1Action longbow +21 [+16/+11] (deadly d10, range increment 100 feet, reload 0, propulsive, volley 30 feet), **Damage** 1d8+11 piercing  
**Boarding Action** 2Actions The boatswain swings on a rope or Strides, moving up to double their Speed. If the boatswain boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

**Crushing Grab** If the boatswain successfully Grapples a creature, they deal 7 bludgeoning damage to that creature.

**Massive Rush** 2Actions The boatswain Strides and makes a fist Strike with a +4 circumstance bonus to damage. If the strike hits, the boatswain automatically Shoves the target 10 feet.

**Pirate Bomber** / Creature 10

*Uncommon* / *CE* / *Medium* / *Humanoid* / *Human*

**Perception** +17

**Languages** Common, Dwarven, Elven, Osiriani, Polyglot

**Skills** Arcana +21, Athletics +17, Crafting +23, Society +19, Stealth +20, Thievery +18, Sailing Lore +21

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

**Items** alchemist's tools, *+1 striking spiked gauntlet*

**AC** 28; **Fort** +22, **Ref** +20, **Will** +17

**HP** 168

**Bravery** When the pirate bomber rolls 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.

**Infused Items** A pirate bomber carries 2 infused moderate acid flasks, 2 infused moderate alchemist’s fires, 2 infused moderate antidotes, 2 infused moderate elixirs of life, 2 infused moderate thunderstones, and 2 infused wyvern poison. These items last for 24 hours, or until the next time they make their daily preparations.

**Speed** 25 feet

**Melee** 1Action bomb +22 [+17/+12] (range increment 20 feet, splash), **Damage** varies by bomb

**Melee** 1Action spiked gauntlet +20 [+16/+12] (agile, free hand), **Damage** 2d4+9 piercing  
**Alchemical Formulas** (10) moderate acid flask, moderate alchemist's fire, moderate antidote, moderate elixir of life, moderate thunderstones, wyvern poison

**Boarding Action** 2Actions The pirate bomber swings on a rope or Strides, moving up to double their Speed. If the pirate bomber boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.  
**Quick Alchemy** 1Action Cost 1 batch of infused reagents; **Effect** The pirate bomber creates a single alchemical item from their formula book (see Alchemical Formulas). This item has the infused trait, but it remains potent only until the end of their next turn.

**Quick Bomber** 1Action The pirate bomber can use Interact to draw a bomb, then Strike with it.

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

**Pirate Guard** / Creature 10

*Uncommon* / *NE* / *Medium* / *Humanoid* / *Human*

**Perception** +17

**Languages** Common, Polyglot

**Skills** Acrobatics +19, Athletics +17 (+19 to Climb or Swim), Deception +17, Intimidation +19, Stealth +21, Thievery +19, Sailing Lore +16

**Str** +2, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +3

**Items** *+1 striking shortsword*, dagger, padded armor

**AC** 29; **Fort** +16, **Ref** +23, **Will** +19

**HP** 168

**Attack of Opportunity** Reaction

**Bravery** When the pirate guard rolls 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.

**Speed** 25 feet

**Melee** 1Action cutlass +22 [+18/+14] (agile, finesse, versatile S), **Damage** 2d6+8 piercing

**Melee** 1Action dagger +21 [+17/+13] (agile, versatile S), **Damage** 1d4+8 piercing

**Ranged** 1Action dagger +21 [+17/+13] (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

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

**Boarding Action** 2Actions The pirate guard swings on a rope or Strides, moving up to double their Speed. If the pirate guard boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

**Pirate Sniper** / Creature 10

*Uncommon* / *NE* / *Medium* / *Humanoid* / *Elf*

**Perception** +21; low-light vision

**Languages** Common, Elven, Polyglot

**Skills** Acrobatics +21, Athletics +20 (+22 to Climb or Swim), Deception +17, Stealth +23, Sailing Lore +16

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

**Items** *+1 striking crossbow*, battle axe, padded armor

**AC** 29; **Fort** +16, **Ref** +23, **Will** +21

**HP** 156

**Withdraw** Reaction **Trigger** An enemy ends a move action adjacent to the pirate sniper; **Effect** The pirate sniper Steps.

**Speed** 25 feet

**Ranged** 1Action crossbow +24 [+19/+14] (magical, range increment 120 feet, reload 1), **Damage** 2d8+8 piercing

**Melee** 1Action battle axe +16 [+11/+6] (sweep), **Damage** 1d8+8 slashing

**Boarding Action** 2Actions The pirate sniper swings on a rope or Strides, moving up to double their Speed. If the pirate sniper boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

**Calculated Reload** When the pirate sniper reloads their crossbow, they also calculate the best angle to their target, increasing the damage die from 1d8 to 1d10 and gaining a +2 circumstance bonus to their damage roll for their next crossbow Strike, as long as it occurs before the end of their next turn.

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

**Surprise Attack** On the first round of combat, if the pirate sniper rolls Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to them.

**Powderpot** / Creature 10

*Unique* / *CE* / *Small* / *Humanoid* / *Charau-ka*

**Perception** +17; darkvision, scent (imprecise) 30 feet

**Languages** Abyssal, Common, Osiriani, Polyglot

**Skills** Arcana +20, Athletics +19, Crafting +22 (+23 to Craft alchemical items), Intimidation +18, Survival +17, Sailing Lore +18

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

**Items** *+1 striking boarding pike*, alchemist goggles, alchemist's tools

**AC** 29; **Fort** +18, **Ref** +21, **Will** +17

**HP** 168

**Infused Items** Powderpot carries infused moderate acid flasks (4), infused moderate alchemist’s fires (4), infused moderate bestial mutagen (2), infused moderate elixirs of life (2), infused moderate sea touch elixir (2), infused reagents (7), and infused wyvern poison (2). These items last for 24 hours, or until the next time they make their daily preparations.

**Speed** 25 feet, climb 25 feet

**Melee** 1Action fist +19 [+15/+11] (agile, nonlethal), **Damage** 1d4+7 bludgeoning

**Melee** 1Action pike +20 [+15/+10] (magical, reach, shove), **Damage** 2d10+7 piercing

**Ranged** 1Action bomb +22 [+17/+12], **Damage** varies by bomb

**Ranged** 1Action thrown debris +21 [+16/+11] (deadly d6, thrown 20 feet), **Damage** 3d6+7 bludgeoning

**Alchemical Formulas** (10th) moderate acid flask, moderate alchemist's fire, moderate bestial mutagen, moderate elixirs of life, moderate sea touch elixir, wyvern poison

**Quick Alchemy** 1Action Cost 1 batch of infused reagents; **Effect** Powderpot 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 Powderpot can use Interact to draw a bomb, then Strike with it.

**Shrieking Frenzy** FreeAction (primal, transmutation); **Frequency** once per hour; **Trigger** Powderpot's turn begins; **Effect** Powderpot is quickened until the end of his turn and can use the extra action only to Stride or Strike. While in the frenzy, Powderpot can't speak and automatically critically fails Stealth checks, due to his loud wailing.

**Thrown Weapon Mastery** Any weapon Powderpot throws gains the deadly d6 weapon trait. Furthermore, when Powderpot 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.

**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.

**Tsadok Goldtooth** / Creature 14

*Unique* / *CE* / *Medium* / *Humanoid* / *Half-Orc* / *Human* / *Orc*

**Perception** +25; low-light vision

**Languages** Common, Orc, Polyglot

**Skills** Acrobatics +25, Athletics +29, Crafting +22, Intimidation +22 (+24 to Demoralize), Survival +23, Sailing Lore +24

**Str** +9, **Dex** +5, **Con** +8, **Int** +4, **Wis** +3, **Cha** +2

**Items** *+2 greater striking keen falchion*, *+1 striking flintlock pistol* (20 shots), *+2 resilient breastplate*

**AC** 35; **Fort** +28, **Ref** +23, **Will** +21

**HP** 320

**Unexpected Strike** Reaction **Requirements** Tsadok is wielding a melee weapon and a creature enters his reach **Effect** Tsadok makes a Strike with a melee weapon

**Speed** 25 feet

**Melee** 1Action falchion +27 [+22/+17] (forceful, keen, magical, sweep), **Damage** 3d10+15 slashing

**Melee** 1Action pistol +24 [+20/+16] (concussive, fatal d8, range increment 40 feet, reload 1), **Damage** 2d4+6 piercing

**Boarding Action** 2Actions Tsadok swings on a rope or Strides, moving up to double his Speed. If he boarded or disembarked a boat during this movement, he can make a melee Strike at the end of his movement that deals one extra damage die on a hit.

**Quick Fire** 1Action (interact) Tsadok Strikes with his pistol, reloads, and then Strikes again. These count as one attack for the Tsadok's multiple attack penalty, and the penalty doesn't increase until after all the attacks.

**Rage** 1Action As the barbarian class ability; AC 24, +22 Hit Points, +12 melee damage, gain resistance 11 to physical weapon damage

**Wereshark Pirates** / Creature 10

*Uncommon* / *CE* / *Medium* / *Beast* / *Human* / *Humanoid* / *Werecreature*

**Perception** +17; blood scent, scent (imprecise) 100 feet

**Languages** Common; shark empathy

**Skills** Acrobatics +17, Athletics +23 (+25 to Swim), Intimidation +18, Stealth +17, Survival +17, Sailing Lore +15

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

**Blood Scent** The wereshark can smell blood in the water from up to 1 mile away.

**Shark Empathy** (divination, primal) A wereshark can communicate with sharks.

**Items** composite longbow, leather armor, *+1 striking ranseur*

**AC** 28; **Fort** +21, **Ref** +17, **Will** +15

**HP** 225; **Weaknesses** silver 10

**Speed** 25 feet, swim 25 feet

**Melee** 1Action jaws +21 [+16/+11], **Damage** 1d12+15 piercing plus curse of the wereshark

**Melee** 1Action ranseur +22 [+17/+12] (disarm, reach 10 feet), **Damage** 2d10+15 piercing

**Ranged** 1Action longbow +17 [+12/+7] (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+11 piercing

**Breach** 2Actions The wereshark Swims up to its swim Speed, the Leaps vertically out of the water up to 15 feet high, making a Strike against a creature at any point during the jump (this lets it attack a creature within 20 feet of the water's surface). After the Strike, the wereshark splashes back down into the water.

**Change Shape** 1Action (concentrate, polymorph, primal, transmutation) Human with fist for 1d4+15 bludgeoning, or shark with Aquatic trait, Speed 40 feet, and jaws for 2d12+15 piercing.

**Curse of the Wereshark** (curse, necromancy, primal); **Saving Throw** DC 29 Fortitude

**Moon Frenzy** (polymorph, primal, transmutation)

**Traps**

**Chamber of Blades** / Hazard 9

*Complex* / *Mechanical* / *Trap*

**Complexity** Complex

**Stealth** DC +20 (expert)

**Description** This trap fills the room with whirling blades.

**Disable** Thievery DC 33 (expert) to stop the blades from spinning

**AC** 25; **Fort** +21, **Ref** +23

**Hardness** 16, **HP** 66 (BT 33); **Immunities** critical hits, object immunities, precision damage

**Spin Up** Reaction **Trigger** Guards pull a nearby lever. **Effect** The trap makes a blade Strike against a random target in area F7a, then rolls for initiative.

**Routine** (4 actions) The swinging blade trap attempts four blade attacks against creatures in the room, selecting a target randomly from all available targets in area F7a. The trap does not take multiple attack penalties for any of its attacks. The trap loses 1 action each turn as the blades slow down in their swings, and becomes disabled when it has 0 actions.

**Melee** SingleAction blade +21, **Damage** 2d8+10 slashing plus 1d4 persistent bleed.

**Reset** The trap must be manually reset.

**Chamber of Poisoned Blades** / Hazard 11

*Complex* / *Mechanical* / *Trap*

**Stealth** DC +23 (master)

**Description** this trap fills the room with falling blades coated in poison.

**Disable** Thievery DC 36 (master) to trick the locked door into thinking you used a key

**AC** 38; **Fort** +24, **Ref** +26

**Hardness** 19, **HP** 78 (BT 39); **Immunities** critical hits, object immunities, precision damage

**Drop** Reaction **Trigger** The locked doors are opened without a key and one round has passed. **Effect** The doors slam shut and the trap makes a blade Strike against a random target in in area K3, then rolls for initiative.

**Routine** (4 actions) The blade trap attempts four blade Strikes against creatures in the room, selecting a target randomly from all available targets in area K3. The trap does not take multiple attack penalties for any of its attacks. The trap loses 1 action each turn as less blades are falling down from the walls, and becomes disabled when it has 0 actions.

**Melee** SingleAction blade +24, **Damage** 2d8+10 slashing plus blightburn resin (*CRB p. 551*)

**Reset** The trap must be manually reset and fresh poison applied to the blades.

**Deadly Harpoon** / Hazard 14

*Simple* / *Mechanical* / *Trap*

**Stealth** DC 41 (master) to spot the hidden panel outside the door

**Description** A harpoon that launches itself out at anyone who opens the door without the proper key being used.

**Disable** Thievery DC 38 (master) to trick the key slot; **Bypass** Using the proper key on the hidden lock

**AC** 33; **Fort** +22, **Ref** +28

**Hardness** 22, **HP** 90 (BT 45); **Immunities** critical hits, object immunitiesl precision damage

**Deadly Harpoon** Reaction (attack); **Trigger** The door is opened without using the key on a secret lock and the harpoon sense a creature in the doorway. **Effect** A harpoon makes a Strike at a creature in the doorway.

**Range** harpoon +32, **Damage** 3d6+15 piercing plus purple worm poison

**Reset** The trap must be manually reset and the poison reapplied.

**Firedrake Trap** / Hazard 9

*Complex* / *Mechanical* / *Trap*

**Complexity** Complex

**Stealth** DC +16 (expert)

**Description** This trap shoots gouts of alchemist fire into the room.

**Disable** Thievery DC 30 (expert) to properly plug the holes

**AC** 28; **Fort** +23, **Ref** +15

**Hardness** 18, **HP** 70 (BT 35); **Immunities** critical hits, object immunities, precision damage

**Spurt** Reaction **Trigger** Guards pull a nearby lever. **Effect** The doors suddenly close and the trap starts shooting jets of flame into the room and all creatures take 4d12 fire damage (DC 30 basic Reflex save). The trap then rolls initiative.

**Routine** (1 action) The GM rolls a DC 5 flat check to determine if the alchemist’s fire runs out, increase the DC by 5 at the end of every turn. On a successful check, all creatures in the room must attempt a DC 30 basic Reflex save, taking 4d12 fire damage. On a critical success, all creatures reduce their level of success by one.

**Reset** The trap must be manually reset and its reservoir of alchemist’s fire must be refilled.

**Teleportation Circle Trap** / Hazard 10

*Simple* / *Magical* / *Trap*

**Stealth** DC 32 (master)

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

**Disable** DC 35 Craft (expert) to notice the false floor

**Teleport** Reaction (magic); **Trigger** A creature stands in the center of the circle. **Effect** The circle teleports the creature, and all others within a 10-foot radius of the target. They end up in the hanging iron cages in the brig.

**Reset** Recharges after 1 round.