permanent consumable cash

**Part 1 & Part 2**

Lv13 2x14th, 2x13th 2x14th, 2x13th, 2x12th 6,000 gp

**Part 3**

Lv14 2x15th, 2x14th 2x15th, 2x14th, 2x13th 9,000 gp

Party starts out at Lv13 in **Part 1** and should reach Lv14 during **Part 3**. Party then reaches Lv15 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 Chelish Armada - **PCs Lv13**

**First Contact:** x5 *+1 striking ranseur (Lv4)*

**Abrogail’s Fury:** 8 Plunder (Stores, weapons, and valuables); 5 Plunder (Druvalia’s furnishings and artwork); bejeweled golden spyglass worth 100 gp, x2 silver daggers (Lv2) with diamond encrusted pommels worth 55 gp each, x2 *greater healing potion (Lv12)*, *greater potion of fire resistance (Lv14)*, black scroll inscribed with silver ink (Druvalia’s diabolic contract), and 500 gp

Paralictor Valeria Aperixus: *+1 striking morningstar (Lv4)*, *+1 striking crossbow (Lv4),* *+1 Hellknight plate (Lv5)*, *lesser healing potion (Lv3)*

Admiral Druvalia Thrune: *+1 resilient fortification breastplate (Lv8), +1 striking mace (Lv4), crossbow of retribution (Lv13, see below)*

**Part 2**

Storming Fort Hazard - **PCs Lv13**

**D1:** 7 Plunder

**D4:** x4 *+1 striking shortsword (Lv4)*

**D5:** 5 Plunder

**D7:** 3 Plunder (Olive oil, rum, and wine)

Forgotten Crypts

**E2:** gold holy symbol of Besmara worth 25 gp

**E5:** x4 *+1 striking greatsword (Lv4)*

Hurricane King’s Redoubt

**F4:** x4 *+1 striking spiked gauntlet (Lv4)*

**F7:** x4 *+1 striking crossbow (Lv4)*

**Part 3**

Sea Caves of Lucrehold - **PCs Lv13**

Bastion

**H1:** x4 *+1 striking ranseur (Lv4)*

**H3:** *+1 striking ranseur (Lv4), bracers of armor II (Lv14)*

Hurricane King’s Residence

**K1:** x4 *+1 striking ranseur (Lv4)*, x2 *+1 striking shortsword (Lv4)*, *+1 striking whip (Lv4)*

**K3:** *scroll of remove curse (Lv7)*, *standard-grade darkwood buckler (Lv8)*, *iron cudgel (Lv14)*, x2 silver armbands worth 30 gp each, white jade bracelet worth 50 gp each, silver ring set with pearls worth 45 gp, x4 corals worth 7 gp each, x2 violet garnets worth 13 gp each, black pearl worth 23 gp, and 36 pp, 324 gp, 2,320 sp, and 8,500 cp

**K4:** x2 *+1 striking handwraps of mighty blows (Lv4)*; Tsadok: *+2 greater striking keen falchion (Lv12)*, *+1 striking flintlock pistol (Lv4)*, *+2 resilient breastplate (Lv11), lesser healing potion (Lv3)*

**K6:** 4 Plunder (Liquor)

**K7:** *+2 greater resilient standard-grade mithral breastplate (Lv14)*, *+1 striking standard-grade adamantine trident (Lv11)*, *greater elixir of life (Lv13)*, *onyx dog figurine of wondrous power (Lv2)*, decorative boarding axe crafted from solid gold worth 35 gp, coral bracelet worth 20 gp, golden brooch shaped like a ship’s wheel with a grinning skull in the center worth 50 gp, silver-chased hook hand studded with emeralds and a matching peg leg worth 150 gp as a pair, an electrum scepter carved like a narwhal horn and a matching electrum crown with narwhal-horn points worth 350 gp as a set, x5 white pearls each worth 12 gp, yellow topaz worth 30 gp, and 125 pp, 1,767 gp, 7,860 sp, and 21,500 cp.

**K9:** Rare maps and documents worth a total of 500 gp, *scroll of magnificent mansion (Lv13)*, *scroll of regenerate (Lv13)*

**K10:** 5 Plunder (luxurious furnishings and collection of books); Hyapatia: *+2 greater striking scimitar (Lv12)*, *wand of widening 6th-level (Lv14), moderate healing potion (Lv6)*

**K11:** 4 Plunder (sumptuous furnishings and expensive wines and liquors)

**L:** 3 Plunder (porcelain dinnerware, furnishings, art objects, and paintings)

**M:** x4 *+1 striking shortsword (Lv4)*

**O:** 400 gp worth of raw alchemical materials for crafting, *greater sea touch elixir (Lv15),* *purple worm venom (Lv13)*, *major antidote (Lv14)*, x2 *+1 striking spiked gauntlets (Lv4)*, x2 *+1 striking crossbow (Lv4)*, *greater bomber’s eye elixir (Lv14)*

**Q5a:** 500 gp (ship’s payroll)

**Q9:** 1 Plunder (artwork)

**Q10:** engraved cutlass worth 50 gp, *storm flash (Lv14)*, *greater potion of swimming (Lv11)*, *potion of water breathing (Lv3)*, *greater potion of flying (Lv15)*, star rose quarts worth 15 gp, and a pouch containing 100 gp

**Q12:** 7 Plunder (cargo)

**Clearing the Deck:** x2 *+1 striking shortsword (Lv4)*, *+1 striking crossbow (Lv4)*; Omara: *+1 resilient leather (Lv8)*, *+1 striking rapier (Lv4)*, *+2 greater striking greater corrosive arquebus (Lv15);* Powderpot: *+1 striking boarding pike (Lv4)*

**Last Stand:** *+2 greater striking greater enervating fearsome dueling pistol (Lv15)*, *+2 greater striking dancing rapier (Lv13)*, x2 *dust of disappearance (Lv9)*, x2 *greater healing potion (Lv12)*, *hurricane crown (Lv@)*

**Crossbow of Retribution** / Item 13

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

**Price** 2,750 gp

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

This *+2 greater striking repeating heavy crossbow* is carved from whalebone decorated with green and gold lacquer, with fittings, lever, and bow of gilded steel. Your attacks with the crossbow deal 1d8 additional damage against humans.

**Enervating Rune**; **Item** 8+

*Magical, Necromancy*

**Usage** etched onto a weapon

When you hit with the weapon, add 1d6 negative energy damage to the damage dealt. On a critical hit, the target has to succeed at a DC 24 Fortitude save or be enfeebled 1 until the end of your next turn (or 1 minute on a critical failure).

**Enervating**; **Item** 8; **Price** 500 gp

**Enervating (Greater)**; **Item** 15; **Price** 6,500 gp

The save DC is 34. Negative energy damage dealt by this weapon ignores the target’s negative energy resistance.

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