

SECOND EDITION

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COMPATIBLE

# OF REEFS & RUIN



*Nathan Wright*

BEYOND  
HORIZON

5TH

LEVEL



# OF REEFS & RUIN

## Credits

<b>Author:</b>	Nathan Wright
<b>Editor:</b>	Kim Frandsen
<b>Artists:</b>	Dean Spencer Art, Bob Greyvenstein, Dave Allsop, Vagelio, Winslow Homer “Eight Bells”, John Simpson “Captain Peter Mayhew”. Fat Goblin Games / Rick Hershey
<b>Layout:</b>	Kim Frandsen



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# OF REEFS AND RUIN

## ADVENTURE BACKGROUND

While some bandits, thieves, and blackguards are cut down on the spot, the vast majority are instead taken alive. Whether arrested by guards or captured by adventurers, such criminals are clapped in irons and dragged away to the nearest prison. However, when an entire bandit gang is brought in, or a single particularly dangerous inmate, such prisons find themselves inadequate. Rather than resorting to executions, the kingdom of Vedolner has constructed a sizable prison known as the Seapit on a remote island to hold its criminals, with reinforced dungeons buried deep beneath to hold its most monstrous and dangerous inmates. It receives several ships a year to bring new prisoners and supplies, retrieves those who have served their time, and rotate the guards, something that poses an irresistible target for certain groups. Aside from the danger posed by a prison break aboard these vessels, a shipful of prisoners can potentially be a shipful of recruits for whatever group can spring them and claim their loyalty, and so these ships have taken to contracting skilled individuals as additional security against threats within and without. If you are incorporating this adventure into part of a larger story, you can add additional plot hooks to why the heroes may take such a job apart from the pay and the desire to protect the community, or if you want this adventure to be the start of something larger. Some examples to help you get started:

The prison island is one in a chain of islands, one of which hides a temple the heroes seek. The heroes seek critical information about a villain's schemes, and the only one who knows it is a prisoner held in the bowels of the Seapit.

One of the prisoners is someone they captured and they want to be certain the convict doesn't escape before reaching the prison.

This is a **level 5 adventure for four characters.**

## ADVENTURE SUMMARY

Chaos onboard! After a short time for the heroes to get used to the sailing life and the crew onboard, the prison ship *Fifth Spar* enters troubled waters as a storm brews. With the poor weather as the perfect cover, a ship of pirates takes the opportunity to strike, leading to a fierce skirmish in the storm, made all the more difficult as the inmates below break free. The heroes must quell both threats before the ship gets underway once more.

Once they do, they discover a more pressing concern: several prisoners from the maximum-security deck have broken free and are now loose on the ship. The heroes must now hunt down these dangerous beings, whether they hide among the crew or threaten to bring down the ship before landfall can be made and give them an opportunity to escape.

### **Book References:**

In the following, you'll see certain annotations. These refer to the following books as appropriate:

B1- *Pathfinder Roleplaying Game: Bestiary*

B2- *Pathfinder Roleplaying Game: Bestiary 2*

GMG- *Pathfinder Roleplaying Game: GameMastery Guide*

There are also a number of links to various creatures that appear in certain *Pathfinder* books. These are all hyperlinked so that you can refer to them easily, as well as included in the Bestiary for this adventure.

# ADVENTURE

## PART 1: BOARDING ACTION

The heroes begin the adventure in the unique position of having ample time to explore the area under friendly circumstances, rather than voyaging into a villain's home turf. As such, it's possible for them to get to know the *Fifth Spar* and its crew before encountering the threat.

The NPCs of the crew are as follows:

### THE CREW

#### Captain Tomas Darrow

[Ship Captain](#)<sup>GMG</sup>

*This stern, sun-weathered man is short, his once-dark hair now more gray than black. He carries himself with confident ease as he strides the deck of his ship, a decorative sword sheathed at his side and a red V overlaying a golden horseshoe stitched into the breast of his captain's coat.*

Captain Darrow is a no-nonsense man and has captained the *Fifth Spar* for nearly thirty years. The name comes from an incident in his youth, where as a novice sailor he and the crew endured constant insults and abuse from their task manager. The supremely unpopular man received no warnings from the crew whenever the spar swung around, leading to him being struck in the head four times only to worsen his mood, until Darrow himself hit the other end of the spar to hit the man a fifth time, finally knocking him unconscious and buying the crew a respite while the man recovered in the infirmary. This incident earned Darrow a reputation as 'the one who gets things done,' a reputation he's maintained to this day. He takes great pride in effectively completing any contract his ship is assigned and has little patience for anything or anyone that wastes his time.



## **Mate Alyuin Kenala**

Harbormaster<sup>GMG</sup>

*This dark-skinned elven woman orders crew members about, keeping the sails trimmed and the rigging secure. The edges of several old burn scars peek out from her right sleeve and she carries a pair of sheathed hatchets she frequently drops her hand.*

First Mate Kenala is the one in charge of the day-to-day running of the *Fifth Spar*, and is the head of its security. She was a mere guard on a similar voyage such as this when she proved her valor by saving a number of the crew from a fire several inmates set trying to escape. The act earned Captain Darrow's respect, and as soon as her burns healed he offered her a new position on his crew. She has the elf trait instead of the human trait and has low-light vision.

## **Mate Shou Teing**

Navigator<sup>GMG</sup>

*This mustachioed man consults a number of navigational instruments, calling instructions to the helmsman. His reedy frame is noticeably less muscled than most of the crew, and a winding eel tattoo stretches from his neck down to his right palm.*

Second Mate Teing is responsible for the navigation of the *Fifth Spar*. His position rarely involves physical labor, something which the common crewmates begrudge him for, though he remains oblivious to these feelings. His tattoo is meant to be a leviathan, a beast which he regards with dread and respect, leading him to throw a portion of each of his meals overboard as an offering. The habit isn't based on any common spirituality, though he'll point out that no leviathans have sunk any ship he's sailed on.

## **Boatswain Ulluk**

Harbormaster<sup>GMG</sup>

*This brawny orc patrols the deck of the ship, almost ignoring the crew as he keenly observes every plank and rope. At times he stops and makes a note of something on a sheaf of parchment he carries with him, though none but him seem to see whatever drew his attention.*

Boatswain (pronounced bosun) Ulluk is in charge of the maintenance of the *Fifth Spar*. It's a duty he takes very seriously and anyone who peeks at his papers will see notes for the slightest wear and tear of the vessel, long before anyone else would find cause for concern. While working he's stern and has little time for idle conversation, but if approached while off-duty he's happy to have a drink and tell tall tales.

He has the orc trait instead of the human trait and has darkvision.



## Parson Rem Bower

Acolyte of Poseidon<sup>GMG (Variant)</sup>

*This half-elven woman has short-cropped hair and winding tattoos stretching from her fingertips up her sleeveless arms depicting patterns of waves and sea beasts.*

Parson Bower is a follower of the elemental gods and a scholar of several others. It is her duty to administer religious rites onboard the *Fifth Spar* and to pray to the various deities of the sea for safe passage before each voyage. She's fond of modifying common sayings to pay heed to the deities she prays to, which she claims is to show her respect to them in all things. Others gossip it's her way of making light of her divine patrons when doing so outright would risk upsetting them.

She has the elf and half-elf traits (which has been adjusted in the bestiary), and the following spell list: **1st** *harm, heal* (x2), *hydraulic push*; **Cantrips** (**1st**) *detect magic, light, prestidigitation, read aura, shield, spout*. Her domain spell is *tidal surge*.



## Sawbones Rik Seventhumbs

Physician<sup>GMG</sup>

*This hobgoblin has a bright and cheerful demeanor, and his gaze immediately darts to any signs of injury or wounds on those around him.*

Seventhumbs is the Fifth Spar's physician and is in charge of making sure the crew stays healthy. His expertise is injuries rather than illness, though he's still a fair hand at dealing with scurvy and infection. The rest of the crew regards him as a mother hen, something that doesn't dissuade him from concerning himself with every injury onboard, no matter how minor.

He has the goblin trait instead of the human trait and has darkvision (which has been adjusted in the bestiary).

## Quartermaster Spindle

Commoner<sup>GMG</sup>

*This rail-thin man has to stoop when stepping through doorways, his skin pale almost to the point of being translucent without a hint of sunburn or tan.*

Quartermaster Spindle is the ship's cook, quartermaster, and paymaster. The crew joke that he's so thin because he knows what his own food tastes like and refuses to eat it, to which he jokingly retorts that it isn't in the budget to poison them all so he has to do it the slow way. He rarely sets foot onto the deck of the ship except at night, as he sunburns easily, though the crew enjoys telling tall tales claiming it's because he's a vampire.

## Sailors

Commoner<sup>GMG</sup>

There are a total of twenty other crewmembers onboard the *Fifth Spar* serving in non-specialized roles. They are responsible for all the common work needed to sail the ship, often while singing a variety of shanties or hymns to oceanic deities. When off duty they drink grog more than water, trade gossip they make up as often as not to stave off boredom, and play games like gambling, arm wrestling, and drinking contests. Typically half are on duty at any given time, while the other ten are in the crew quarters on the uppermost level of the ship.

## Lieutenant Bodrenn Stonestrider

### Jailer<sup>GMG</sup>

*This dwarf varies between speaking jovially to the other guards and harshly barking orders at any prisoners who get too rowdy. His armor bears the royal seal on the breast and he puffs his chest out as if showing it off.*

Bodrenn leads the prison guards who staff the lower levels of the *Fifth Spar*. He's proud to serve his kingdom in this capacity and frequently jokes about how short the various prison sentences are to be measured in mere decades. He is, however, less pleased that heavy armor would be a death sentence if he fell overboard, forcing him to wear leather armor he considers little better than a common tunic.

He has the dwarf trait instead of the human trait and has darkvision, which is already reflected in the bestiary.

## Guards

### Guard<sup>GMG</sup>

There are a total of ten guards on board the *Fifth Spar*. Typically only two guards are on full duty at any given time, observing the upper prisoner level through the watch post at the end of the hall. Another four are kept on standby in the guard quarters positioned behind the guard post. The remaining four are off-duty and will usually either join the off-duty sailors above or sleep.



# SHIP LAYOUT

## TOP DECK

### Forecastle

This raised section of deck at the prow of the ship bears a pair of ballistae, one each to port and starboard. Gazing over the railing provides an excellent view of the unbroken sea ahead.

### Quarterdeck

The raised section of deck at the aft of the ship holds the ship's wheel and provides a good view of the rest of the ship's deck.

### Midship

The center deck is a bustle of activity as sailors move to and fro in the perpetual toil of keeping the ship on course. To both port and starboard, a ballista sits at the rail. The center of the deck is not solid planks, but a removable grill through which cargo can be lowered.

If the heroes scale the mast to the crow's nest they can find a wand of *feather fall* attached to the railing by a leather cord, typically untied and held by whichever crewmate is stationed there, who then winds the cord around their wrist to keep it on hand until they're relieved.

### Anchor Winch

This cramped room holds a large capstan connected to the anchor chain, which vanishes into a hole in the floorboards. Currently, the anchor is raised and you can hear it knocking against the hull in time with the rise and fall of the ship.

### Armory

This room holds several racks of weapons, mostly polearms and swords though with a few heavy hammers. All smell strongly of oil to keep these weapons from rusting.

This room holds enough weapons to arm all twenty crewmembers in the case of a conflict. Heroes can find twenty guisarmes, twenty shortswords, and five warhammers. They are freely granted access in the case that they find themselves divested of their usual weapons, but will not be permitted to keep them.

### Sailors' Quarters

This room contains a number of swinging hammocks, some of which hold crewmembers bundled beneath blankets. A number of personal lockers sit against one wall.

There are usually at least two sailors sleeping in here at a time. In the personal lockers, heroes can find a sum total of 50 sp.

### Guest Quarters

This room holds beds rather than hammocks as well as a table and several chairs. Though lacking in decorations, it appears well kept and lacks the smell of salt water or sailors that many other rooms have.

As the closest things to valued guests currently aboard, these are the quarters given to the heroes, though any who ask to bunk with the sailors will be able to do so.

### Captain's Quarters

This room is not as sparse as the others on the ship, holding a well-made desk and chair with a few personal trinkets hung on the walls or otherwise secured to the desk. A door to the side of the chamber reveals a small one-person bedroom, spartan but providing a modicum of privacy generally lacking onboard a ship.

In a safe behind a hidden panel in the bedroom, which requires a **DC 22 Perception check** to locate and is secured by an average lock (requiring **four Thievery successes at DC 25** to open), there is 100 gp and a +1 longsword; only Captain Darrow has the key to this lock.

## CARGO DECK

### Cargo Hold

This large room takes up most of the deck, containing numerous crates and barrels, most of which are marked with the sigil of Seapit. One section of the ceiling is the underside of the grill seen above deck, with a matching grill beneath it. It also seems to double as a common room by the number of off-duty sailors using crates as tables for card games or sitting on barrels to talk.

The crates and barrels are sealed, designed to be pried open by their recipients at Seapit. If the heroes choose to open some of the cargo they'll find an assortment of iron bars, blankets, and other goods useful for the logistical running of the prison.

### Galley

This room holds shelves packed with cooking equipment and spices, as well as a large iron safe under a table beside the large cooking pot.

This room doubles as Spindle's office, and picking the average lock on his safe will reveal only a dense ledger of expenses and payments. He carries a copy of its key, as does the captain.

### Sailors' Quarters

This room is larger than the crew quarters above, with many hammocks even strung up over one another. Off to the left sits a small table around which a handful of sailors are alternatively eating a meal and telling tall tales.

There are usually at least eight sailors sleeping in here at a time. In the personal lockers, heroes can find a sum total of 250 sp as well as 15 doses of [refined pesh](#), which isn't illegal but is frowned upon by the captain.

### Officer's Quarters 1

This cramped room holds a bed and a small desk with several books on the table.

This room belongs to Alyuin Kenala. Six hatchets can be found under the bed, and the books on the desk are an assortment of novels useful only for entertainment.

### Officer's Quarters 2

This cramped room holds a bed and a small desk covered with sprawling star charts and densely scrawled text outlining ocean currents.

This room belongs to Shou Teing. A character referencing the information on his desk while they Sense Direction in this region of the sea receives a +1 bonus on the check.

### Chain Locker

This small room holds loops of anchor chain that vanish into the darkness below.

## PRISON DECK

### Hall

Peering through the bars of these cells reveals rooms full of various prisoners sleeping, playing knucklebones, or muttering to one another. Other doors lead to the less secure part of the ship, as well as to the high-security section.

### Cargo Elevator

The ceiling of this room is the underside of the grill on the cargo deck, allowing cargo to be brought to this lower level. The floor is also grilled, though not removable, allowing water that comes through the grills above to drain lower.

### Fresh Water Storage

This room holds several large casks, containing fresh water rather than wine. A table to one side holds several smaller casks that smell of grog.

### Shrine

This room holds several benches and an altar aft. The wall above the altar and the altar itself is devoid of any specific divine symbols that might preclude the worship of other gods in this space, though the altar does have artistic touches evocative of the four elements.

### Sick Bay

This room contains a few small beds, though is mostly dominated by shelves of surgical tools, herbs, bandages, and other medicinal items.

The items in this room function as [expanded healer's tools](#) for anyone making Medicine checks here.

### Food Storage

This room holds numerous crates, smaller than those on the cargo deck and sealed tight. A few nearer the door have clearly been opened already, with the lids settled back into place but not nailed shut.

The open crates hold fresh fruits, vegetables, and meat, meant to be eaten first before it goes bad. A crowbar beside the door can be used to open the other crates, which hold foodstuffs capable of keeping longer like dried meat and hardtack.

### Communal Cells

Peering through the bars of these cells reveals rooms full of various prisoner sleeping, playing knucklebones, or muttering to one another.

The heroes are permitted to search the communal cells if they wish. Searching the cells takes a full day of downtime and either a **DC 20 Perception check or a DC 18 Underworld Lore check**. Each hero that successfully completes one of these checks confiscates 1d6 daggers, one dose of [refined pesh](#), and a set of thieves' tools. This check can only be performed twice.

### Holding Area

This bleak hallway bears five solid metal doors on either side, each with a sliding view panel and inscribed with a number going from one to ten. They are otherwise identical with two exceptions: Cell 2 has its view panel packed full of baked clay, and Cell 6 has been painted with the words 'DO NOT OPEN IF EMPTY.' Beside each can be found a canvas folder containing some parchment.

None of these cells have keys onboard, and they are secured with [good locks](#). If the heroes decide to open the doors anyway, such as by picking the locks or prying open the doors, see **Opening the Cells in Part 2.**

### Cell 1

You peer through the view panel to see a seemingly empty cell, though you hear scratching and faint giggling. The hero looking through the view panel must attempt a basic **DC 16 Reflex save** or take  $1d4+1$  slashing damage as a [goblin commando](#) abruptly shoves her arm through the slot to claw at their face, cackling madly at her own joke. Talking with her before or after this occurs yields only various attempts to convince more people to look through the view panel. Hreebes cares little for freedom, being far more concerned with whether she can manage to scratch up another face.

The parchment in her folder reads as follows:

*Convict: Hreebes*

*Crimes: Mutilation of livestock (x84), mutilation of humanoids (x17), arson (x2)*

*Sentence: Life*



### Cell 2

Listening at the door, you hear the sound of repetitive footsteps as if the cell's inhabitant is pacing back and forth, but little else.

Knocking at and speaking through the door will not provoke its inhabitant into speech, though it will briefly cause an interruption in the footsteps. It holds the [criminal mastermind](#) Arthur Brockhall, an enchanter who turned his skills towards making himself a comfortable life by charming the people around him with magic when sweet words didn't work. He's determined to return to the cushy life he secured for himself, and will attempt to magically enthrall anyone he thinks can help him achieve this end. Currently, the design of his cell prevents him from affecting anyone outside it with his spells.

The parchment in the folder reads as follows:

*Convict: Arthur Brockhall*

*Crimes: Magical subjugation of will (x32), subversion of law enforcement (x7)*

*Sentence: Life*



### Cell 3

You peer through the view panel to see a form curled up in the corner with a ragged blanket pulled over themselves, utterly still. Nothing will provoke the inhabitant into reacting. A **DC 20 Perception check** reveals that they aren't even breathing.

The cell's inhabitant is Lydia Ablast a compulsive cannibal who sought to feed her dark hunger with the bodies of the dead before her discovery drove her to murder the guards who caught her and sate herself with their flesh. At that point, it was too late as others picked up where the missing guards left off and tracked her down. By then capturing her was easy as infections from the rotting corpses she ate wracked her body and she died mere hours after the *Fifth Spar* set underway. She rose shortly thereafter as a [ghoul](#) and has been tormented by an even greater hunger ever since. She's in a state of torpor brought on by boredom and hunger, but she will swiftly rouse to attack anyone who enters her cell.

The parchment in the folder reads as follows:

*Convict: Lydia Ablast*

*Crimes: Assault (x10), murder (x4), cannibalism (x45), desecration of a grave (x38)*

*Sentence: Life*



## Cell 4

You peer through the view panel to see an elven man with long, ragged hair furiously pulling at the metal mask that has been affixed over his face to prevent him from speaking. His eyes burn wild above it, and for a moment seem to be filled with true flames.

This cell holds a diabolist (a devil [cultist](#)) named Hyes Illestyr. He will eagerly attempt to communicate with anyone he sees through the view panel using pantomimed gestures, beginning with requests to remove his gag. Should the heroes do so or establish another method of communication, they will find him surprisingly well-spoken, eloquent, and reasonable despite his wild appearance. He keeps conversations to harmless and seemingly innocuous topics, and gradually steers the talk towards philosophy and divinity over the course of multiple conversations if necessary. All the while he's probing the heroes for potential allies, and if he finds any he thinks may be willing, he tries to impart to them lessons on summoning the powers of hell.

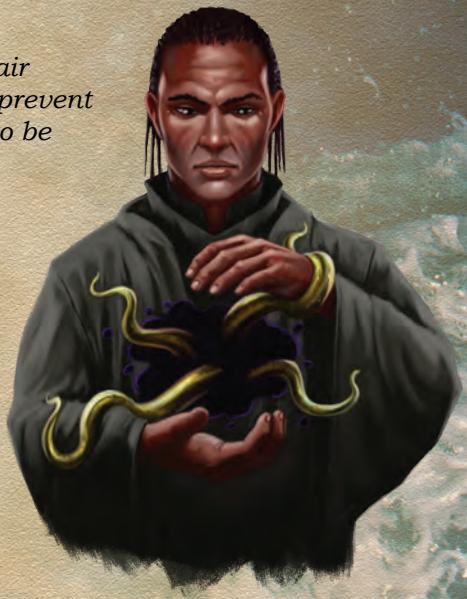
A hero that takes his lesson learns the [infernal pact](#) ritual, substituting the usual requirement of being a devil for a price per level of summoned fiend equivalent to that of the [create undead](#) ritual.

The parchment in the folder reads as follows:

*Convict: Hyes Illestyr*

*Crimes: Diablerie*

*Sentence: Life*



## Cell 5

You peer through the view panel to see a massive orc sitting cross-legged with his head bowed. His exposed chest is unmarked, but his arms and bare scalp are marked with intricate, interlocking scars formed by cuts and brands.

Mokhal is an [elite orc warchief](#) who will speak to any who speaks to him, though he will not otherwise respond even to open his eyes. When speaking he is calm, rational, and utterly placid. He is also honest that this is because he has no ability to break free from his cell and enact horrendous, grisly violence upon everyone. He is specific and detailed in the violent fates he promises to enact should he be given the opportunity and sorrowful that such an opportunity has not yet been granted.

The parchment in the folder reads as follows:

*Convict: Mokhal the Ruiner*

*Crimes: Assault (>100), murder (x82)*

*Sentence: Life*



## Cell 6

You peer through the view panel to see a young woman with long red hair idly fiddling with the loose threads on her blanket.

She will approach the view panel as soon as she sees it's open and begin to plead with the heroes, telling them that it's a mistake and she's not who they think she is. She denies any details brought up from the folder and claims that she was only in for minor theft, but corrupt guards used her to replace a maximum-security prisoner who escaped to hide their failure. If asked, she identifies herself as Sarah Tiller.

In actuality, she is a [faceless stalker](#) named Loomus with a much higher body count than the few nobles they were found out for killing. Starting out at the bottom of society, they murdered and impersonated their way up to the top, taking joy in each new person they could look down on. Under no circumstances will they reveal this unless magically compelled, and even if the cell is opened they will keep up the act of being a harmless commoner girl.

The parchment in the folder reads as follows:

*Convict: Unknown*

*Crimes: Murder (x3), major theft (x3), impersonation of a noble (x3)*

*Sentence: Life*



## Cell 7

You peer through the view panel to see an empty, silent cell.

Nothing will provoke a response from within this cell. It holds an [elite mimic](#) named Ulthruk, which is impersonating the ceiling in hopes of tricking unwary guards into entering so it can slay them and escape. Ulthruk has a mental defect that prevents it from self-editing its memories the way other mimics can, allowing, or forcing, it to experience the sensation of boredom rather than deleting such experiences. As a result, it is far less patient than most members of its species, killing and eating compulsively to soothe that sensation rather than by need. It cannot resist attacking anyone who enters or attempts to force its way through the door if its disguise is revealed.

The parchment in the folder reads as follows:

*Convict: Unknown*

*Crimes: Assault (x6), murder (x31), cannibalism (x31)*

*Sentence: Life*



## Cell 8

You peer through the view panel to see a boy no older than ten laying in the middle of a runic circle. Shadows writhe around him, often contrary to the light.

The boy will not respond, but attempts to converse will get a whispered response from an unclear source. They ask the heroes to break the magic circle, promising to release the boy if they do so and berating them for cruelty if they don't.

The boy is named William and is currently possessed by the [ghost](#) of a cruel assassin named Estress. Estress was an assassin in life and died in the wilderness thanks to a poisoned wound inflicted by a rival, where he rotted until someone found his body. Unable to leave the site of his death normally, he possessed the one who discovered him and now seeks vengeance on his murderer through any body he can puppet. The parchment in the folder reads as follows:

*Convict: William DeHue and Unknown*

*Crimes: Possession (x8), assault (x14)*

*Sentence: Until exorcism*

## Cell 9

You peer through the view panel to see a woman sitting against the back wall, her white hair draped over her skinless head and shoulders. It's only as she moves to meet your gaze that you see her skin isn't absent but transparent, her nearly invisible lips peeling back over fanged teeth.

This urdefhan [cultist](#) bears the disdain for life common to her kind, including her own, and has largely resigned herself to her fate. She speaks exclusively in Daemonic, alternating between spitting hateful insults at her captors regarding how much of their parentage was some form of barnyard vermin and laughing maniacally about their inevitable fates as soul chattel for the spawn of Abbadon. Currently she is out of favor with her daemonic patrons, and so long as she remains confined in her cell she cannot use the [daemonic pact](#) ritual (to summon a [ceustodaemon](#)). Her other spells remain and she will use them to attack anyone who enters her cell.

The parchment in the folder reads as follows:

*Convict: Kythriik Sesh*

*Crimes: Assembly of a cult, ritual murder (x6)*

*Sentence: Life*



## Cell 10

You open the view panel to see bloodshot eyes pressed against it from the other side. There are runes marked across the pupils as if they'd grown from the veins themselves, and they turn your stomach to see.

Anyone who looks at the eyes must attempt a **DC 18 Will save**, or become sickened 1, or sickened 2 on a failure. This is a mental and visual effect.

The prisoner on the other side is a [cultist](#) of the Great Old Ones named Cilco Emenus. They don't respond but do speak, continually muttering an Aklo phrase over and over. A hero who speaks Aklo can recognize it as a line from the popular play where the protagonist tries to convince his father to give up on his grudge, but with several words changed so it instead implores the listener to give up the stars.

Entering the cell reveals Ciclo has used their fingernails to inscribe strange and profane runes on every surface, which brings them some form of comfort from their madness. So long as they remain in this room they are harmless, but they fly into a murderous rage in any space not similarly decorated.

The parchment in the folder reads as follows:

*Convict: Cilco Emenus*

*Crimes: Crimes against sanity*

*Sentence: Life*

## Guard Quarters

*This room holds several hammocks and chests, clearly less well lived in by the guards resting here. Lieutenant Stonestrider instructs the heroes to keep one member of the group here, or otherwise patrolling this deck along with the guards, at all times except in cases of emergency such as an attack by an outside force. A weapons locker by the door is secured by a simple lock and holds three [moderate thunderstones](#) with the non-lethal trait along with the weapons of any sleeping guards; any of the guards has a key to this locker.*

## Chain Locker

*This small room holds nothing but loops of anchor chain and a puddle of seawater on the floor.*

## BILGE DECK

### Bilges

*This deck is entirely a single open room that smells of algae and salt water. Two large bilge pumps sit idle and the deck is currently dry save for a few shallow puddles of seawater.*

# THE STORM

Two days into the voyage, Teing spots a strong oncoming storm, and on the third day, it engulfs the ship. From this point onwards, wind imposes a -2 circumstance penalty to auditory Perception checks and ranged weapon attacks while on the deck of the ship, as well as a +2 circumstance save bonus against auditory effects. The rain and the heaving ocean make the deck slippery, making it uneven terrain. The **Acrobatics DC to Balance is 20**; creatures can use Sailing Lore instead, which has a **DC of 18**.

Several hours later, under cover of the storm, the ship is attacked by pirates seeking to free the convicts and recruit the desperate prisoners into their crews. Their ship doesn't have space for all the prisoners, which they hope will encourage competitiveness to determine the most ruthless and suitable new members.

## PIRATE RAID      MODERATE 5

4 Pirates<sup>GMG</sup>

Elite Pirate<sup>GMG</sup>

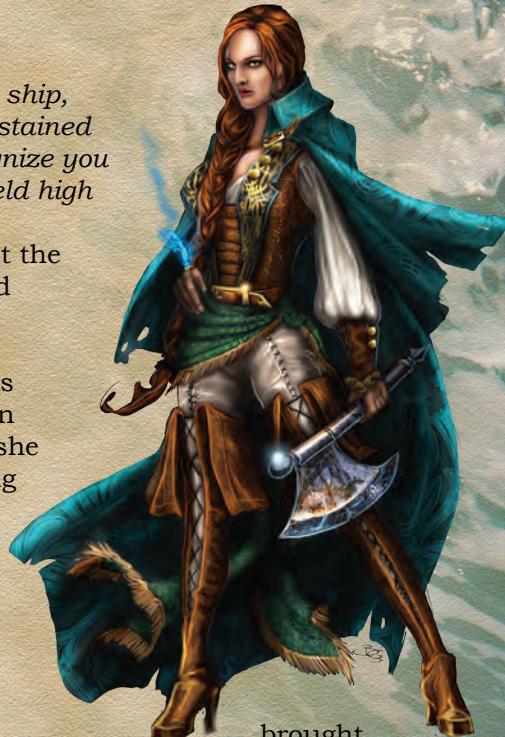
*Iron grappling hooks are embedded in the railings on either side of the ship, and standing on deck are four grizzled, vicious warriors bearing bloodstained blades over the fallen bodies of a number of sailors. They clearly recognize you as the most prominent threat and charge to meet you with weapons held high and a terrible battle cry.*

Only the four normal pirates begin combat on the deck and they meet the heroes in battle, having tested themselves against the crew and found themselves more than a match. After one round of combat, they will reevaluate this appraisal and call for help. Their ship, *Waveripper*, is attached to the *Fifth Spar* along the starboard side by grappling hooks and holds another four pirates as well as the elite pirate, their captain the Cobalt Cutlass. Of these, only the captain will come to their aid; she arrives onboard at the end of the turn she's called for and rolls Sailing Lore for the initiative.

The pirates aboard the *Waveripper* concern themselves alternatively with preparing the ship to make good their escape, and manning a cannon to fire into the hull of the *Fifth Spar*. Their lack of focused aim prevents them from sinking the ship unless allowed to fire uninterrupted for a full minute but will cause damage that impacts the rest of the adventure. The *Fifth Spar* has two mounted ballistae along each side of the ship, and those on the starboard side can be to bear against the *Waveripper* and its crew, though they cannot rotate to target any space on the deck of the *Fifth Spar*. If one minute goes by with no signal from their allies, if given the order by their captain, or if given demonstrable proof of their captain's death, the four pirates in the ship immediately cut the ropes and attempt to sail away.

In the circumstances described above, the pirates will kill 2d4 members of the crew before the heroes arrive. However, it is possible some of the heroes will be on the deck of the ship helping the crew with the storm when the pirates arrive. In such a case, they can attempt a Perception check against the pirate's Stealth check. In these circumstances, the pirates will kill no crew members, but their captain will join the four pirates in the initial boarding action.

The crew of the *Fifth Spar* is occupied with fighting the storm, especially with the recent deaths of several of their compatriots, and generally do not affect the combat. If the heroes prevented any crew from being killed, or if they succeed on a **DC 24 Diplomacy check**, Captain Darrow will join



brought  
enough

them in battling the pirates.

After three rounds of combat, the storm and the distraction from the pirates cause the *Fifth Spar* to collide with a reef. This does not sink the ship, but all creatures onboard must attempt a **DC 17 Reflex save** or fall prone on a failure. After four rounds of combat, a guard will arrive on deck bearing urgent news: a prison break has begun belowdecks!

### PRISON RIOT     MODERATE 5

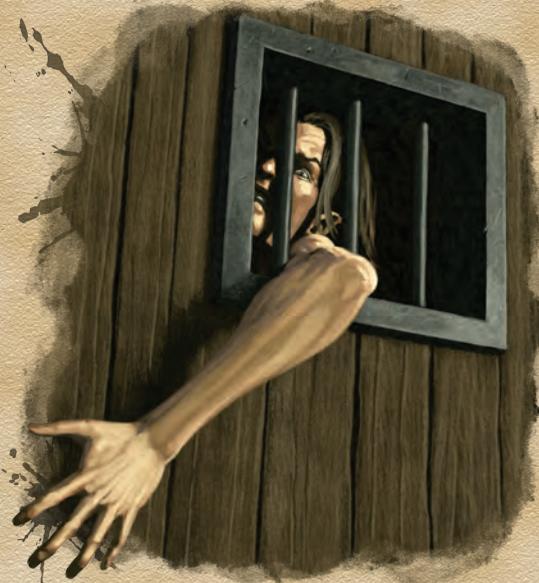
#### 8 Prisoners

A roaring mob of prisoners has broken down the door of the guard's watch station. The guards manning it lay bleeding on the ground as the prisoners charge in a storm of fists and improvised shivs.

The prison riot is the result of a combination of factors. Damage caused by the storm and the attacking pirates weakened several cells, allowing some prisoners to escape and encouraging others to pick their locks. If the heroes depart from the upper deck to come deal with the prison riot immediately, there is only 4 prisoners and they will not have a chance to kill any guards before they arrive.

If the heroes delay their departure, such as by choosing to finish combat with the pirates, there will be 8 prisoners and 2d4 guards will be killed before the heroes arrive. Lieutenant Stonestrider will always be among those slain if any of the guards die as he fights from the front to protect his men.

If the heroes confiscated at least 10 daggers, the opponents will be 8 weak prisoners instead. The remaining guards will join the heroes in fighting the prisoners but will prioritize trying to retrieve and aid their fallen comrades if possible. If they so wish, a hero can attempt a **DC 22 Diplomacy check** to convince a guard to go to the deck of the ship and aid in the battle against any remaining pirates.



## PART 2: THE HUNT

The heroes have put down the riot and driven off the pirates, leaving them on a damaged ship now with fewer crew and guards. Of the five prisoner cells, three have been opened to release their prisoners. If the prisoner mobs were subdued nonlethally, the prisoners remain alive and can be recaptured at a rate of roughly one prisoner for every three points of damage dealt with nonlethal attacks, for a total of thirty prisoners if the mobs were subdued entirely nonlethally. One of the prison cells had its locks picked and can be easily relocked, while the other two were broken open. An hour of work and a successful **DC 20 Crafting check** can repair a cell enough to hold prisoners securely again.

It is at this time a new problem is brought to the heroes' attention: during the chaos of the prison riot, five of the ten maximum security cells were broken open and their prisoners were released with no sign of where they've gone. The *Fifth Spar* is due to make landfall in two days despite the persistent storm and the prisoners must be recaptured or otherwise dealt with before this happens and they have a chance to slip away.

If asked, Captain Darrow will refuse any attempts to convince him to drop anchor and wait until the prisoners can be recaptured. As far as he's concerned, it's his job to get the prisoners to Seapit, and it's the guards' job to keep the prisoners contained. A **DC 25 Diplomacy, Deception, or**

**Intimidation check** can convince him to delay the arrival by a day, or by two days on a critical success, but he will not stretch out the journey any longer.

The guards will remain occupied guarding the prisoners with new vigilance to ensure a second breakout doesn't occur. If at least eight are alive, they can be convinced with a **DC 24 Diplomacy or Society** check to assign one guard to aid the heroes, or two on a critical success. The DC decreases to 21 if Lieutenant Stonestrider is still alive.

The first place the heroes are likely to begin their investigations is the maximum security level, where they find the doorframes to cells 2, 3, 6, 7, and 9 have buckled with the ship's impact against the reef, causing the locks on cells to break as the doors were forced out of place. One of these cells can be repaired with four hours of work and a **DC 23 Crafting check**. From here, the heroes may attempt to use the **Track** action to hunt down the various inmates, though the ongoing chaos of the storm and the crew attempting to repair the damage from the attack and the reef, as well as the time since the escape, imposes a -2 circumstance penalty. As a result, the heroes may find an old-fashioned search to be more effective. From this point forwards, encounters may occur in any order.

## OPENING THE CELLS

**TRIVIAL 5**

It is possible that the heroes will decide to open the other cells at this point, whether to verify the continued presence of their prisoners or to try and deal with them preemptively before another escape can happen. In this case, the cells each contain the following:

- Cell 1: [Goblin commando](#)<sup>B1</sup>
- Cell 4: [Cultist](#)<sup>GMG</sup>
- Cell 5: [Elite orc warchief](#)<sup>B1</sup>
- Cell 8: [Ghost commoner](#)<sup>B1</sup> with the [malevolent possession ability](#); the ghost departs from his host if the magic circle is broken, otherwise it will not respond even to its cell being opened. If a minute passes and he hasn't been able to possess a new body, he vanishes and reappears at the location of his body.
- Cell 10: [Cultist](#)<sup>GMG</sup>

## DAEMONS ON DECK

**SEVERE 5**

[Urdefhan tormentor](#)<sup>B2</sup>

[Ceustodaemon](#)<sup>B1</sup>

A skinless woman glares at you past the barricade she's set up in this room. In one hand she brandishes a hammer threateningly at the battered hull of the ship, through which seawater and rain occasionally splash.

Kythriik Sesh is likely to be the first of the high-security convicts the heroes find. With little in the way of skills she can use to hide, she opts for an aggressive tactic. Retrieving a warhammer from the guard's stores, she barricades herself in the water storage, where a section of hull was weakened by the reef collision. In this location, she's swiftly discovered by the crew trying to repair the damage, who bring it to the heroes' attention a few hours after they discover the high-security escape.

She attempts to threaten first and foremost, bashing the damaged hull with her warhammer and making **Intimidate checks** (+11 bonus, expert proficiency) about breaking it further to destabilize the ship. If that fails, she'll instead threaten to break open the water casks. She resorts to pantomime if no one understands any of the languages she uses, and to physically attacking the hull should anyone make an aggressive move towards her. Outright battle is her last resort, though one she will gleefully indulge in if necessary. If there are members of the crew present she will try to include them in any damaging spells she casts in order to slay as many as possible, even to the detriment of her efforts against the heroes. Otherwise, she can be bargained with to stay where she is and make no aggressive actions if left alone.

If a full day passes since the high-security prison break and she hasn't been recaptured or slain, her attitude changes as she completes a *daemonic pact* ritual and summons a ceustodaemon. With the

muscle to back her up in destroying the ship if necessary, she makes it clear she won't be leaving until the *Fifth Spar* returns to the mainland and she's released there. Any attempts to persuade her otherwise or signs of tricking her spark a rampage with her daemonic minion seeking to kill as many crew members as possible to cow the others into obeying her.

## DEADLY CARGO

## TRIVIAL 5

### Elite mimic<sup>B1</sup>

*The cargo room seems ordinary. Crowded with boxes and crates, nothing is immediately amiss. After escaping, Ulthruk makes its way up to the cargo deck and takes on the guise of a crate. Its compulsion to kill and eat can compromise its disguise, as every day Ulthruk remains loose it devours 1d4-1 members of the crew. Crew members will notice the absence after the first disappearance, and after four crew have been lost, they can positively identify the level of the ship they all went to before they vanished.*

When investigating, the DC of Ulthruk's Mimic Object ability decreases to 25 if a creature is adjacent to it as it quivers in anticipation.

## BILE IN THE BILGE

## TRIVIAL 5

### Ghoul<sup>B1</sup>

### 3 Reefclaws<sup>B1</sup>

*The bilge is full of sloshing seawater that you can barely see the bottom through, the foaming surface up to your knees with broken spars of wood bobbing on the surface.*

Lydia's old instincts to avoid capture drove her to hide in the bilges, submerging herself in the briny water. However, the crew continues to try to fix the damage caused by the reef collision, tempting her hunger. On the first day, she must attempt a **DC 10 Will save**; if she fails she kills a crewmember to feed on, causing the survivors of her attack to alert the heroes. She must attempt a new save each day and the DC increases by 5 each day after the first.

The seawater of the bilge also carries a number of other threats in the form of three reefclaws.

Lydia's sickly flesh turns them off of her, but they'll eagerly attempt to feed on other meals that present themselves.

The water in the bilge is difficult terrain. If three days go by, the crew finishes bailing the water, removing the difficult terrain and the reefclaws from this encounter.



## IMPOSTOR

## TRIVIAL 5

### Mastermind<sup>B2</sup>

*The crew is making merry together, an unremarkable sight if you don't know them. If you do, there's an unfamiliar face among their number.*

Donning crewmen's garb, Arthur charmed a few key individuals with magic while spinning lies to the others about being a new hire taken on at the last port they merely hadn't met yet, covering holes in his story by changing topics to fascinating gossip about recent happenings.

Heroes familiar with the crew are likely to ferret him out quickly. Others may instead hear gossip among the crew complaining about the new guy avoiding work. Otherwise, they may attempt **Perception or Occultism checks** against his spell DC when observing the crew to note signs of magical manipulation.

Arthur, despite his skill at lies and disguises, knows little about sailing and is trying to avoid doing the work of a sailor to avoid being exposed for his inexperience. A challenge made to his knowledge using a Sailing Lore check gives him a -4 circumstance penalty on any skill check he makes against it.

## OH CAPTAIN, MY CAPTAIN

## MODERATE 5

### Faceless stalker<sup>B1</sup>

### 2 Harbormaster<sup>GMG</sup>

### Navigator<sup>GMG</sup>

*As you emerge onto the deck, you're met with the stern visages of the senior crew, each bearing a drawn weapon.*

Loomus' thirst for the fine life persisted with their escape as they made their way to Captain Darrow's quarters and hid behind a sea chest until the man fell asleep before killing him and taking his place. They claimed the items from his hidden safe before stashing his body in that same compartment, taking his place as the leader of the ship. They watch and wait, observing the crew and the heroes as they plot their next move. In this stage, there are few flaws in their disguise unless one knows the captain personally and they do little to draw suspicion, and one of the few signs of the change is that the captain now carries a longsword rather than his usual rapier, which they will excuse as taking up a magical weapon in the case of another attack.

Eventually, they decide action is needed and the heroes must be eliminated before they expose the facade. As the captain, they spread rumors and distrust among the senior crew of the *Fifth Spar*, turning suspicions towards the heroes as malcontents who intentionally released dangerous prisoners as part of some secret plot, or simply for fun.

If confronted as an impostor, they immediately call the senior crew to them, accusing the heroes of attacking the captain and being mutineers. Otherwise, they will wait until the heroes have dealt with the last of the other four escaped prisoners before gathering the senior crew and heading to attack them. The crew is simply misguided and misled, and successful **Diplomacy checks against Loomus's Deception DC** can persuade them to stand down from the fight, though not to turn on their captain. Loomus remains in the guise of captain Darrow unless all their allies are slain or otherwise incapacitated, in which case they revert to their true form in a last-ditch effort to slay their foes. If it is apparent the battle is lost for them, they will opt for survival rather



than fighting to the death and throw themselves from the side of the ship in hopes of swimming to safety.

In battle, the faceless stalker's normal longsword gains the bonuses of the +1 longsword they took from the hidden safe.

## CONCLUDING THE ADVENTURE

The heroes have saved the ship and subdued the various prisoners that sought to escape its confines., and the *Fifth Spar* arrives at Seapit. The surviving prisoners are remanded to the custody of the guards, officially cleaning the heroes' hands of the matter, leaving the matter of payment. The heroes are given the contents of Captain Darrow's safe, gold and sword alike, by whichever living member of the crew is high ranking enough to take on the captain's position. A jailer of the Seapit will provide the heroes their payment for the voyage, a total of 50 gp to each hero, as well as an additional 10 gp for each high-security prisoner still alive to be handed over. If they did an excellent job of protecting the crew, they also receive a *wand of aqueous orb* from the grateful sailors.

## CONTINUING THE ADVENTURE

Now safely arrived at Seapit, the heroes have near unrestricted access to it as valued protectors, and the warden may find new opportunities to employ such skilled agents, whether seeking answers in its deepest levels where the line between cell and cave blurs and monsters roam, or in hunting down the most elusive and dangerous criminals across the kingdom.

Allies aside, the heroes may have any number of new enemies among the prisoners, ranging from petty thugs they put down in the riot to truly dangerous monsters now placed among more of similar danger with whom to plot an escape and revenge. And should they have escaped the final encounter Loomus may still be out there, with Seapit as the nearest land mass to swim for. And to their own goals, the heroes now have Seapit and the surrounding island to explore, to whatever ends they may seek.

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