

Dark raindrops fall like hail. The deck of the disguised pirate sloop, **THE EMISSARY**, shifts and tips beneath your feet as storm waves pound its frame. Steam hisses from **CAPTAIN WEAVER**'s (*loyal, fierce*) mechanical leg as he shifts his weight. He tightens his grip on the hand-rail as he yells through the rain.

*“List’n! Like I said before: They think this’s a routine inspection by th’ Iruvian trade ministry. When they board us, dive below and board their ship. Disable their engines and push th’ blood barrels out. We’ll handle the crew. Here’s the floaters fer the barrels. And one last thing—the **IRON KING** said there’s a device in the captain’s quarters, looks like a key. We need that, too.”*

A wave surges over the railing as the huge hull of **THE RED MARINER** looms into view—a leviathan hunter ship fastened to the sloop with boarding chains. It draws closer as you prepare to dive.

APPROACH & OBSTACLES

Each area of the ship contains possible challenges and opportunities.

THE DECK: A wooden deck patrolled by marines on the payroll of **LORD PENDERYN**.

- ❖ Marines patrol the deck
- ❖ It’s hard to see or hear because of the storm

THE CARGO HOLD: Barrels upon barrels of freshly harvested leviathan blood.

- ❖ Locked beneath a grate
- ❖ Lightning tower
- ❖ Barrels are very heavy

CAPTAIN’S QUARTERS: At the back of the ship, a cozy room for a wealthy noble.

- ❖ Loudspeaker broadcast lets you command the crew
- ❖ Chalk summoning circle

You can enter the ship from any area, but may need to visit other areas to achieve your mission.

SCENES & COMPLICATIONS

The slippery deck is patrolled by marines. Due to the storm, it won’t be easy to recognize you.

- ❖ A suspicious marine demands identification from you. He calls you over to get a better look
- ❖ You slip on the deck, hitting your head hard
- ❖ Loose crates slide towards you at high speed, splintering into pieces

In the captain’s quarters, gold-rimmed windows overlook the angry sea. An old key lies on a writing desk.

- ❖ The first mate enters the cabin behind you
- ❖ As you touch the key, a demon appears and offers you an irresistible bargain
- ❖ A trapdoor opens directly into the sea below

You jettison the barrels of leviathan blood and make your escape. One of the barrels detonates unexpectedly.

- ❖ A fire spreads on the deck of the Red Mariner
- ❖ An alarm goes off, alerting the crew
- ❖ The explosion attracts a **LEVIATHAN**: its tentacles rise from the water around the ship

*On the sloop, a fight begins between Captain Weaver’s pirates and the marines of the Red Mariner. Captain of the Red Mariner **ELIAS LOCKE** (arcane, cruel) faces off against you.*

- ❖ More marines arrive as reinforcements
- ❖ Captain Locke shifts partially into the ghost field, making it harder to hit him

Captain Weaver pats one of the barrels of leviathan blood before turning to you with a wide grin.

“All in a day’s work. You’re real seadogs, y’know that? Couldn’t have done it without ‘ya. They’ll be singing your praise from the Iruvia to Tycheros now. I reckon y’should lay low for a while. Lord Penderyn’s bound to be hunting your blood now!”