

SECOND EDITION

PATHFINDER SOCIETY



The Year of **Battle's Spark**

Scenario #7-02
Levels 1-4



Shipyard Sabotage

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Shipyards Sabotage

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GM Resources

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Player Core*, *Pathfinder Monster Core*, *Pathfinder NPC Core*, and *Pathfinder Guns & Gears*

Maps: *Pathfinder Flip-Mat: Docks*, *Pathfinder Flip-Mat: Bigger Pirate Ship*

Online Resource: Pathfinder Reference Document at paizo.com/prd

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <https://lorespire.paizo.com/>.



Summary

Shipyards Sabotage is a Pathfinder Society scenario for 1st- through 4th-level characters in which the PCs must help repel a surprise assault on Augustana's shipyards by forces not-so-secretly tied to Cheliah.

HOW TO PLAY



PLAY TIME: 2-3 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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Adventure Background

The Battle of Hellknight Hill, a conflict in which Andoran deployed soldiers to attack a fortified Hellknight position and liberate a town within the neighboring nation of Iger, has ratcheted up tensions in the Inner Sea to heights never before seen. Iger is under the protection of Cheliox, and it remains to be seen how the Chelaxian ruler Queen Abrogail Thrune II will respond. The Pathfinder Society has found itself on the Andoran side of the conflict after numerous run-ins with Chelaxian forces and the burning of Greensteeples, the only Pathfinder Society lodge in Cheliox.

Considering the rising tension and move toward war, the Society's leadership, the Decemvirate, has decided to increase the Society's naval capabilities. To that end, **Immaculate-Weaving-Under-Moonlight Nairaba** (fastidious male anadi dilettante) and **Kitsch** (boisterous female ysoki quartermaster), the two heads of the Procurement and Supplies Division of the Pathfinder Society, have been sent to secure a new vessel from the famed Augustana shipyards in Andoran. Though little trouble is expected, Venture-Captain **Brackett** (brash male human community organizer), head of operations in Andoran, feels it's better to be safe than sorry and deploys a group of newer agents to act as bodyguards for Nairaba and Kitsch.

This was a fortuitous decision, as Cheliox has secretly funded a group of privateers to disrupt Andoren naval movements and shipping in the Inner Sea. One of their captains, **Conziva** (determined female nephilim human pirate), new to her command, has taken it upon herself to go all-out and assault the shipyards themselves. This is far beyond what Cheliox expected. Conziva will receive no further aid, nor will Cheliox act to stop her. She's slowly brought her crew into the docks of Augustana, acting like sailors looking for work. She's now ready to begin her assault, dreaming of both a safe home for her crew and of closure, as the Chelaxian government has promised, as part of their arrangement, to force her estranged family to meet with her.

Getting Started

This scenario starts in Augustana, within a private room that Venture-Captain Brackett has rented in the Brine Shark's Bistro, a modest eatery in the Shipyard district that has some local fame for its savory crab cakes and compelling view of the docks and tall warships of the Great Salt Harbor. In addition to Brackett, the room also includes the two heads of Procurement and Supply, the fastidious Nairaba and the boisterous Kitsch. Read or paraphrase the following to get the adventure underway.

"Excellent, you're all here," Venture-Captain Brackett says as he gestures to seats around a large wooden table in this private dining room. "I have two people you need to meet. They're responsible for fulfilling the Pathfinder supplies that you equip yourselves with before each mission. First, is our head quartermaster, Kitsch."

WHERE ON GOLARION?

Shipyard Sabotage takes place in the shipyards of Augustana, Andoran's second largest city. It is located on the Apso Bay and boasts one of the largest shipyards on the Inner Sea. For more on Augustana and Andoran, see pages 30-43 of *Pathfinder Lost Omens Shining Kingdoms*.



He points to an ysoki woman using a full toolkit, including various pliers, saws and picks, to dismember a large crab carcass. Kitsch's overalls are liberally smeared and spattered with both grease and shell bits. She glances up, waves, and then returns her focus to trying to break apart the crab shell without saying a word.

Then Brackett points out a tall mwangi man in an elegant tunic unsuccessfully trying to stay out of spatter range. "And this man is our Head of Procurement, Immaculate-Weaving-Under-Moonlight Nairaba."

"Please, that is such a long mouthful," the man says as he passes out napkins and cleaning cloths. "Feel free to call me, Nairaba. Tell me, what are you called?"

Allow the PCs to introduce themselves to Nairaba, Kitsch and Brackett if they haven't already.

While they talk, waiters bring in wine, savory crab cakes and other seafood dishes. Nairaba pours wine for everyone and then tastes it, nearly spitting it out. "Oh my, has this gone off? It may be more suitable as cleaning solvent than as a beverage."

A PC wishing to inspect the wine can do so with a successful DC 10 Alcohol Lore (or DC 13 Society) to recognize the vintage as Sauerton Red, a local Andoren vintage known for being both cheap and nearly undrinkable to those unused to its acidic aftertaste.

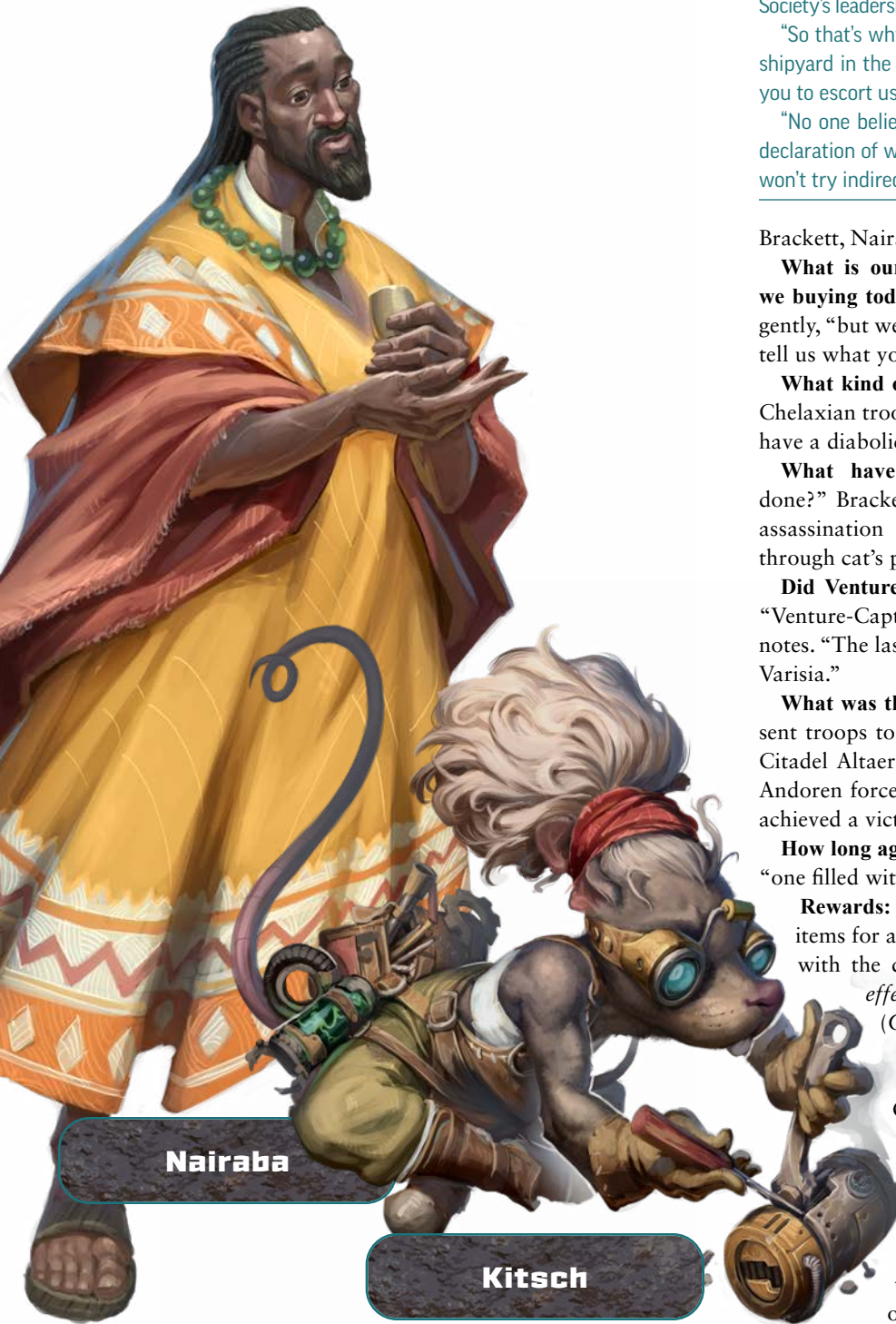
Kitsch glances furtively around for waitstaff, then dumps the bottle of Sauerton Red into a drooping plant. She holds up her hands for a moment and pulls three bottles of wine out of her cheek pouches. The moment she empties her pouches she says, "Sometimes the secret to a good supply chain is knowing when you need to smuggle things in. I think you'll find these bottles are much better, Nairaba."

"Thank you." Nairaba carefully wipes each bottle down before

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passing them around; they are an excellent Galtan vintage.

Brackett closes the door firmly so that no other waitstaff can invade. "Now that you've all been sufficiently wined and dined," he says, "it's time to explain why we've scheduled this little excursion to Augustana. Cheliox has never embraced the Society, even at the best of times. They made Pathfinders illegal within their country. Then a few months ago, they burnt Greensteeples, the secret lodge we had there."



"But since the Battle of Hellknight Hill, they've grown positively restless," Nairaba says. "We've always had Chelioxian smugglers and the like willing to deal with the Society, but now they're all treating us like pariahs, and some have told us that the Chelioxian military is requisitioning all the supplies they would normally sell to us."

Brackett nods. "Immediately after the battle, Zarta Draldeen warned us that Cheliox does not forgive slights. Since Isger is under the protection of Cheliox, Queen Abrogail will want revenge. With an Inner Sea war brewing, the Society's leadership believes that we need more ships for our naval defenses."

"So that's why Nairaba and I are here," Kitsch says, "This is the biggest shipyard in the Inner Sea. But Nairaba and I aren't fighters. We're asking you to escort us and look for signs of trouble."

"No one believes that Cheliox will do anything direct without a formal declaration of war," Brackett says coldly. "But that doesn't mean that they won't try indirect and underhanded methods."

Brackett, Nairaba and Kitsch attempt to answer the PC's questions.

What is our budget for ship purchases?/How many ships are we buying today? "Let us worry about the money," Nairaba says gently, "but we will welcome your feedback on the ships we see. Do tell us what you think of them."

What kind of trouble do you expect? "Anything short of actual Chelioxian troops on Andoran soil," Nairaba says. "The Chelioxians have a diabolical love of intrigue."

What have Chelioxians done before? "What haven't they done?" Brackett grimaces. "They're not above smear campaigns, assassination attempts, soul extraction and third-party actions through cat's paws."

Did Venture-Captain Jeggare escape the Greensteeples attack? "Venture-Captain Jeggare is a man who's very hard to kill." Brackett notes. "The last I heard, he was free and currently traveling around Varisia."

What was the Battle of Hellknight Hill? Kitsch grins. "Andoran sent troops to liberate the Isgeri town of Breachill, which housed Citadel Altaerein, a fully staffed Hellknight fort. Fortunately, the Andoren forces caught the Hellknights with their pants down and achieved a victory."

How long ago did this happen? "About a month," Brackett sighs, "one filled with icy diplomacy and ever-increasing wariness."

Rewards: Nairaba and Kitsch offer the PCs the following items for accompanying them: a *choker of elocution* (preloaded with the diabolic language), a set of *dragon turtle scale*, an *effervescent ampoule*, and a pair of moderate blast boots (*Guns & Gears* 67).

Hero Points

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

GM Tracking

For the reference of the GM, **Handout #1: GM Tracking Aid** is available (page 24). This handout tracks the various successes and their connections to other parts of the adventure. You shouldn't give this

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to your players; it's to help you track these elements.

Touring the Shipyards

As soon as the PCs are ready, Kitsch rubs her paws together. "Enough talking! Let's go shopping!"

"Remember, we would like your honest opinion on all the ships you see," Nairaba says gently. "It's important to have multiple opinions when we're considering a purchase as large as a ship."

Nairaba and Kitsch lead the way down the five blocks from the Brine Shark's Bistro, down a steep incline to the dockside office of **Olad the Alright Shipwright** (overzealous male halfling salesman). Soon, the sounds of the Shipyard district grow more raucous. Gangs of workers sing Consortium lumberjack chants as they haul timber, and a cacophony of saws and hammers fills the air as craftsmen put together hulls in the dry docks. Augustana is sultry in summer; Nairaba and Kitsch fan themselves but heat radiates off the streets. The occasional cool breeze blowing off the Great Salt Harbor brings some relief not just from the heat, but from the mingling smells of sweat, sawdust, oil, and tar.

Olad greets that Pathfinder delegation as if they were long lost friends, pumping their hands (or claws, or whatever the party has for appendages) and expressing his joy in meeting them all. "Buying ships for a navy, yes? Why then, you'll be needing lots of ships! Small ships! Tall ships! So many ships, and Trustworthy Olad has them all for you!"

Olad takes the party on a tour of substandard ships. A PC who makes a successful DC 15 Perception check to Sense Motive quickly realizes that Olad is viewing their delegation as a golden opportunity to offload the worst of his inventory on a bunch of moneyed landlubbers. PCs who want to help assess the ships can do so with a successful DC 13 Warfare or sailing-related Lore to Recall Knowledge, a DC 15 Crafting check to Recall Knowledge or DC 17 Perception check to Seek (for levels 3–4 increase each DC by 2). Encourage the PCs to do an assessment for each ship and have Nairaba ask their opinions if they forget to tell him.

The Pert Peach is a squat, mid-sized ship painted in gaudy colors and replete with the eye-watering scent of perfume belowdeck. Olad gestures expansively on the ship tour. "This pre-owned beauty is one we're refurbishing! In addition to an excellent galley, there are so many private rooms, useful for storage!" A PC who makes a successful assessment of the ship realizes that while it would make a great passenger or hospital vessel, the ship is much too slow and unwieldy for the rapid transportation the Society often needs.

The Scurvy Scamp is a lean, two-masted brig. "Okay, so you want fast, you want lean, you want this ship! She's fast and can

be used for discreet merchandise," Olad pauses to wink at Nairaba and Kitsch, "or for stealthy drops of soldiers on an enemy coast." *The Scurvy Scamp* is indeed seaworthy and fast, but a PC who makes a successful assessment of the ship realizes that its rudder is in terrible repair and needs replacement. If the price was reduced for the bad rudder, it might be something the Pathfinder Society could fix in a few weeks.

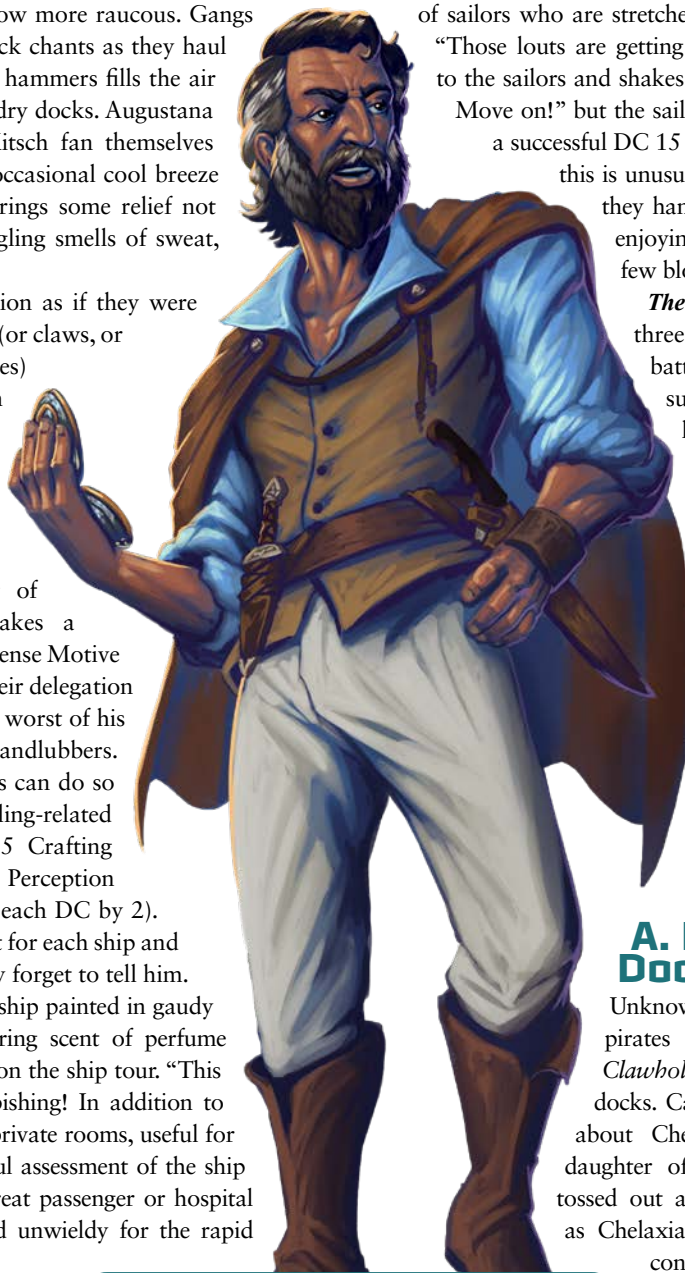
As the players travel to the third ship, aimless sailors wander around the dock area of the shipyard. Some have opened a crate of Sauerton Red and are passing bottles around. The sailors sit on the docks, drinking and watching the nearby ships. Olad detours around a pair of sailors who are stretched out on the dock and then complains, "Those louts are getting in the way of honest work." He turns to the sailors and shakes a fist. "Hey! We're trying to work here!

Move on!" but the sailors shrug and ignore him. A PC making a successful DC 15 check to Sense Motive might realize that this is unusual behavior for sailors off-duty. Why are they hanging around a busy shipyard instead of enjoying the nearby bars and entertainment a few blocks away?

The Lucky Duck is a full-rigged ship with three tall masts. There are recently repaired battle scars on the hull. PCs making a successful DC 13 Perception check to Seek hear squeaking and scurrying noises, and if their check meets or exceeds a DC 18, they spot rats running along the floor, including one that runs directly over Olad's bare foot, though Olad pretends to make no notice of this. "This ship may need a good scrub down and a little love, but she can carry a lot of personnel and has the space for 50 cannons onboard." A PC who makes a successful assessment of this ship realizes that this vessel, despite its very prevalent rat problem, is ready now and would serve the Pathfinder fleet just fine.

A. Battle for the Docks

Unknown to the Pathfinder delegation, some pirates from Captain Conziva's ship, the *Clawhold*, have arrived to cause chaos on the docks. Captain Conziva has complicated feelings about Chelax. Born and raised the youngest daughter of a mercantile demibarone, she was tossed out as a teenager when her horns grew in, as Chelaxian society holds hellspawn nephilim in contempt. Conziva survived, fleeing to the Shackles, and joined a pirate crew as a ship's girl. Conziva slowly rose through the ranks and now captains her own ship. In memory



Venture-Captain Brackett

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of her own welcome to ship life, she's made a point of recruiting other outcasts. She's reckless and a bit desperate, but her crew respects her and gave her the nickname "Lady Longboat" for both her willingness to be part of boarding parties and her slightly hoity-toity mannerisms.

Conziva tossed the first Chelaxian agents who came to call on her off her ship, but then Chelax offered a letter of marque, a title with an estate that could provide a safe home for all her crew, and the ability to confront the parents who abandoned her. Conziva did not want to lose this opportunity to make a new life for her chosen family while also getting the chance for closure with her parents. Now, she and her crew have gone beyond Chelax's mandate of harassing the sea trade and decided to attack the shipyards themselves. The pirates' goal is to destroy ships, but they're also endangering the workers in the yard. Before the attacks start, there are pirate saboteurs starting fires, and swinging weapons at shipyard workers to scare them away from the docks.

The wooden docks creak underfoot as Olad leads the way off the *Lucky Duck*. "I have a few other options for—" he breaks off as a commotion starts near the docks. Dozens of rough-looking goblin sailors swarm throughout the area, lighting fires in the shipyard and brandishing weapons. They shriek gleefully as terrified dockworkers scream and scramble out of the way. Plumes of smoke rise, and the scent of burning wood fills the air.

Olad puffs out his chest. "My ships! You'll have my ships over my dead body!" Olad shouts as he grabs a belaying pin and jumps into the fray.

From all sides, the sounds of "Ook-ook-ook!" calls rise as both monkey goblins and gorilla pirates grab onto ropes and swing into the dock area, attacking everyone in their path.

Dock Defense

Use the map on page 8 for this encounter. A preponderance of hanging ropes throughout the area can be used for climbing and swinging. PCs who have the pirate dedication (or other abilities that allow for swinging) will find a hanging rope anywhere they need one to be. Consider allowing swashbucklers and others to roll Acrobatics or Athletics for their initiative if they swing in on the ropes. The lower docks are only three feet below the upper ones, and do not require a check to leap down or clamber up.

The Waves: There will be two waves to this fight. In wave one, pirate goblins come swinging in with their well-trained pirate gorillas. In wave two, more pirate goblins arrive accompanied by an underwater assault team of athamaru that peek out of the waves, take their shots, and then dive below the waters again. The waves follow one another with only a one-minute break.

Olad: Olad doesn't run and hide when his shipyard is set aflame--he leaps into the fray! He grabs a belaying pin and runs to battle with the PCs, but he does not roll initiative or act. Mechanically, Olad is represented by allowing one of the PCs each round (the

players can choose or make flat checks to see who gets this benefit) to count as flanking an enemy and gain an extra 1d6 Bludgeoning damage if the PC successfully hits.

Nairaba and Kitsch: As noncombatants, Nairaba and Kitsch run and hide during combat, but also take steps to heal their fellow Pathfinders. At the end of each round, Nairaba hands Kitsch a *healing potion* (or *elixir of unlife* if the PC has negative healing) that Kitsch then loads into a bolt and fires at the most wounded Pathfinder while shouting, "This may sting!" Kitsch never misses with these bolts or hits someone with the wrong ammunition. Given that the PCs only have a minute-long break between waves, the healing from Nairaba and Kitsch is crucial to their success in this fight. They will also heal each PC once in between the waves.

Special Actions: There are two special actions that the PCs may use during this fight. One is the one-action "Save the Shipyard!" and the other is the two-action "Appeal to Surrender!" Saving the shipyard earns the party Shipyard Successes that will bring them goodwill later. A successful Appeal to Surrender means that the PCs have prisoners they can question for information.

Offer **Handout 2: Special Actions** to your players so that they are aware both of their own options and what Olad, Nairaba and Kitsch can offer them. The DCs for successful checks for "Save the Shipyard!" are DC 13 for Lore skills, DC 15 for other skills (DC 15 and DC 17 respectively for levels 3–4).



Wave 1: Gorilla Warfare

Moderate

The riggers of the *Clawhold* are a bunch of monkey goblins who have been loyal to Captain Conziva ever since she welcomed not just them, but their pet gorillas as well. These pirates and their pet shriek as they swing into battle and take boarding actions against the PCs, letting out a cacophony of "ooks." The moment they're in range, the gorillas use their frightening display. Because the goblins have trained their gorillas well, spells and abilities with the linguistic trait work on them, including the Appeal to Surrender action.

Levels 1-2

PIRATE GOBLINS (2)

Page 16, art on page 23

CREATURE -1

PIRATE GORILLA

Page 16, art on page 23

CREATURE 2

Levels 3-4

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GOBLIN RIGGER

Page 19, art on page 23

CREATURE 1

KING PIRATE GORILLA

Page 19, art on page 23

CREATURE 4

Between the Waves

Fires smolder all over the shipyard, and frantic workers scramble to douse the remaining flames. Meanwhile, sounds of pirate mayhem and fighting grow ever closer. The next wave of pirates is already approaching, but there's a brief opportunity to put out some of the fire before they arrive.

After the last of the pirate goblins and gorillas die or are captured, the PCs have one minute before the next wave of pirates arrives. During that time, allow each PC to do a single "Save the Shipyard!" check to represent them putting out fires and getting workers to safety.

Wave 2: Surf and Turf

Moderate



WHAT IF THE PCS DIDN'T GET ANYONE TO SURRENDER?

If the PCs failed to capture any NPCs alive (or only captured gorillas), the shipyard workers manage to capture a goblin prisoner for the PCs to interrogate. However, because this prisoner was not captured by the PCs, it's suspicious of them and all DCs to interrogate this prisoner are 2 higher.

Note: If any of the PCs can speak to animals, let them interrogate a gorilla. The gorillas are observant and can answer questions to those who can communicate with them! If a gorilla or monkey goblin is talking, be sure to insert some "Ooks" into the dialogue below.

Workers dive for cover as the next wave of pirates arrive. More monkey goblin pirates swing in with a hearty call of "Oook-oook-oook!" Meanwhile, a new threat lurks below as underwater swimmers rapidly approach the docks.

Just as the beleaguered shipyard workers are starting to calm down, more goblins are swinging in to fight, accompanied by underwater athamaru snipers. If the PCs enter the water, give them **Handout #3: Aquatic Combat Rules** to help them with underwater combat.

Creatures: The *Clawhold's* underwater hull-cleaning crew join in on this assault. They have the diving reload ability, so they can come out of the water, shoot, and then dive under the waves each round. While underwater, the water acts as concealment for the athamaru snipers.

Levels 1-2

ATHAMARU SWAB

Page 17, art on page 23

CREATURE 2

PIRATE GOBLINS (2)

Page 17, art on page 23

CREATURE -1

Levels 3-4

ATHAMARU PIRATE

Page 20, art on page 23

CREATURE 2

GOBLIN RIGGERS (3)

Page 20, art on page 23

CREATURE 1

Development: Once the battle is done, tally the shipyard successes. For each wave that the PCs complete in less than three rounds, award them an extra Shipyard success. The shipyard successes will be used in *Hustling the VIPs to Safety*. If the party earns successes equal to the number of PCs, they have Saved the Shipyard!

Interrogating the Prisoners

The PCs can take a few minutes after the battle to interrogate the prisoners and treat their own wounds. This interrogation takes ten minutes, which would allow PCs to treat wounds and refocus. If one of the PCs makes a successful DC 17 Deception, Diplomacy or Intimidate

Shipyards Sabotage

A. Battle for the Docks



G: GOBLINS AND GORILLAS

A: ATHAMARU

1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT: DOCKS

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check (DC 19 for levels 3–4), the pirates become amenable to answering questions from the party. If the PCs managed to capture more than one pirate alive (including gorillas), the pirates trust them more; lower these DCs by two. Once the captured pirates start talking, they keep chattering on, eventually volunteering the information on page 9 even if not asked.

On a critical success, the pirates tell the PCs the following about their captain, to offer as proof that they were taken alive and are currently well-treated, “Her favorite gorilla is the new baby we named Flotsam. We can’t feed him enough muskmelons! Nobody but crew knows that.” This information will give the PCs an additional +1 bonus to negotiations with Captain Konziva later.

Who are you? The pirate meets the gaze of the Pathfinder party, head unbowed. “We’re the crew of the *Clawhold*, the finest pirate vessel to ever sail the sea. Who the heck are you lot, and why did you interfere with our righteous raid?”

Why are you attacking us/Augustana? “We’re here to cause mayhem in the shipyard. They paid us to hassle Andoran’s sea trade, but then the Captain had the thought, ‘what would be a bigger hassle than this place losing all their shiny new ships?’”

Wait... who is “they”?/Who’s paying you? The pirate snorts. “Who else? Cheliox! The first time they came ’round, the Captain told them to go to Hell. And after what they did to her, who can blame her? But

then they promised to give us all a home and to let her see her family, so she had to do it.”

Who’s the Captain?/Who’s in charge? “Why, Lady Longboat herself! Captain Konziva!” The pirate swells with pride, “She welcomes all kinds. Monsters. Goblins. Fish folk. Why, she would even take you, I think.” The pirate gazes meaningfully at the most unusual PCs. “Heck, she even let us keep the gorillas. Best Captain on the sea, she is!”

Where do we find the Captain? The pirates gestures vaguely at the Shipyard district all around them, where the sounds of distant pirate combat can still be heard. “She’s somewhere around here. Our Lady Longboat leads from the front.”

What did Cheliox do to her? The pirate glares in remembered outrage. “Tossed her out like garbage when her horns grew in, that’s what! She weren’t even full-grown!”

What do you mean by they promised you all a home? The pirate gets a hopeful look in their eyes. “There’s not many places where people like us fit in, you know? But Cheliox offered the Captain a letter of marque and a title with an estate and then told her she could bring all of us with her. We’d have a safe home with no one hunting us.”

“They’ll let her see her family?”/Do they have her family hostage? “Naw, but she hasn’t spoken to them since her family tossed her out as a tweenie. She wants to look her ma and pa in the eye and tell them off in person!”

Why the heck are you trusting Cheliox? The pirate sniffs. “We don’t, but no one else is making us offers like that. Isn’t a safe home worth the chance?”

Development: After interrogating the prisoners, the PCs can leave the tied-up prisoners secured in a dockside warehouse, guarded by some of the shipyard workers they saved. If the PCs mention the Pathfinder Society as an option to Cheliox, the pirates look interested but insist that’s a decision for Captain Konziva. The crew members want to stay together.



Pirate Goblin

Event 1: Hustling the VIPs to Safety

In the aftermath of the fight, tools and lumber are scattered everywhere, and for a few minutes, the shipyard is quiet enough that the most prominent sound is the crash of waves against Augustana’s rocky shore. Then in the distance, pirates can be heard shouting to one another. “Where’s that shipwright? He’s got to be worth a fat ransom!” a woman’s voice calls. “And wasn’t he with customers earlier? Let’s collect them and pick them clean! Yarr!”

Nairaba ducks down behind a dropped crate. “This spot’s too open and hard to secure,” he says softly, lowering his voice to avoid attracting pirate attention.

Olad nods and turns to Nairaba and Kitsch with a determined look in his eye. “With all these pirates about, there’s not a safer place in the city than the Arsenal District. With all the naval officers and bankers who’ve settled there, security is good. I’ve got a house large enough to put us all up, if you can get us there.”

“Sounds good to me,” Kitsch says as she pulls a clockwork bird out of her *spacious pouch*. She winds it up and sends the bird flying off with a handwritten note. “Now Brackett will know where to find us.”

Shipyard Sabotage

This challenge uses the chase subsystem described on pages 192-195 of the *Pathfinder GM Core* and summarized as followed. The PCs each attempt to clear the obstacles in the order presented. On each chase round, each PC can attempt one check. They can act in whatever party order they prefer, attempting any of the checks set forth in each obstacle (or a different skill the GM finds reasonable, such as a relevant Lore check). The DC of Lore checks is 2 lower than the lowest non-Lore DC listed in the obstacle. Increase all DCs by 2 for levels 3-4.

Once the PCs accumulate enough Obstacle Points to overcome the obstacle, they immediately move onto the next. The number of Obstacle Points the PCs have can never fall below 0.

Pirate Gorilla



HELP FROM SHIPYARD WORKERS

If the PCs helped save the shipyard during the battles of Area A, the shipyard workers show their gratitude.

Successes equal to half the PCs: The relieved shipyard workers assist the PCs in the **Set Up the Barricades** challenge below, offering a +1 to checks to bypass that obstacle.

Shipyard Successes equal or better than the number of PCs: The grateful shipyard workers run alongside the PCs and assist them throughout the chase, offering a +1 to the PCs checks for all obstacles.

Critical Success The PCs gain 2 Obstacle Points.

Success The PCs gain 1 Obstacle Point.

Critical Failure The PCs lose 1 Obstacle Point.

Creative Solutions: Allow the PCs to use creative solutions not printed here. Consider granting a +1 circumstance bonus to a PC's check for particularly novel or effective solutions. In some cases, the PC might use a resource such as a non-cantrip spell, a consumable, or a limited-use item. If they do so, award them with two Obstacle Points (equivalent to a critical success) without making a check if the resource would be suited to helping.

Counting Chase Rounds: As the chase progresses, count the number of rounds it takes the PCs to overcome the obstacles. Throughout this escape scene, try to portray the urgency of escaping the pirates. If the PCs want to rest for ten minutes to refocus or heal, add 2 chase rounds to their total. The number of chase rounds will influence how impressed Olad is with the Pathfinders at the conclusion of this scenario.

Set Up Barricades!

As the PCs start to run through Augustana's Shipyard district, a tall dromaar pirate points them out. "Ha! There they be! Those bean-counters are worth a pirate's ransom!" As she yells, she draws the attention of a loud and raucous crowd of pirates that had been scattered throughout the extended dock area. The pirates roar, preparing to swarm the shipyard once again.

"We're in a shipyard!" Olad shouts. "There's ample lumber, sailcloth and rope. Help me build barriers to slow them down!"

BARRICADES

OBSTACLE 1

Obstacle Points: 4; **Overcome** DC 13 Crafting or Thievery to set up simple traps, DC 13 Athletics to push crates into place, DC 17 to intimidate others to do the hard labor for them. Any PC using a snare of any sort can place one to get an automatic critical success.

The shipyard abounds not only in lumber, crates, sailcloth and rope but also with the tools that have been dropped by fleeing craftspeople and other shipyard workers.

They Went That-A-Way!

Further from the docks are the warehouses and small businesses that support the shipyard. The signs in this neighborhood proudly display the wares of coopers, rope makers and blacksmiths.

Shipyard Sabotage

Still trailing bits of sailcloth, rope and sawdust from bypassing the barricades, a few lone pirate scouts are catching up to their quarry. The pirates pant and gawk at the surrounding area, blinking with a look of confusion as they try to orient themselves. Nairaba whispers, "They look a little lost. Maybe we can help them to be more so?"

MISDIRECTIONS

Obstacle Points: 4; **Overcome** DC 13 Deception or DC 15 Diplomacy or Society to convince the pirates that you are merely helpful bystanders rather than the prey they're chasing. PCs who have a disguise kit or a polymorph ability (like the kitsune Change Shape ability or a spell with the polymorph trait) can have a +2 on this check.

A few out-of-breath pirate scouts catch up with the PCs, but clever Pathfinders can disorient and misdirect them.

OBSTACLE 1



Athamaru

I Know a Shortcut!

Close to the sprawling central market of the Fleet neighborhood is a maze of twisting narrow alleys filled with lodging houses, pubs and other businesses that serve dockworkers and sailors alike.

"There's gotta be a better way to put some distance between us and these bozos," Kitsch notes. "Anyone here know a shortcut?"

SHORTCUTS

Obstacle Points: 4; **Overcome** DC 15 Acrobatics to squeeze into tight entrances, or a DC 15 Stealth to sneak past any pirate patrols. Otherwise, you can navigate with a DC 13 appropriate Lore or a DC 17 Survival or Society check. The PCs need to start putting serious distance between themselves and their pirate pursuers.

OBSTACLE 1

Take to the Roofs!

In the heart of Augustana, the crowded Fleet neighborhood has dozens of covered markets filled with wheeled carts and makeshift stalls. Shoppers throng here, looking for the best deals or the occasional find of exotic merchandise. As the pirates arrive, shoppers scream and start panicking, knocking over carts as they try to find cover.

Nairaba concentrates and shifts to his spider form. "To the roofs, Pathfinders! The pirates are searching for us, and we don't want them shooting through these crowds!"

ROOFS

Obstacle Points: 4; **Overcome** DC 15 Acrobatics to balance on the roof tiles or an DC 15 Athletics to climb. Allow PCs who bring a *marvelous miniature ladder* or have another clever way to help their party ascend will earn an automatic success.

The Fleet district of Augustana is a mass of crowded markets filled with now-panicking shoppers.

OBSTACLE 1

So Much Sauerton Red!

While running over the roofs of Fleet, the Pathfinders find themselves on top of a sturdy brick bottling plant, redolent with the tangy smell of grape mash and alcohol. The building bears a huge sign with the Sauerton Red logo of a halfling proudly carrying a wineglass bigger than himself. Written underneath the logo is the phrase, "Sauerton Red: Strong Drink for a Strong People!"

"Oh man," Kitsch says. "We're on top of a warehouse filled with that Sauerton Red swill! If only there was some way to use this stuff against the pirates!"

SAUERTON RED

Obstacle Points: 4; **Overcome** DC 15 Crafting or Thievery to create traps or alchemical items with the crates of booze. DC 15 Athletics to push crates of booze on pirates, or a ranged attack roll versus AC 15. Alternatively, you may use a DC 11 Alcohol or Sailing Lore or a DC 13 Deception or Performance to trick the pirates into loading themselves down with heavy crates of bad booze.

OBSTACLE 1

Shipyards Sabotage

Just short of the bridges leading from the Fleet to the Arsenal District, a mob of pirates appears. Then Kitsch notices the sign for the Sauerton Red Company just below them.

Rally the Troops!

Finally, the PCs manage to make it to the bridges that lead over the river and into the clean lines of the Arsenal District. The Arsenal District is well-fortified with a wall that separates the neighborhood from the rest of the city. For the moment, the gates are open, but there are patrols of Andoren naval officers standing over key positions in the wall and near the gates. Just inside the gates is a naval barracks outside which some cadets and off-duty officers are loitering.

Olad pleads with the guards at the local barracks, "You gotta help! Pirates are tearing up the whole town! Even worse, they're in my shipyard!"

RALLY

OBSTACLE 1

Obstacle Points: 4; **Overcome** DC 15 Diplomacy, Intimidate, Performance or a DC 13 appropriate Lore such as Augustana, Legal or Warfare Lore.

As the PCs reach the Arsenal district, they can direct a squad of loitering guard cadets at the oncoming pirate mobs.

Development: If the PCs finish the chase in eight rounds or less, they have successfully Hustled the VIPs to Safety. Olad is impressed with the Pathfinder contingent and, assuming the PCs also Saved the Shipyards, offers to show the Nairaba and Kitsch "some of my most prized ships." (See **Handout #1: GM Tracking** for more details on this.)

If the PCs take longer than eight rounds, Olad is still well-disposed toward the PCs, just not grateful enough to offer the Society one of his best ships.

Safe Havens

Olad's house is indeed large enough to fit not just the Pathfinders, but also any shipyard workers who came along to aid the PCs in the previous chase.

The ship building business is clearly a lucrative one. Olad's house is a small manor with an interior garden courtyard. The garden smells of warm fruit, and several muskmelon vines curve up small trellises in the opening archway.

Olad provides the PCs (and shipyard workers) with some sliced fruit and tea while Kitsch and Nairaba earnestly await Venture-Captain Brackett. An hour will pass before Venture-Captain Brackett arrives, giving the PCs time to heal.

Having received Kitsch's message, Venture-Captain Brackett arrives accompanied by a non-binary

halfing lieutenant from the Andoren Navy, Lieutenant Starboard. Brackett listens to a briefing from the PCs before continuing.

"It sounds like you have had quite the time of it!" Brackett says. He raises an eyebrow in consideration and then gives the Pathfinder delegation an approving nod. "Well done. After all you've been through today, I hate to ask you to go out again. However, Lieutenant Starboard here believes that Captain Conziva has been spotted, holed up with a few of her crew in an unfinished ship called the *Eaglet*. Given that you were first on hand for the pirate attack, they're giving you the honor of capturing the Captain."

Brackett pauses. "Handle this situation as you must, but I'd like to note that there is more than one way to build a fleet. Get Conziva to surrender if you can, because she and her crew could be a valuable asset for us. Even better would be if you could recruit her to join the Pathfinder Society in our coming fight against Cheliox."

Rewards: In return for their valor, Nairaba and Kitsch offer the PCs one additional Pathfinder Society starting consumable each. Should any of the PCs ask for a muskmelon from Olad's garden, Olad happily gifts them the fruit.

Yarr, Pirates

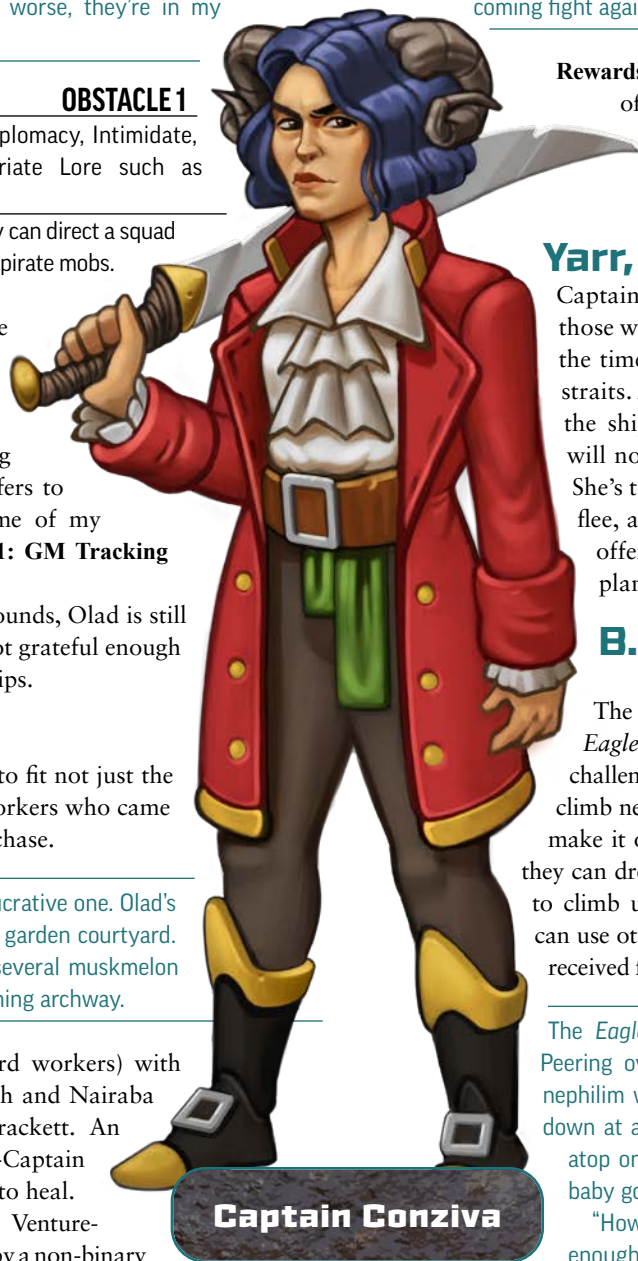
Captain Conziva's dreams of a safe home for all those who depend upon her have been shattered. By the time that the PCs come upon her, she's in dire straits. Many of her crew are dead or captured, and the shipyard is still mostly intact. This situation will not impress Cheliox at all, and she knows it. She's too far from her own ship, *The Clawhold*, to flee, and the thought of fleeing without her crew offers no solace. Seeing no other options, she's planning to fight to avenge her lost crew.

B. The Unfinished Eaglet Moderate

The PCs travel by longboat to the unfinished *Eaglet*. As they pull up to the ship their first challenge is boarding. The first PC to attempt to the climb needs to succeed at a DC 15 Athletics check to make it on to the deck. If they can make it up there, they can drop a rope for one action, allowing other PCs to climb up with DC 10 Athletics. Alternatively, PCs can use other means to get up, like the blast boots they received from Kitsch at the beginning of the adventure.

The *Eaglet* looms above as the longboat approaches. Peering over the edge of the railing, a furious-looking nephilim woman with curling blue hair and horns glares down at anyone in the longboat, as does a goblin pirate atop one of the masts. From the top mast, a terrified baby gorilla wails like a human child.

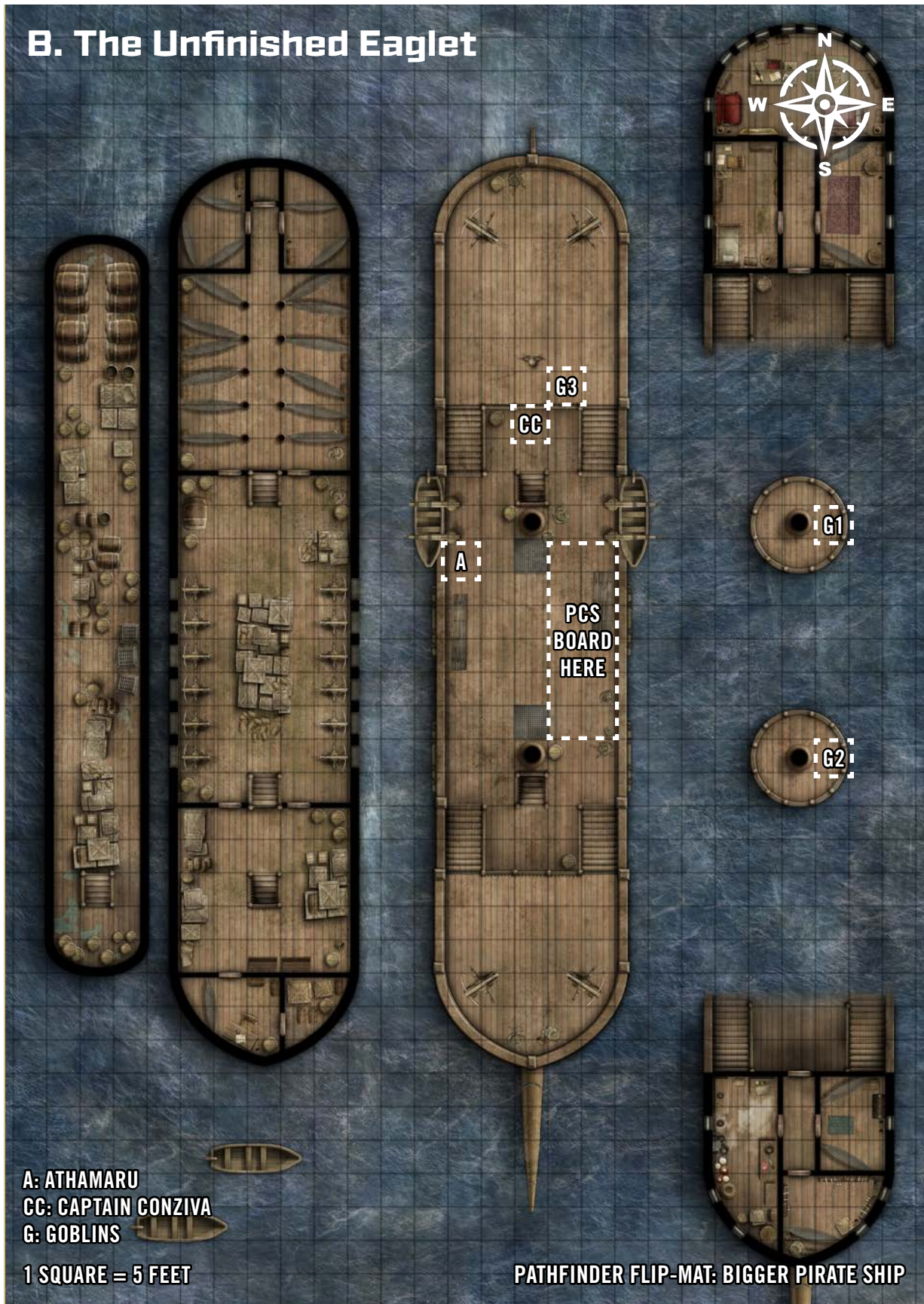
"How dare you!" Captain Conziva calls. "Wasn't it enough to thwart my plans? How much of my crew



Captain Conziva

Shipyards Sabotage

B. The Unfinished Eaglet



Shipyard Sabotage

did you slaughter?"

Captain Conziva and her crew members are too angry to listen to reason immediately, so the PCs will need to soften them up with a fight first. The Appeal to Surrender action from **Handout #2** can be used in this battle to cause any pirate to surrender.

If the PCs spared two or more of the pirates from Captain Conziva's crew, reduce the DCs to influence her by 2. If the PCs bring a muskmelon or talk about baby gorilla Flotsam and his love of muskmelons, they get a +1 to any checks to influence Captain Conziva. Use the map on page 13 for this encounter.

Creatures: The goblins will use their boarding actions to harass PCs still on the longboat, unless athamaru are present in the battle. In that case, the goblins allow the athamaru to snipe at the PCs in the longboat.

If Captain Conziva surrenders, all the other remaining pirates surrender as well. The terrified baby gorilla, Flotsam, is a non-combatant and does not require a miniature for this fight.

Levels 1-2

CAPTAIN CONZIVA

CREATURE 3

Page 18, art on page 23

PIRATE GOBLINS

CREATURE -1

Page 18, art on page 23

Levels 3-4

CAPTAIN CONZIVA

CREATURE 5

Page 21, art on page 23

GOBLIN RIGGER

CREATURE 1

Page 21, art on page 23

Development: If the PCs managed to get Captain Conziva to surrender (or used non-lethal force to take her out), they might be able to recruit her to the Pathfinder Society and the fight against Cheliox. Allow the PCs to each make a Deception, Diplomacy or appropriate Lore check versus Captain Conziva's Will DC. For appropriate Lores, reduce the DC by 2. Further reduce the DC by 2 if the PCs took two or more of Captain Conziva's crew alive during this adventure (including the above fight) and give the PCs and additional +1 if they knew about Flotsam and his love of muskmelon. If one of the PCs succeeds, Captain Conziva shakes their hands and vows to join them in the fight against Cheliox.

On hearing this news, Venture-Captain Brackett is delighted and arranges to have a discussion with the Augustana City Council on Captain Conziva's behalf, for surely a deal can be brokered. He further takes a moment to commend them for all their hard work and valiant efforts to defend Augustana. He believes that the *Clawhold* and her experienced crew will be critical in the upcoming fight.

If Captain Conziva surrenders but doesn't join the fight, she joins the rest of her crew in an Augustana prison awaiting trial.

WHICH SHIPS?

If the PCs succeeded in multiple aspects of their mission, they gained access to several ships for Nairaba and Kitsch to purchase in the fight against Cheliox. Consult **Handout #1: GM Tracking** to determine what ships Olad offers in the next scene.

WHAT IF THE PCS FAIL THE MISSION?

In the event of a complete party failure to succeed at any aspect of the mission, Venture-Captain Brackett commiserates with the PCs on the learning experiences of tough missions. He still buys them crab cakes and thanks them for all their hard work.

Alternatively, if Captain Conziva dies, the PCs can attempt to convince her remaining crew to surrender with an Appeal to Surrender. One of the remaining crew collects the heartbroken baby Flotsam. In either of these two cases, Venture-Captain Brackett is disappointed that Captain Conziva couldn't be recruited, but understands the PCs did what they had to do. He commends them for their valiant efforts to defend Augustana.

Conclusion

With Captain Conziva defeated, the streets and shipyard of Augustana are quiet once again and the citizens cheer as the Pathfinders return with the pirate captain. The Augustana City Council is less pleased if they discover that the Pathfinders have offered a clemency deal to Captain Conziva in return for her aid against Cheliox. Still, Venture-Captain Brackett soon follows up on his planned discussion with the Augustana City Council, and an agreement is reached that the Pathfinder Society can take custody of the pirate captain once she and crew have spent a full week helping with the efforts to repair and clean up the damage they did to the Shipyard District.

Venture-Captain Brackett invites the PCs to one last meal in Augustana at the Brine Shark Bistro to thank them. While eating hot crab cakes and drinking wine smuggled in by Kitsch, Brackett and the two heads of Supply and Procurement update the party on the ships that the PCs have helped bring into the fight.

Clawhold

Only read the following if Captain Conziva was recruited to the Pathfinder Society.

Brackett leans back in his chair, exhausted. "The City Council talked my ear off about the damages Captain Conziva owes, and she and her crew have at least a week's worth of repair work ahead of them before Augustana will let them go." Then he grins. "But they realize that they would rather get their revenge on the puppet master than the puppet, so Captain Conziva and her ship the *Clawhold* will be joining our fleet should fighting with Cheliox break out in earnest."

Scurvy Scamp

Shipyard Sabotage

Only read the following if the PCs managed to Save the Shipyard.

"Me and Nairaba have been holed up with Olad, and we've had some very productive talks," Kitsch says, passing around more of the delightful smuggled Galtan wine. "You saved Olad's bacon by making sure his Shipyard didn't go up in smoke. He's so grateful that he offered us free repairs on the *Scurvy Scamp's* rudder and gave us a sweet discount on the ship as well."

Lucky Duck

Only read the following if the PCs Hustled the VIPs to Safety in 8 rounds or less.

Nairaba holds up a hand. "My turn! Our negotiations for the *Lucky Duck* were quite fruitful. Olad kept talking about the speed with which you maneuvered through the city! You impressed him so much that Olad's not only agreed to sell us the *Duck* but is offering for his crew to do a full cleaning of the vessel. I don't know if that'll rid of us of the infestation, or if we'll have to assign a crew of junior Pathfinders to do it, but I'm certain that vessel will stand us in good stead."

Breachill Battlecry

Only read the following if the PCs both Saved the Shipyard **and** Hustled the VIPs to Safety in 8 rounds or less.

"We have one more piece of news," Nairaba says. "Olad invited us to meet him down by the docks near his office after our meal." Nairaba and Kitsch sign for the meal and lead the whole party down the hill toward the offices of Olad the Alright Shipwright.

Olad grins when he sees the Pathfinder party and then points to a pristine battleship with sleek lines and many gun ports. "This beauty is my newly christened warship, the *Breachill Battlecry*, named for the Battle of Hellknight Hill. Cheliox tried to burn down my shipyard. I'm not having it! I'll sell the ship under favorable terms if you promise to use it to harass House Thrune and its goons. Stick some tar up their nostrils for me, will you?"

No matter what ships the PCs manage to gain access to, Venture-Captain Brackett thanks them and congratulates them on a job well done.

Reporting Notes

If the PCs recruited Captain Conziva and the *Clawhold* check box **A** on the reporting sheet. If the PCs saved the shipyard and earned expedited repairs on the *Scurvy Scamp*, check box **B**. If the PCs hustled the VIPs to safety and earned the cleansing of the *Lucky Duck*, check box **C**. If Olad offers the PCs the *Breachill Battlecry*, check box **D**.

Primary Objectives

The PCs succeed their primary mission if Nairaba and Kitsch reach safety. Doing so earns each PC 2 Reputation with their chosen faction.

Secondary Objectives

The PCs achieve their secondary success condition if they do one of

the following: successfully assess two of the three ships in Touring the Dockyards, earn the option to purchase the *Breachill Battlecry*, or successfully recruit Captain Conziva to join the fight against Cheliox. Doing so earns each PC 2 Reputation with their chosen faction.

Shipyards Sabotage

Appendix 1: Level 1-2 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 27 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Monster Core*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Wave 1: Gorilla Warfare (Levels 1-2)

PIRATE GOBLIN

CREATURE -1

SMALL GOBLIN HUMANOID

Variant goblin warrior (*Monster Core* 174)

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +5, Athletics +2 (+4 to Climb), Nature +1, Stealth +5

Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** -1, **Cha** +1

Items dogslicer, leather armor, shortbow (10 arrows)

Tailed Goblin A pirate goblin is not off-guard while Climbing, can Climb with one hand occupied, and can Trip opponents even if both hands are occupied.

AC 16; **Fort** +5, **Ref** +7, **Will** +3

HP 8

Goblin Scuttle **Trigger** An ally ends a move action adjacent to the pirate goblin; **Effect** The pirate goblin Steps.

Speed 25 feet

Melee **◆** dogslicer +7 (agile, backstabber, finesse), **Damage** 1d6 slashing

Ranged **◆** shortbow +7 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Boarding Action **◆◆** The pirate goblin swings on a rope or Strides, moving up to double their Speed. If the pirate 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.

SCALING WAVE 1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one pirate goblin to the encounter.

12-13 Challenge Points: Add two pirate goblins to the encounter.

14-15 Challenge Points: Add one pirate gorilla to the encounter.

16-18 Challenge Points (5+ players): Add one pirate gorilla and two pirate goblin to the encounter.

PIRATE GORILLA

CREATURE 2

LARGE ANIMAL

Variant gorilla (*Monster Core* 23)

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +9, Stealth +5

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

AC 16; **Fort** +10, **Ref** +7, **Will** +4

HP 30

Speed 30 feet, climb 30 feet

Melee **◆** fist +9 (agile, reach 10 feet), **Damage** 2d6+2 bludgeoning

Melee **◆** jaws +9 (reach 5 feet), **Damage** 1d8+2 piercing

Boarding Action **◆◆** The pirate gorilla swings on a rope or Strides, moving up to double their Speed. If the pirate 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.

Frightening Display **◆◆** (auditory, emotion, fear, mental) The gorilla beats its chest in a terrifying display. Creatures within 30 feet must attempt a DC 18 Will save. While a creature is frightened by this ability, it is off-guard to the gorilla.

Critical Success No effect and temporarily immune for 1 minute.

Success The creature is unaffected.

Failure The creature is frightened 1.

Critical Failure The creature is frightened 2.

Well-Trained The pirate gorilla is used to taking orders on board the ship. It loses its immunity to linguistic effects, including appeals to surrender.

Shipyard Sabotage

Wave 2: Surf and Turf (Levels 1-2)

ATHAMARU SWAB

CREATURE 2

MEDIUM AMPHIBIOUS ATHAMARU HUMANOID

Variant weak athamaru hunter (*Monster Core* 7, 30)

Perception +7; low-light vision

Languages Common, Thalassic

Skills Athletics +9, Diplomacy +3, Nature +5, Stealth +6, Survival +5

Str +4, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0

Items crossbow (12 fan bolts), longspear, scale mail

AC 18; **Fort** +5, **Ref** +8, **Will** +7

HP 23

Speed 10 feet, swim 40 feet; smooth swimmer

Melee **◆** longspear +9 (reach 10 feet), **Damage** 1d8+2 piercing

Melee **◆** crossbow +8 (range increment 120 feet, reload 1), **Damage** 1d8-2 piercing plus fan bolt

Diving Reload **◆** The athamaru swab can dive underwater, giving them concealment, and reload in the same action.

Fan Bolt The athamaru swab prepares their hooked crossbow bolts with carefully woven seaweed. On a successful crossbow Strike, the bolt embeds and the seaweed fan deploys. The target takes a -10-foot status penalty to its swim Speed. A creature can Interact to attempt a DC Athletics check, removing the bolt on a success.

Hunt Prey **◆** (concentrate) The athamaru swab designates a single creature they can see and hear, or one they're Tracking, as their prey. The athamaru swab gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the athamaru swab hits their designated prey in a round, they deal an additional 1d8 precision damage. These effects last until the swab uses Hunt Prey again.

Smooth Swimmer The athamaru swab ignores difficult terrain caused by aquatic terrain features.

SCALING WAVE 2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one pirate goblin to the encounter.

12-13 Challenge Points: Add two pirate goblins to the encounter.

14-15 Challenge Points: Add one athamaru swab to the encounter.

16-18 Challenge Points (5+ players): Add one athamaru swab and two pirate goblins to the encounter.

PIRATE GOBLIN

CREATURE -1

SMALL GOBLIN HUMANOID

Variant goblin warrior (*Monster Core* 174)

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +5, Athletics +2 (+4 to Climb), Nature +1, Stealth +5

Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** -1, **Cha** +1

Items dogslicer, leather armor, shortbow (10 arrows)

Tailed Goblin A pirate goblin is not off-guard while Climbing, can Climb with one hand occupied, and can Trip opponents even if both hands are occupied.

AC 16; **Fort** +5, **Ref** +7, **Will** +3

HP 8

Goblin Scuttle **↻ Trigger** An ally ends a move action adjacent to the pirate goblin; **Effect** The pirate goblin Steps.

Speed 25 feet

Melee **◆** dogslicer +7 (agile, backstabber, finesse), **Damage** 1d6 slashing

Ranged **◆** shortbow +7 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Boarding Action **◆◆** The pirate goblin swings on a rope or Strides, moving up to double their Speed. If the pirate goblin 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.

Shipyards Sabotage

The Unfinished Eaglet (Levels 1-2)

CAPTAIN CONZIVA

CREATURE 2

MEDIUM HUMAN HUMANOID NEPHILIM

Variant weak bosun (NPC Core 5, 147)

Perception +6

Languages Common

Skills Acrobatics +7, Athletics +7, Intimidation +7, Sailing Lore +9

Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2

Items dagger, naval pike (functions as spear)

AC 16; **Fort** +4, **Ref** +9, **Will** +6

HP 30

Speed 25 feet

Melee ✦ claw +11 (agile), **Damage** 1d4+3 slashing

Melee ✦ horn +11 (finesse, unarmed), **Damage** 1d4+3 piercing

Melee ✦ naval pike +9, **Damage** 1d6+5 piercing

Ranged ✦ naval pike +11 (thrown 20 feet), **Damage** 1d6+3 piercing

Captain's Command ✦ (auditory, concentrate, emotion, linguistic, mental)

Frequency once per round; **Effect** Captain Conziva orders an ally to attack or to get in position. Until the end of the ally's next turn, they gain the captain's choice of a +2 status bonus to attack rolls or a +10-foot status bonus to their Speeds.

Pike and Strike ✦✦ Captain Conziva Strikes with her naval pike. If this Strike hits, the captain can either move the target 5 feet within the pike's reach or make a claw Strike against the target without increasing her multiple attack penalty until after the claw Strike.

PIRATE GOBLIN

CREATURE -1

SMALL GOBLIN HUMANOID

Variant goblin warrior (Monster Core 174)

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +5, Athletics +2 (+4 to Climb), Nature +1, Stealth +5

Str +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** -1, **Cha** +1

Items dogslicer, leather armor, shortbow (10 arrows)

Tailed Goblin A pirate goblin is not off-guard while Climbing, can Climb with one hand occupied, and can Trip opponents even if both hands are occupied.

AC 16; **Fort** +5, **Ref** +7, **Will** +3

HP 8

Goblin Scuttle ✨ **Trigger** An ally ends a move action adjacent to the pirate goblin; **Effect** The pirate goblin Steps.

Speed 25 feet

Melee ✦ dogslicer +7 (agile, backstabber, finesse), **Damage** 1d6 slashing

Ranged ✦ shortbow +7 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Boarding Action ✦✦ The pirate goblin swings on a rope or Strides, moving up to double their Speed. If the pirate goblin 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.

SCALING THE UNFINISHED EAGLET

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one pirate goblin to the encounter.

12-13 Challenge Points: Add two pirate goblin to the encounter.

14-15 Challenge Points: Add one athamaru swab to the encounter.

16-18 Challenge Points (5+ players): Add one athamaru swab and two pirate goblin recruits to the encounter.

ATHAMARU SWAB (0)

CREATURE 2

MEDIUM AMPHIBIOUS ATHAMARU HUMANOID

Variant weak athamaru hunter (Monster Core 7, 30)

Perception +9; low-light vision

Languages Common, Thalassic

Skills Athletics +9, Diplomacy +3, Nature +5, Stealth +6, Survival +5

Str +4, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0

Items crossbow (12 fan bolts), longspear, scale mail

AC 18; **Fort** +5, **Ref** +8, **Will** +7

HP 23

Speed 10 feet, swim 40 feet; smooth swimmer

Melee ✦ longspear +9 (reach 10 feet), **Damage** 1d8+2 piercing

Melee ✦ crossbow +8 (range increment 120 feet, reload 1), **Damage** 1d6 piercing plus fan bolt

Diving Reload ✦ The athamaru swab can dive underwater, giving them concealment, and reload in the same action.

Fan Bolt The athamaru swab prepares their hooked crossbow bolts with carefully woven seaweed. On a successful crossbow Strike, the bolt embeds and the seaweed fan deploys. The target takes a -10-foot status penalty to its swim Speed. A creature can Interact to attempt a DC Athletics check, removing the bolt on a success.

Hunt Prey ✦ (concentrate) The athamaru swab designates a single creature they can see and hear, or one they're Tracking, as their prey. The athamaru swab gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the athamaru swab hits their designated prey in a round, they deal an additional 1d8 precision damage. These effects last until the swab uses Hunt Prey again.

Smooth Swimmer The athamaru swab ignores difficult terrain caused by aquatic terrain features.

Shipyards Sabotage

Appendix 2: Level 3-4 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 27 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Monster Core*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Wave 1: Gorilla Warfare (Levels 3-4)

GOBLIN RIGGER

CREATURE 1

SMALL GOBLIN HUMANOID

Variant goblin commando (*Monster Core* 174)

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +6 (+8 to Climb), Intimidation +5, Nature +5, Stealth +6

Str +3, **Dex** +3, **Con** +2, **Int** -1, **Wis** +0, **Cha** +2

Items scimitar, leather armor, shortbow (20 arrows)

Tailed Goblin A pirate goblin is not off-guard while Climbing, can Climb with one hand occupied, and can Trip opponents even if both hands are occupied.

AC 17; **Fort** +7, **Ref** +8, **Will** +5

HP 18

Goblin Scuttle **Trigger** An ally ends a move action adjacent to the rigger;

Effect The goblin rigger Steps.

Speed 25 feet

Melee **◆** scimitar +8 (forceful, sweep), **Damage** 1d8+3 slashing

Ranged **◆** shortbow +8 (deadly d10, range increment 60 feet, reload 0),

Damage 1d6 piercing

Boarding Action **◆◆** The goblin rigger swings on a rope or Strides, moving up to double their Speed. If the rigger 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.

SCALING WAVE 1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one goblin rigger to the encounter.

23-27 Challenge Points: Add two goblin riggers to the encounter.

28-32 Challenge Points: Add king pirate gorilla to the encounter.

33+ Challenge Points: Add one king pirate gorilla and two goblin riggers to the encounter.

KING PIRATE GORILLA

CREATURE 4

LARGE ANIMAL

Variant elite gorilla (*Monster Core* 6, 23)

Perception +10; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +11, Athletics +13, Stealth +9

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

AC 20; **Fort** +14, **Ref** +11, **Will** +8

HP 60

Speed 30 feet, climb 30 feet

Melee **◆** fist +13 (agile, reach 10 feet), **Damage** 2d6+6 bludgeoning

Melee **◆** jaws +13 (reach 5 feet), **Damage** 1d8+6 piercing

Boarding Action **◆◆** The pirate gorilla swings on a rope or Strides, moving up to double their Speed. If the pirate 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.

Frightening Display **◆◆** (auditory, emotion, fear, mental) The gorilla beats its chest in a terrifying display. Creatures within 30 feet must attempt a DC 22 Will save. While a creature is frightened by this ability, it is off-guard to the gorilla.

Critical Success No effect and temporarily immune for 1 minute.

Success The creature is unaffected.

Failure The creature is frightened 1.

Critical Failure The creature is frightened 2.

Well-Trained The pirate gorilla is used to taking orders on board the ship. It loses its immunity to linguistic effects, including appeals to surrender.

Shipyard Sabotage

Wave 2: Surf and Turf (Levels 3–4)

ATHAMARU PIRATE

CREATURE 3

MEDIUM AMPHIBIOUS ATHAMARU HUMANOID

Variant athamaru hunter (*Monster Core* 30)

Perception +9; low-light vision

Languages Common, Thalassic

Skills Athletics +11, Diplomacy +5, Nature +7, Stealth +8, Survival +7

Str +4, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0

Items crossbow (12 fan bolts), longspear, scale mail

AC 20; **Fort** +7, **Ref** +10, **Will** +9

HP 38

Speed 10 feet, swim 40 feet; smooth swimmer

Melee **◆** longspear +11 (reach 10 feet), **Damage** 1d8+4 piercing

Melee **◆** crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8 piercing plus fan bolt

Diving Reload **◆** The athamaru pirate can dive underwater, giving them concealment, and reload in the same action.

Fan Bolt The athamaru pirate prepares their hooked crossbow bolts with carefully woven seaweed. On a successful crossbow Strike, the bolt embeds and the seaweed fan deploys. The target takes a -10-foot status penalty to its swim Speed. A creature can Interact to attempt a DC Athletics check, removing the bolt on a success.

Hunt Prey **◆** (concentrate) The athamaru pirate designates a single creature they can see and hear, or one they're Tracking, as their prey. The athamaru pirate gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the athamaru hits their designated prey in a round, they deal an additional 1d8 precision damage. These effects last until the hunter uses Hunt Prey again.

Smooth Swimmer The athamaru pirate ignores difficult terrain caused by aquatic terrain features.

SCALING WAVE 2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Replace one goblin rigger with an athamaru pirate.

23–27 Challenge Points: Add one athamaru pirate to the encounter.

28–32 Challenge Points: Add one athamaru pirate and one goblin rigger to the encounter.

33+ Challenge Points: Add two athamaru pirates to the encounter.

GOBLIN RIGGERS (2)

CREATURE 1

SMALL GOBLIN HUMANOID

Variant goblin commando (*Monster Core* 174)

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +6 (+8 to Climb), Intimidation +5, Nature +5, Stealth +6

Str +3, **Dex** +3, **Con** +2, **Int** -1, **Wis** +0, **Cha** +2

Items scimitar, leather armor, shortbow (20 arrows)

Tailed Goblin A pirate goblin is not off-guard while Climbing, can Climb with one hand occupied, and can Trip opponents even if both hands are occupied.

AC 17; **Fort** +7, **Ref** +8, **Will** +5

HP 18

Goblin Scuttle **↻ Trigger** An ally ends a move action adjacent to the rigger; **Effect** The goblin rigger Steps.

Speed 25 feet

Melee **◆** scimitar +8 (forceful, sweep), **Damage** 1d8+3 slashing

Ranged **◆** shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Boarding Action **◆◆** The goblin rigger swings on a rope or Strides, moving up to double their Speed. If the rigger 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.

Shipyard Sabotage

The Unfinished Eaglet (Levels 3–4)

DETERMINED CAPTAIN CONZIVA

CREATURE 4

MEDIUM HUMAN HUMANOID NEPHILIM

Variant elite bosun (NPC Core 5, 147)

Perception +10

Languages Common

Skills Acrobatics +11, Athletics +11, Intimidation +11, Sailing Lore +13

Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2

Items dagger, naval pike (functions as spear)

AC 20; **Fort** +8, **Ref** +13, **Will** +10

HP 30

Speed 25 feet

Melee ✦ claw +15 (agile), **Damage** 1d4+7 slashing

Melee ✦ +15 horn (finesse, unarmed), **Damage** 1d4+7 piercing

Melee ✦ naval pike +13, **Damage** 1d6+7 piercing

Ranged ✦ naval pike +15 (thrown 20 feet), **Damage** 1d6+7 piercing

Captain's Command ✦ (auditory, concentrate, emotion, linguistic, mental)

Frequency once per round; **Effect** The Captain orders an ally to attack or to get in position. Until the end of the ally's next turn, they gain the Captain's choice of a +2 status bonus to attack rolls or a +10-foot status bonus to their Speeds.

Pike and Strike ✦✦ The Captain Strikes with her naval pike. If this Strike hits, the captain can either move the target 5 feet within the pike's reach or make a claw Strike against the target without increasing their multiple attack penalty until after the claw Strike.

GOBLIN RIGGER

CREATURE 1

SMALL GOBLIN HUMANOID

Variant goblin commando (Monster Core 174)

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +6 (+8 to Climb), Intimidation +5, Nature +5, Stealth +6

Str +3, **Dex** +3, **Con** +2, **Int** -1, **Wis** +0, **Cha** +2

Items scimitar, leather armor, shortbow (20 arrows)

Tailed Goblin A pirate goblin is not off-guard while Climbing, can Climb with one hand occupied, and can Trip opponents even if both hands are occupied.

AC 17; **Fort** +7, **Ref** +8, **Will** +5

HP 18

Goblin Scuttle ✨ **Trigger** An ally ends a move action adjacent to the rigger; **Effect** The goblin rigger Steps.

Speed 25 feet

Melee ✦ scimitar +8 (forceful, sweep), **Damage** 1d8+3 slashing

Ranged ✦ shortbow +8 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Boarding Action ✦✦ The goblin rigger swings on a rope or Strides, moving up to double their Speed. If the rigger 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.

SCALING THE UNFINISHED EAGLET

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one goblin rigger to the encounter.

23–27 Challenge Points: Add two goblin riggers to the encounter.

28–32 Challenge Points: Add one athamaru pirate to the encounter.

33+ Challenge Points: Add two goblin riggers and an athamaru pirate to the encounter.

ATHAMARU PIRATE (0)

CREATURE 3

MEDIUM AMPHIBIOUS ATHAMARU HUMANOID

Variant athamaru hunter (Monster Core 30)

Perception +9; low-light vision

Languages Common, Thalassic

Skills Athletics +11, Diplomacy +5, Nature +7, Stealth +8, Survival +7

Str +4, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0

Items crossbow (12 fan bolts), longspear, scale mail

AC 20; **Fort** +7, **Ref** +10, **Will** +9

HP 38

Speed 10 feet, swim 40 feet; smooth swimmer

Melee ✦ longspear +11 (reach 10 feet), **Damage** 1d8+4 piercing

Melee ✦ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8 piercing plus fan bolt

Diving Reload ✦ The athamaru pirate can dive underwater, giving them concealment, and reload in the same action.

Fan Bolt The athamaru pirate prepares their hooked crossbow bolts with carefully woven seaweed. On a successful crossbow Strike, the bolt embeds and the seaweed fan deploys. The target takes a -10-foot status penalty to its swim Speed. A creature can Interact to attempt a DC Athletics check, removing the bolt on a success.

Hunt Prey ✦ (concentrate) The athamaru pirate designates a single creature they can see and hear, or one they're Tracking, as their prey. The athamaru pirate gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the athamaru hits their designated prey in a round, they deal an additional 1d8 precision damage. These effects last until the hunter uses Hunt Prey again.

Smooth Swimmer The athamaru pirate ignores difficult terrain caused by aquatic terrain features.

Shipyard Sabotage

Appendix 3: Game Aids



Kitsch



Nairaba

Venture-Captain Brackett



Olad



Shipyard Sabotage

Appendix 3: Game Aids



Pirate Goblin



Pirate Gorilla

Athamaru



Captain Conziva



Shipyard Sabotage

Appendix 3: Game Aids

HANDOUT #1: GM TRACKING AID

Below is a list of Success Tracking Conditions for easy reference. The success conditions here all modify later encounters in the scenario.

Assessing the Ships (Touring the Shipyards)

□ □ □

One check box for each ship the PCs successfully assess.

Save the Shipyard

□ □ □ □ □ □

- Successes equal to half or more of the number of PCs:
The PCs prevent a lot of damage to the shipyard, and save lives. The relieved dockworkers give the PCs +1 on checks vs the Barricades Obstacle (page 10).
- Successes equal to or greater than the number of PCs:
The PCs **Save the Shipyard!** Grateful dockworkers follow the PCs for the entire **Hustling the VIPs to Safety** chase scene (page 12), aiding them the entire way. They offer the PCs a +1 circumstance bonus on all obstacles on the chase.
- Further Consequences:
If the PCs **Save the Shipyard**, Olad's crew offers free repair on the rudder of the *Scurvy Scamp*.

Taking Prisoners Alive (Wave 1 and Wave 2)

□ □

- If at least 2 prisoners surrender (or are taken down non-lethally):
The PCs reduce any DCs for **Interrogating the Prisoners** (page 7) by 2.
- Further Consequences:
The PCs reduce any DCs for conversing with Captain Conziva in **The Unfinished Eaglet** (page 14) by 2.
- If the PCs critically succeeded in **Interrogating the Prisoners**
The PCs gain a +1 circumstance bonus to skill checks attempting to convince Captain Conziva to surrender or join the Pathfinder Society's fight against Cheliox.

Hustling the VIPs to Safety

□ □ □ □ □ □ □ □

- If the PCs finish **Hustling the VIPs to Safety** in 8 rounds or less:
They impress Olad!
- Further Consequences:
Olad's crew offers to cleanse the *Lucky Duck* for the Pathfinder Society. If the PCs also **Save the Shipyard**, Olad also offers a chance for Nairaba and Kitsch to purchase the *Breachill Battlecry*.

SHIP GUIDE

Ship Name	Use	Problem	How to Acquire
<i>Pert Peach</i>	hospital ship	slow and hard to maneuver	purchase
<i>Scurvy Scamp</i>	quick raids and stealth missions	busted rudder	Save the Shipyard (page 7)
<i>Lucky Duck</i>	big ship with big guns	rats	Hustling the VIPs to Safety (page 12)
<i>Breachill Battlecry</i>	elite warship	none	Save the Shipyard (page 7) and finish Hustling the VIPs to Safety in 8 rounds or less (page 12)

Shipyard Sabotage

Appendix 3: Game Aids

HANDOUT #2: SPECIAL ACTIONS

Options for the PCs

Here are two special options PCs can use while defending Augustana's shipyard from pirates.

SAVE THE SHIPYARD! ➡

UNCOMMON

In lieu of battle, you spend part of your time fighting fires or hauling the crew of the shipyard to safety. For firefighting, use a Survival or Athletics check to dump sand or water on a burgeoning fire. To direct the crew to safety, use an appropriate Lore, Diplomacy or Intimidate to help get the workers to safety.

Critical Success You and your allies gain two Shipyard Successes!

Success You gain one Shipyard Success.

Failure You fumble and fail to help anyone.

Critical Failure Your actions actively interfere with saving the shipyard, and you and your allies lose a Shipyard Success.

APPEAL TO SURRENDER ➡➡

UNCOMMON

AUDITORY

CONCENTRATE

LINGUISTIC

MENTAL

Requirements A pirate is visibly shaken, such as being reduced to half their hit points or fewer.

You call out to a visibly shaken foe and attempt to convince them to surrender. Depending upon your strategy, attempt a Deception, Diplomacy or Intimidation check against the foe's will DC to make your case for the foe's surrender.

Critical Success The foe is quick to surrender and attempts to convince their allies to surrender as well. You and your allies gain a +1 circumstance bonus to checks to Appeal to Surrender for one minute.

Success The foe takes your words to heart and surrenders to you immediately.

Failure The foe brushes off your attempt and continues to fight.

Critical Failure Your argument is severely flawed or laughable. The foe disregards your words and continues to fight. You take a -1 circumstance penalty to checks to Appeal to Surrender for one minute.

Options the VIPs Provide

Olad

Olad won't stand for this pirate invasion! He will flank with one Pathfinder per turn. If the Pathfinder hits, Olad does too, doing 1d6 Bludgeoning damage.

Kitsch and Nairaba

At the end of each round, Nairaba hands the most appropriate healing consumable to Kitsch, who then loads it in a dart and shoots it at the most wounded player. Being hit this way is equivalent to drinking the potion in combat – but without the action cost.

- Minor potion of healing or minor oil of unlife (Tier 1–2): 1d8 healing
- Lesser potion of healing or lesser oil of unlife (Tier 3–4): 2d8+5 healing

Shipyard Sabotage

Appendix 3: Game Aids

HANDOUT #3: AQUATIC COMBAT RULES

The following is an excerpt of the rules for aquatic combat that start on page 437 of *Player Core*. If you need the rules for drowning and suffocation, they are provided below.

AQUATIC COMBAT

Use these rules for battles in water or underwater.

- You're off-guard unless you have a swim Speed.
- You gain resistance 5 to acid and fire.
- You take a -2 circumstance penalty to melee slashing or bludgeoning attacks that pass through water.
- Ranged attacks that deal bludgeoning or slashing damage automatically miss if the attacker or target is underwater, and piercing ranged attacks made by an underwater creature or against an underwater target have their range increments halved.
- You can't cast fire spells or use actions with the fire trait underwater.
- At the GM's discretion, some ground-based actions might not work underwater or while floating.

Drowning and Suffocation

You can hold your breath for a number of rounds equal to 5 + your Constitution modifier. Reduce your remaining air by 1 round at the end of each of your turns, or by 2 if you attacked or cast any spells that turn. You also lose 1 round worth of air each time you are critically hit or critically fail a save against a damaging effect. If you speak (including casting spells with verbal components or activating items with command components) you lose all remaining air.

When you run out of air, you fall unconscious and start suffocating. You can't recover from being unconscious and must attempt a DC 20 Fortitude save at the end of each of your turns. On a failure, you take 1d10 damage, and on a critical failure, you die. On each check after the first, the DC increases by 5 and the damage by 1d10; these increases are cumulative. Once your access to air is restored, you stop suffocating and are no longer unconscious (unless you're at 0 Hit Points)

Shipyard Sabotage

Organized Play

Treasure Table

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

Treasure Bundles

- ☐ ☐ ☐ **Touring the Shipyards**, page 5: 1 Treasure Bundle for each ship the PCs successfully assess: *The Pert Peach*, *The Scurvy Scamp*, and *The Lucky Duck*.
- ☐ **Wave 1**, page 6: 1 Treasure Bundle for defeating the creatures in this wave.
- ☐ **Wave 2**, page 7: 1 Treasure Bundle for defeating the creatures in this wave.
- ☐ **Area A**, page 7: 1 Treasure Bundle for Saving the Shipyard.
- ☐ **Event 1**, page 12: 1 Treasure Bundle for Hustling the VIPs to Safety in 8 rounds or less.
- ☐ ☐ ☐ **Area B**, page 14: 3 Treasure Bundles for defeating Captain Conziva or causing her to surrender.

CP Total	Level Range
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 1st-level PCs = 2 points each
- 2nd-level PCs = 3 points each
- 3rd-level PCs = 4 points each
- 4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1–2 encounters appear in Appendix 1, and level 3–4 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

Shipyard Sabotage



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
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Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
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				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

Shipyard Sabotage

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