

PATHFINDER®



Pathfinder One-Shot

DESIGNED FOR 5TH-LEVEL CHARACTERS

By Jason Bulmahn

PATHFINDER

AUTHOR

Jason Bulmahn

DEVELOPER

Adam Daigle

DESIGN LEAD

Jason Bulmahn

EDITING LEAD

Leo Glass

EDITOR

Leo Glass

COVER ARTIST

Olivier Bernard

INTERIOR ARTISTS

Marko Horvatin and Eernanda Souza

CARTOGRAPHER

Sean Macdonald

ART DIRECTION

Emily Crowell and Sonja Morris

GRAPHIC DESIGN

Tony Barnett

CREATIVE DIRECTOR

James Jacobs

PUBLISHER

Erik Mona

FOR 5TH-LEVEL CHARACTERS

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Pathfinder One-Shot: Sundered Waves is a short Pathfinder Second Edition adventure, designed to be played in a single session lasting 3 or 4 hours. However, with so many opportunities for roleplaying, the adventure could easily make for two exciting evenings of play. *Sundered Waves* includes pregenerated characters that have backstories tied to the plot of the adventure (found in a separate downloadable PDF). This adventure should be played with all four characters. If only three players are available, the fourth character should be played as an NPC, and each character should still be given one piece of Captain Renlock's map.

Sources: This adventure makes use of rules from the *Pathfinder Core Rulebook* and the *Pathfinder Advanced Player's Guide*.



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com



After years apart, four members of a doomed pirate ship gather to celebrate the life of their former captain and undertake one final mission to uncover his missing treasure: the fortune that led to his doom. Despite the transgressions of their past, can these four adventurers reconcile their differences for one last shot at fame and glory?

Before play begins, give each player a chance to become familiar with their character and backstory. Each character's feats, skills, and equipment can be altered slightly without affecting play significantly. However, the characters don't have initial access to bludgeoning weapons to make a specific choice in area **A4** even more important to the adventure.

Please note that while these characters have conflicting motivations, open fighting and betrayal isn't recommended. The tension between the PCs should be roleplayed as lingering conflict between old friends. Even though personality clashes might occur as the characters make decisions, the PCs should be encouraged to resolve disputes without combat. Before starting play, it is a good idea to have a conversation with your players about what to expect from this adventure. Make sure that everyone is on the same page so that interactions between characters remain fun for everyone. If one or more players express discomfort with this aspect of the story, it can be omitted without affecting the adventure.

BACKGROUND

Five years ago, many regarded the *Brass Bird* as a fearsome pirate ship that sailed the waters as far north as Varisia and as far south as the Shallows. Captain Renlock recruited a capable crew and though they were relentless in their pursuit of treasure, they rendered mercy upon those they captured—often releasing prisoners to leave aboard relatively undamaged vessels. Still, Captain Renlock's piracy drew the attention of numerous navies and privateers in Avistan and Garund. When a pirate hunter from the Andoran fleet finally caught up to the *Brass Bird*, Captain Renlock cut a deal to spare his crew, turning over his ship and himself to commute many of his crew members' sentences.

Renlock spent the last few years of his life in prison, keeping his trusty clockwork parrot, Cawlo, close by his side. His crew scattered to the wind. Some members of the *Brass Bird* served time in jail for other crimes, but most were released after only a few months.

When Renlock passed from illness, his clanking, clattering parrot took flight to complete one final task. Seeking out four members of the *Brass Bird*'s crew, Cawlo gave each a fragment of a map with a message on the back (page 12). The parrot promised the crew members that they would find a hidden treasure if they arrived at the final resting site of the *Brass Bird* by dawn after the next full moon.

That was three weeks ago. When the adventure begins, the four characters gather on the beach in front of the remains of the *Brass Bird* that sank in the small inlet of an unremarkable island all those years ago.

RENLOCK'S REDOUBT

Once the players have had a chance to familiarize themselves with their characters and are ready to begin, read or paraphrase the following.

Five years. That was the last time the four of you sailed together aboard the *Brass Bird*, pursued by the Andoran navy. It was the last time any of you saw Captain Renlock. Fortunately you were set free after only a few months, but Renlock wasn't so lucky. He spent his last years in jail until an illness claimed his life.

You learned of Renlock's death from his trusted companion, a clockwork parrot named Cawlo that remained ever at his side. Just a few weeks ago, the bird sought you out to deliver the bad news and a piece of a map. While one side contains a cryptic clue, the other suggested you to travel to this beach on this morning to find the "captain's most-prized treasure." So here you are, along with three others, staring at the partially sunken remains of the ship you once called home. The smell of the surf and rotting wood hang heavy in the air, the silence broken only by the screech of far-away gulls on this lonely island north of the Shallows.

The adventure begins with all four characters having arrived on the island at the prescribed moment. The order in which they arrive is up to you and the means by which they reach the island is not relevant to this adventure. It is safe to assume that each character has a boat nearby which will allow them to leave when ready.

At this point, give each player a chance to introduce themselves and describe what they look like. PCs might even start roleplaying and catching up, but as the sun rises, a narrow beam of light passes through the nearby rocks, illuminating the captain's wheel of the nearby sunken ship.

A1. The Brass Bird's Grave

Trivial 5

When the characters move to explore the remains of the *Brass Bird*, read or paraphrase the following.

Having sunk many years ago, the rotting hulk of the *Brass Bird* brings back memories of your time aboard, sailing up and down the coasts of Avistan and Garund, chasing fame and fortune. But dreams of that glorious past have faded and now all that remains is the half-sunken hulk of Captain Renlock's prized ship. Even now, you can see the wheel where he steered the ship, shouting orders to you and the other crew members as you chased fortune together.



You can still hear his final call to stand down as the Andoran ships closed in. The call that likely saved your life.

As the sun rises and a single beam illuminates the captain's wheel of the half-sunken boat, it should become clear that the PCs have something to do with the reason they were asked to come here. In fact, the wheel is part of a puzzle that opens the way into one of Renlock's old hideouts, one that he was hoping to use before the Andoran navy finally caught up with him.

Captain's Wheel Puzzle: *Captain Renlock's wheel* is a magical puzzle. If the puzzle is solved, a portion of the nearby cliffside opens to reveal a secret passageway that leads deep underground (as indicated by the southernmost "S" on the map on page 13). Make sure to have **Handout #1: Captain's Renlock's Wheel** (found below) handy to give to the players when they first examine the wheel up close.

Getting to the wheel isn't difficult, but requires a character to attempt a DC 15 Athletics check to Swim over to the half-sunken remains of the *Brass Bird*. Once there, climbing up to the deck that is still above water remains a trivial task.

Captain Renlock's wheel still looks to be in good shape, far better than the rest of the boat. This is due to an enchantment that allows the wheel to open the nearby secret entrance and protects it from natural deterioration.

Handout #1: Captain Renlock's Wheel



Four symbols have been emblazoned on *Renlock's wheel*, indicating the cardinal directions (north, east, south, and west), while the center has a wave pattern (cresting in such a way as to indicate that the tide is going clockwise). The wheel turns freely, but doesn't open the secret entrance unless a specific pattern is followed. When a PC approaches the wheel, Cawlo swoops in to land on a nearby railing. It clatters and rattles a bit before opening its beak. The voice of Captain Renlock comes from the old mechanical bird. Read or paraphrase the following and show the characters **Handout #1: Captain Renlock's Wheel** below.

"My friends. It pleases this old pirate's heart to see you gathered once again on the deck of the Brass Bird. Although my time has passed, I have found one last treasure for you to plunder. But to ensure it doesn't fall into the wrong hands, I have placed a few challenges in your way. Don't worry, I am sure they are nothing you can't handle.

"To open the way, you must sail from the home of the pirates to plunder the coasts of Varisia. Return home, but then make your way to Absalom to spend your loot. Finally, follow my dream and sail to the River Kingdoms and retire in peace."

After that cryptic clue, Cawlo grows silent and stares at the old captain's wheel.

The wheel works like a combination lock, requiring the characters to turn it back and forth a certain way to solve the puzzle. However, the PCs don't know initially which way to turn the wheel and in what order. Fortunately, the characters have the tools to solve this puzzle with relative ease, if they work together.

Clues to maneuvering the wheel can be found in the directions given by the parrot, which serves as a riddle that must be deciphered. "Sail from the home of the pirates to plunder Varisia," indicates travel north from the Shackles up to the nation of Varisia. "Return home," refers to traveling south. Heading to Absalom, the great city, means traveling east. Heading from there to retire in the River Kingdoms refers to heading north again.

So, taken in sequence the riddle's answer is north, south, east, north. If the players confuse any of the directions, a character who succeeds at DC 10 Society check to Recall Knowledge can reveal the direction between any two points.

Map Fragment #1: The direction to turn *Captain Renlock's wheel* has been hidden on one of the map fragments given to the players at the start of the adventure (page 12). Captain Renlock wanted each member of his crew to have one piece of the puzzle necessary to navigate his dungeon to force the characters to work together once again. When examined, the map



fragment reads, “Begin your journey going with the tide, then against, then with, and then finally against.” This means to turn the wheel clockwise, counterclockwise, clockwise, and finally counterclockwise. Putting it all together, solving the riddle requires the players to perform the following steps.

- **Step 1:** Starting with North up, turn the wheel clockwise all the way around until North is up again (360 degrees).
- **Step 2:** Then turn the wheel counterclockwise until South is on top (180 degrees).
- **Step 3:** Next turn the wheel clockwise until East is on top (90 degrees).
- **Step 4:** Finally turn the wheel counterclockwise until North is again on top (270 degrees).

If turned the wrong way, the wheel waits until it is left alone, then slowly resets until North is again on top. If turned the right way, there is a heavy grinding sound from the nearby cliff face as the secret passageway is revealed, leading to area A2.

Creatures: When the PCs first board the remains of the *Brass Bird*, they can discover danger. This is an optional encounter.

A pair of large snakes that have been living in the hull become disturbed by the intruders and slither out to attack. Note that this combat is entirely optional and isn't meant to be a true challenge of the characters' abilities, but it can be used to propel them right into the action. If you want the duration of this adventure to last 3 hours or fewer, omit this combat.

GIANT VIPERS (2)

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +9, Athletics +8, Stealth +8, Survival +6

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

AC 19; Fort +8, Ref +11, Will +6

HP 26

Coiled Opportunity ♦ As Attack of Opportunity, but the snake can use this reaction only if it's Coiled.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ♦ fangs +11 (finesse), **Damage** 1d8+3 piercing plus giant viper venom

Coil ♦ The giant viper uses an action to coil itself, increasing its reach with its fangs from 5 to 10 feet. After the giant viper Strikes with its fangs, it becomes uncoiled.

Giant Viper Venom (poison) **Saving Throw** DC 17 Fortitude;

Maximum Duration 6 rounds; **Stage 1** 1d6 poison (1 round);

Stage 2 1d6 poison and drained 1.

A2. Chamber of Storms

Low 5

When the players finally solve the puzzle and proceed into the cliffside, read or paraphrase the following.

The passageway beyond the hidden door ascends at an incline a few feet above the high tide line of the cove before leveling off. The passage ends in a short set of stairs that descend toward a large chamber lit only by vine-choked cracks in the ceiling above.

The rough-hewn chamber has fallen into disrepair. The western wall has collapsed partially and dirt, rock, and plant debris litter the floor, nearly obscuring a large leaf pattern made from green quartz. The tip of this leaf ends in a brackish pool of water. Rising up from the water is a mold-encrusted stone statue of a woman who appears to emerge from a wave, with seaweed for hair and her arms held high in supplication to the sky above.

A faint clicking and rustling sound can be heard from the collapsed wall, but its source is not immediately apparent.

This chamber contains a difficult combat encounter, but one that the PCs can turn to their advantage if they think ahead and work together. The western wall of the chamber collapsed due to a giant ant colony from the island above that has burrowed down into this area.

Creatures: Four giant ants lurk in the tunnels just outside of this chamber, occasionally venturing inside to drink water from the fountain. Characters that move into the area without using Stealth automatically attract the attention of the ants, who move toward the intruders to attack.

A character can spot the ants by spending a moment to focus their concentration on the western side of the chamber and succeeding at a DC 15 Perception check. Sneaking past the ants to the far side of the chamber requires a successful Stealth check against the ants' Perception DC of 17.

GIANT ANTS (4)

N MEDIUM ANIMAL

Perception +7; darkvision, scent (imprecise) 30 feet

Skills Athletics +8, Survival +7

Str +4, Dex +1, Con +4, Int -5, Wis +1, Cha -4

AC 18; Fort +10, Ref +7, Will +5

HP 30

Speed 40 feet, climb 20 feet

Melee ♦ mandibles +11, **Damage** 1d8+4 slashing plus Grab

Melee ♦ stinger +11 (agile), **Damage** 1d6+4 piercing plus giant ant venom

Giant Ant Venom (poison) **Saving Throw** DC 18 Fortitude;

Maximum Duration 4 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round); **Stage 2** 1d10 poison and enfeebled 2 (1 round);

Stage 3 1d12 poison and enfeebled 3 (1 round)

Haul Away ♦ **Requirements** The giant ant has a Large or

smaller creature grabbed; **Effect** The giant ant Strides up to its full Speed, carrying the grabbed creature with it. It is encumbered if the grabbed creature is Medium or larger.



A3. Gozreh's Shrine

Low 5

The other feature in this chamber is the key to moving deeper into the complex, the shrine to Gozreh. Lavanna immediately recognizes the pattern in the floor as the holy symbol of Gozreh, a nature deity whose fury is unleashed upon both the sea and the sky. Honest sailors, hopeful merchants, and greedy pirates all give offerings to this powerful deity, whose fickle favor can mean the difference between triumph and disaster on the high sea.

The statue standing in the brackish pool is another representation of the god, who is typically seen in one of two forms, either as a woman rising from the sea or as a weathered old man emerging from a storm cloud. This statue is of the former representation, although many of its features are obscured by mold and vines growing out of the pool.

Creature: If anything of value is tossed into the pool (see Map Fragment #2 below), a powerful water elemental—an elite living waterfall—is summoned into the chamber to challenge anyone who would seek passage deeper into the dungeon. When this occurs, read or paraphrase the following.

As the offering lands in the water, a booming voice rises from the statue. “Those who seek the blessing of the Wind and the Waves must face the storm’s fury!”

As the voice fades, the water from the pool explodes, blasting the chamber with brackish filth. The explosion reveals a towering creature made from the purest azure water. Like a living tidal wave, the creature surges forward to attack!

Map Fragment #2: If the PCs don’t think to make an offering, there is a clue on one of the map fragments (page 12) to “Pay homage to the god of the waves but be prepared for the ocean’s wrath.” Clever PCs might use this situation to their advantage. If the PCs reach the pool without drawing the ants’ attention, the creatures move into the area to investigate when the living waterfall is summoned. Since the living waterfall attacks the nearest creature it can see without justification, the PCs can trick the elemental into fighting the ants by hiding immediately after providing the offering. To successfully trick these creatures into fighting one another, each character in the area must succeed at a Stealth check against the elemental’s Perception DC of 22.

If the PCs are content to let the elite living waterfall fight the giant ants, instead of rolling every action of the combat, simply describe the fierce battle that eventually ends in the living waterfall’s victory. Reduce the elite living waterfall’s HP to 80 and have the creature move into the pool and wait for the PCs to make themselves known before moving forward to attack. If the PCs wait more than 10 minutes to emerge from hiding, the elite living waterfall vanishes and must be summoned again with another offering (reappearing at maximum HP).

ELITE LIVING WATERFALL

CREATURE 6

N **LARGE** **AQUATIC** **ELEMENTAL** **WATER**

Perception +12; darkvision

Languages Aquan

Skills Athletics +15, Stealth +14

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

Water-Bound When not touching water, the living waterfall is slowed 1 and can’t use reactions.

AC 22; **Fort** +16, **Ref** +14, **Will** +12

HP 110; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Vortex (aura, water) 30 feet. Water in the area that is in the same body of water as the living waterfall is difficult terrain for Swimming creatures that don’t have the water trait.

Speed 20 feet, swim 60 feet

Melee ♦ wave +17 (reach 10 feet), **Damage** 2d8+9 bludgeoning plus Push or Pull 5 feet

Drench ♦ (abjuration, primal, water) The elemental puts out all fires in a 5-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (+16 counteract modifier).

Once the elite living waterfall has been defeated, another secret door opens in the northeastern wall of the chamber, leading deeper into the dungeon (as indicated by the “S” on the map on page 13).

A4. Renlock’s Remembrance

When the PCs enter this chamber, read or paraphrase the following.

A short passageway opens into a long, quiet chamber, flanked on both sides by wooden racks bedecked with old, dust-covered weapons. Some appear to be in fine condition, while others appear to be nothing more than rusted scrap.

The clockwork parrot sits atop a small plaque at the far end of the chamber, lit from above by a narrow shaft of light.

This chamber was constructed by Captain Renlock to remember the crew members whom he had failed: those who died or were imprisoned while working aboard his ship. The life of a pirate is one fraught with peril and many lost their lives in search of glory. Renlock did not want to forget these poor, lost souls. The plaque at the end of the chamber reads as follows.

“Honor the weapons of the fallen dead, those who died in service upon the sea, but let not these tools go unused, for even in death they might help the living.”

Map Fragment #3: The PCs are each encouraged to take one of these weapons with them, but most of these items aren’t probably any better than the gear the PCs already have. Of course, this is the place where Renlock has left them another clue on one of the map fragments (page 12).



It reads “Pay Homage to the lost, take not their blade or spear if you want to win the pirate king’s treasure.”

The weapons on these racks are almost all swords and spears, as these weapons are ideal for fighting aboard a boat. In fact, the PCs can find any type of common sword or spear among the weapons here. There is even a *+1 longsword*, a *+1 rapier*, and a *+1 spear*. But the clue tells them that they should look at the other weapons here. Hidden among all the swords and spears are two other weapons, a gaff and a club (no Perception check to Seek is required; the PCs must simply look through the weapons here to find the gaff and club). Both of these weapons deal 1d6 bludgeoning damage on a hit and will be useful in the fight with the giant pirate skeleton in area A6 (thanks to the fact that skeletons do not have any resistance to bludgeoning damage).

Club (simple); **Damage** 1d6 bludgeoning; **Traits** thrown 10 ft.;
Hands 1; Bulk 1

Gaff (martial); **Damage** 1d6 bludgeoning; **Traits** trip, versatile P;
Hands 1; Bulk 1

Note that if anyone tries to take more than one weapon, Cawlo, the clockwork parrot, suddenly shrieks “Don’t be greedy,” and the first weapon the character picked up in the chamber vanishes and reappears on the rack. Due to this effect, each character can’t leave this area with more than one weapon.

A5. Domal Chamber

Continuing deeper into the underground dungeon, the PCs encounter a room with a challenging puzzle. Read or paraphrase the following when the characters enter this area.

The cavern corridor opens into a naturally domal chamber. Four stone pedestals stand before you, arrayed in a semicircle around a small altar. Atop the altar are four stone sculptures. One depicts the sun. Another has been carved to look like a crescent moon. The third is a tablet that has a small constellation of stars carved into it. The fourth resembles a comet racing through the sky.

The pedestals are identical save for the fact that each has a shining coin set into its face, starting on the left with copper, followed by silver, gold, and finally platinum.

This chamber contains a puzzle that requires the characters to not only figure out what sculpture must be placed on what pedestal, but also the order in which they must be placed. Only then will the door open, revealing the final chamber in Renlock’s dungeon.

The clue to solving this puzzle lies atop the central altar. Between the four sculptures is a series of clues, carved into the top of the stone altar. When the PCs approach, give them **Handout #2: A Strange Altar**.

Unfortunately, the clues found in these carvings are not enough to solve the order and value of each of the sculptures. Fortunately, the map fragments (page 12) once again provide the answer. One of them reads, “Lost at sea, remember that the one that is worth the most always goes last.”

Solving this puzzle requires deduction and can be aided by drawing a simple pair of tables to eliminate various possibilities (one with the sculptures and the coin materials, one with the sculptures and the placement order). The following explains a step-by-step process to examine each clue.

- **Step 1:** “The sun is mighty in value, worth more and placed before the stars,” indicates the sun can’t be copper in value if it is worth more than the stars. Likewise, the stars can’t be platinum in value. Similarly, the stars can’t be placed first if the sun has been placed before them. Similarly, the sun can’t be placed last.
- **Step 2:** “The moon, in her pale radiance, can’t be gold or copper,” indicates the moon must be silver or platinum.
- **Step 3:** “To spy a comet is worth 100 times what you might get for glancing upon the moon,” suggests that the comet must be worth 100 times the moon. This means that if the moon is copper, the comet would be gold. If the moon is silver, the comet is platinum. No other combinations work. Taken in conjunction with the information from the second clue, the moon must be silver and the comet must be platinum. Going one step further to include the first clue, we know the sun is worth more than the stars, so the sun must be gold and the stars must be copper.
- **Step 4:** “The stars come out right before the moon rises,” indicates that the stars come out right before the moon rises. This means the moon can’t come out first and the stars can’t come out last. Unfortunately, the PCs can’t determine the placement order without the additional clue from the map fragment, described below.

Map Fragment #4: One of the map fragments (page 12) contains a clue that reads, “The one that is worth the most is placed at the very end.” This means that the comet is placed last. Since neither the stars or the moon can be placed first and the comet must be placed last, the sun must be placed first. The clue described in Step 4 above solves the remainder of the riddle as the stars come out right before the moon.

So, the correct solution is as follows:

First Placement: Place the sun sculpture on the gold pillar.

Second Placement: Place the star sculpture on the copper pillar.

Third Placement: Place the moon sculpture on the silver pillar.

Fourth Placement: Place the comet sculpture on the platinum pillar.

Nothing happens in the chamber until all four sculptures are placed. If the correct solution is given, all



Handout #2: A Strange Altar

TO FIND YOUR WAY, YOU MUST BE ABLE TO NAVIGATE BY THE SUN, THE MOON, AND THE STARS, PRAYING UPON A LUCKY COMET TO FIND YOUR WAY HOME.

THE SUN IS MIGHTY IN VALUE, WORTH MORE AND PLACED BEFORE THE STARS.

THE MOON, IN HER PALE RADIANCE, CAN'T BE GOLD OR COPPER.

TO SPY A COMET IS WORTH 100 TIMES WHAT YOU MIGHT GET FOR GLANCING UPON THE MOON.

THE STARS COME OUT RIGHT BEFORE THE MOON RISES.

four sculptures glow with a radiance matching their pillar before floating up toward the ceiling to create a vibrant illusion of the sky: the sun setting on the ocean with the stars and moon rising before a flash that resolves with a comet streaking overhead. Once this illusion dissipates, the door opens to area A6.

If the incorrect solution is given after all four sculptures are placed, a blast of wind rushes through the chamber and every character inside takes 4d6 bludgeoning damage as they are knocked prone. A successful DC 20 basic Fortitude save reduces the damage by half and prevents a PC from being knocked prone. This wind also knocks all four sculptures from their pedestals, scattering them upon the floor next to the altar. The trap resets in this fashion after each time an incorrect answer is attempted until solved.

A6. The Giant's Rest

Severe 5

After solving the puzzle in area A5, the door opens to one final chamber. When the PCs enter this large open space, read or paraphrase the following.

The rolling ocean has been painted on the walls of this chamber in faded blues and pale white. Opposite the entrance is a raised platform, with an enormous stone throne set against the far wall. An equally large skeleton sits on the throne, clad in the raiment of a pirate—complete with a patch over one of its empty eye sockets. The voice of your former captain calls out from the darkness.

“My old friends. You have come so far, and the end is just over the horizon. I hope you will face this final test together and learn, as I have, that you can only step into the future by overcoming your past.”

As the voice fades, the giant skeleton suddenly stirs, standing up and drawing a massive scimitar. With a nightmarish clatter, it stumbles forward to attack!

The massive skeleton here represents the pirate past that most of the PCs left behind, a grim reminder of their years terrorizing ships near the coasts of Avistan and Garund. It was Captain Renlock’s hope that he could barter a new future for them, one in which they might find an honest living and a happy life. But first, they must defeat the skeleton.

Creature: This giant skeleton is humanoid in shape, made from the bones of a frost giant that Renlock found on a boat that he raided off the coast of the Lands of the Linnorm Kings, far to the north. It can be a devastating foe if faced alone, but if the PCs approach it together, it is not as fearsome. The giant pirate skeleton doesn’t attack any character more than once in a round unless there is only one character within reach. Whenever it moves, it does so to be within melee reach of as many characters as possible. If the characters found the club and gaff in area A4, they should have a significantly easier time overcoming the skeleton.

Giant Pirate Skeleton

CREATURE 8

NE LARGE MINDLESS SKELETON UNDEAD

Perception +18; darkvision

Skills Athletics +22, Intimidation +17

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

AC 26; **Fort** +17, **Ref** +15, **Will** +14

HP 125 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5



Easily Distracted The giant pirate skeleton's poor vision makes it easily distracted by creatures that flank it. Whenever it has the flat-footed condition from being flanked, increase the penalty to its AC to -4.

Speed 30 feet

Melee ♦ gaff hook +20 (reach 10 feet), **Damage** 2d10+10 piercing plus impaling hook

Melee ♦ claw +19 (agile, reach 10 feet), **Damage** 2d8+10 slashing

Focused Assault ♦♦ The giant pirate skeleton makes two Strikes with its claw against one foe. The multiple attack penalty doesn't increase until after both attacks are resolved. The giant pirate skeleton doesn't use this ability if there is more than one creature within its reach that it can see.

Impaling Hook A creature critically hit by the giant pirate skeleton's gaff hook is impaled upon it. The creature is grabbed by the giant pirate skeleton and whenever the giant pirate skeleton maintains the grab, the creature takes 1d10+10 piercing damage from the agonizing wound.

When the giant pirate skeleton is defeated, a secret door opens in the south side of the room (as indicated with an "S" on the map on page 13), revealing a set of stairs that descend into darkness. As soon as this occurs, the clockwork parrot swoops down into the room and circles once before soaring down into the newly revealed corridor. Assuming the PCs follow, describe the events found in Concluding the Adventure below.

CONCLUDING THE ADVENTURE

Captain Renlock's trusty clockwork parrot leads the characters deep underground and then down a long, meandering passage. After almost an hour of following Cawlo, the PCs arrive in a dimly lit chamber. Thin shafts of light peek out from behind a curtain that hangs on the opposite wall. In the center of the chamber is a massive wooden chest, its lid open. Unfortunately, all that is inside is a handful of old, corroded copper coins and a few silver pieces. Cawlo lands atop the chest and the voice of Captain Renlock emerges from the bird one last time.

Cawlo hops precariously across the lid of the nearly empty treasure chest as the voice of Captain Renlock echoes from its metal beak once more.

THE CLOCKWORK PARROT

Captain Renlock rarely went anywhere without Cawlo, his trusty clockwork parrot. Renlock's crew cared deeply for the bird, and more than one fight broke out aboard the captain's ship after someone insulted the clattering mascot.

In this adventure, Cawlo serves as the GM's voice throughout the adventure, allowing you to interact with the PCs as they make their way through Renlock's puzzles and guardians. Should the characters find themselves befuddled by a puzzle, Cawlo can help. If the PCs handily defeat a guardian, Cawlo may offer praise. Cawlo might even gently mock the PCs should things go poorly, comparing the prowess of the party members to Renlock's legendary skills.

Cawlo can be used to keep the story moving and add some levity to the adventure.

"My friends. You truly were the finest crew I ever had the pleasure of sailing with and I am sorry to say that the promised treasure was a ruse. I hope you will forgive me, but I turned it over to the Andoran captain in exchange for his promise to be lenient on all of you. That treasure bought your freedom and I can't think of a finer purchase."

The bird grows silent for a moment, before leaping off the chest to perch atop the moldering drapery on the far side of the chamber. The voice continues. "But fear not my friends, because an old pirate like me always has one more secret, and this one is for you." With that, the parrot tugs at the curtain, which falls away to reveal a short passage that leads to a secret cove hidden on the far side of the island.

There, sitting above the waves in a dry dock, is a glorious sailing sloop in near-perfect condition! The parrot continues. "I had a few enchantments cast to make sure it was ready for you when the time was right. The ship is yours. Take it and see the world that I never did."

Renlock left this boat to the PCs hoping that they would adventure together, leaving piracy behind forever. Cawlo continues to serve the PCs and can even take them to the maps in the captain's quarters that might lead them to several exciting new locations to explore.

Missing only a few provisions, the ship remains in great condition to sail, preserved after all these years by a few simple enchantments. After unfastening a few moorings and gliding the boat down into the water, the PCs can set sail for their next adventure. But that is a tale for another time.



Kaako Ashfeather



Lavanna Saltspray



Elsir Syniras



Jadren Tagar



Clockwork Parrot



Handout #1: Captain Renlock's Wheel

TO FIND YOUR WAY, YOU MUST BE ABLE TO NAVIGATE BY THE SUN, THE MOON, AND THE STARS, PRAYING UPON A LUCKY COMET TO FIND YOUR WAY HOME.

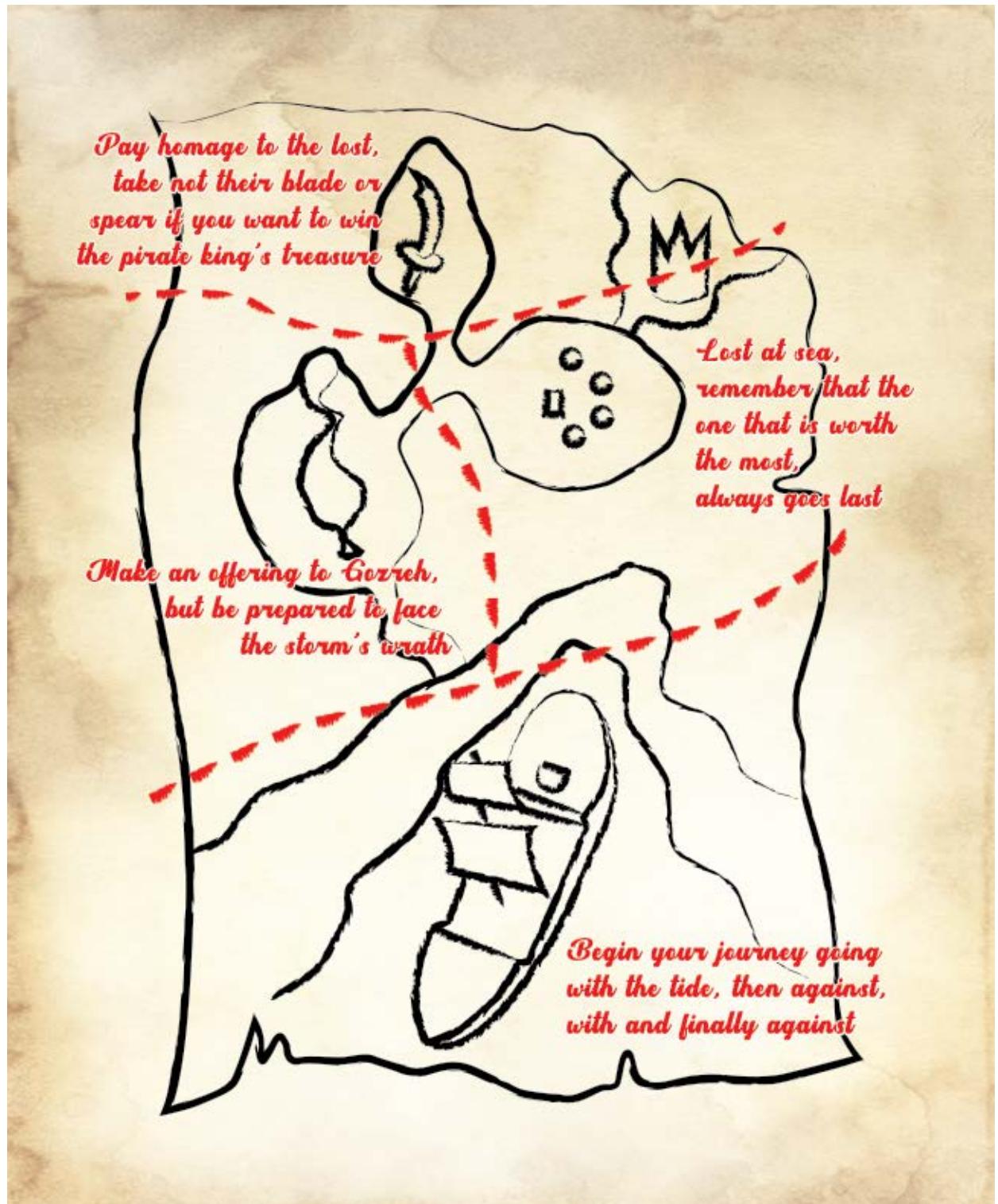
THE SUN IS MIGHTY IN VALUE, WORTH MORE AND PLACED BEFORE THE STARS.

THE MOON, IN HER PALE RADIANCE, CAN'T BE GOLD OR COPPER.

TO SPY A COMET IS WORTH 100 TIMES WHAT YOU MIGHT GET FOR GLANCING UPON THE MOON.

THE STARS COME OUT RIGHT BEFORE THE MOON RISES.

Handout #2: A Strange Altar



Clue Map

RENLOCK'S REDOUBT







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