

# BLOODLUST CORSAIRS



A Complete Variant  
Adventure Path for



by Ron Lundeen



## Introduction

I like pirates, but I like werewolves more. The Pathfinder Adventure Card Game has a simple mechanic for lycanthropes (werewolves and such): if there's a Blessing of the Gods atop the blessings discard pile, the moon is right for them to assume animal form and become much more murderous. This mimics the fact that lycanthropes in their moon-induced hybrid form are powerful and dangerous. But lycanthropes classically lose control—and their very humanity—if they succumb to the seductive strength of their animal side. While playing through the standard *Skull and Shackles* card game, I kind of wanted to play a lycanthrope pirate, and a wereshark pirate seems the most awesome kind. I could have invented a character, but I'm more of a story-making guy than a character-making guy. So I thought, "what if I could make *everybody* wereshark pirates?"

The story of the Bloodlust Corsairs was born then, and from that point it was a long period of designing adventures and developing the lycanthropy mechanic. I actually designed my first adventure path, *Shield of Rannick*, while fiddling with *Bloodlust Corsairs*, and that gave me a lot of insight into how to pace and lay out an adventure path.

All that playing reminded about something that didn't sit quite right with me about *Skull and Shackles*: the party's ship doesn't often seem relevant. I wanted to put the ship at the center of the action, like it would be for real pirates. I created the variant Ship Location rule, and then had to rework *Bloodlust Corsairs* to incorporate it.

You don't need anything to play *Bloodlust Corsairs* other than the *Skull and Shackles* base set and its adventure decks—it's a way to reuse all the cards you already have in an entirely new way.

Pick characters you haven't played before, and come back into the Shackles. Will the Bloodlust Corsairs overcome their curse? Play it and find out!

— Ron Lundeen, July 2015

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# Bloodlust Corsairs Adventure Path

Return to the pirate's life as the legendary Bloodlust Corsairs! Old salts tell of a crew of bold privateers whose reckless greed earned them a dire curse—the curse of lycanthropy! Weresharks prowl the Shackles, completely given over to the murder and evil in their blood. But the doomed adventurers called the Bloodlust Corsairs refused to succumb to their curse. Instead, they sought the impossible—the means to reverse their lycanthropy and strike back against the most fearsome wereshark in the Shackles, Horrus Riptooth. Did the Bloodlust Corsairs succeed at throwing off their curse and defeating Riptooth? Find out for yourself, as you live the legend of the Bloodlust Corsairs!



### REQUIRED FOR PLAY

The *Bloodlust Corsairs* adventure path requires the *Pathfinder Adventure Card Game—Skull and Shackles Base Set* and all six of the *Skull and Shackles* adventure decks.

### COMPLETE THESE ADVENTURES, IN THIS ORDER

- 0 Captains of your Fate (optional; you can skip to Adventure 1)
- 1 Along the Slithering Coast
- 2 Marooned in Misery Shoals
- 3 The Map of Lost Moons
- 4 In the Elder Isles
- 5 Hunting the Hunter
- 6 To Bloodthirst Bay

### DURING THIS ADVENTURE PATH

This adventure path uses the Lycanthropy rule and the Ship Location rule, both found on the following pages.

During play of each adventure in this adventure path, the game box should only include cards with a set indicator equal to the adventure number and lower (for example, during *Along the Slithering Coast*, only cards with a set indicator of B, C, P, or 1 should be present; during *In the Elder Isles*, only cards with a set indicator of B, C, P, 1, 2, 3, or 4 should be present). This rule does not apply when setting up scenarios; in fact, scenarios often call for specific locations, ships, villains, or other cards with a higher set indicator.

After you begin *The Map of Lost Moons*, when you would banish a bane with the Basic trait, remove it from the game; when you would banish a boon with the Basic trait, you may remove it from the game. After you begin *Hunting the Hunter*, do the same for cards with the Elite trait.

### REWARD

Each character gains a card feat

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# Lycanthropy

The Lycanthrope rule is applicable to most scenarios in *Bloodlust Corsairs* in Adventure 2 and later. If the scenario uses the Lycanthropy rules, assemble the cards indicated in the adventure instructions. These are the lycanthrope cards for the scenario. Shuffle them together. After drawing starting hands, each character chooses one of the lycanthrope cards at random without looking at it and shuffles it into his deck. Set any unused lycanthrope cards aside without looking at them.

## Hybrid Form

When you draw a lycanthrope card, display it next to your deck; your character is now in animal-humanoid hybrid form. (In *Bloodlust Corsairs*, lycanthropes are always shark-humanoid hybrids.) Your character remains in hybrid form as long as the lycanthrope card is displayed.

While your lycanthrope card is displayed, you may use the “Check to Defeat” number on your lycanthrope card in place of your Strength die result instead of rolling your Strength die. If the top card of the blessings deck is a Blessing of the Gods, increase this number by 3. You cannot play weapons on a check if you choose to use this number as your result. If blessings or other abilities add dice to your check, add your normal Strength die.

*Example 1:* Lini is playing scenario 2-B and has her lycanthrope card—a Hammerhead Shark henchman—displayed. When she encounters a Zombie monster, she chooses to use the “Check to Defeat” number on her lycanthrope card, which is 9 + 2 (for the adventure deck number), resulting in 11, in place of her Strength die result for the combat check; she defeats the Zombie.

*Example 2:* Valeros is playing scenario 3-B and has his lycanthrope card—a Tiger Shark—displayed. He encounters a Giant Anaconda and chooses to use the Tiger Shark’s “Check to Defeat” of 11 in place of his Strength die result. He has the skill Melee +3 and notes that the Blessing of the Gods is atop the blessing discard pile, for another +3. He plays a Blessing of Pharasma from his hand, which adds 1d10 (his normal Strength die). His result is 11 + 3 + 3 + 1d10, for a 21, which defeats the Giant Anaconda.

## The Lure of Blood

At the beginning of your move step, put a marker on your lycanthrope card. You may then attempt a Wisdom or Constitution check to remove all markers from your lycanthrope card and discard it (your character returns to humanoid form). The difficulty of this check is 5, plus the number of markers on your lycanthrope card. If the top card of the blessings deck is a Blessing of the Gods, increase the difficulty of this check by 3.

Although your lycanthrope card is discarded, it could end up back in your deck (if you use a Potion of Healing, for example). If you draw it again, your character again assumes a hybrid form.

## The Red Rage

If the game ends while your lycanthrope card is displayed, you go into a frenzied rage and come to your senses much later with equipment missing and erstwhile allies slain. Shuffle together your deck, hand, discard pile, displayed cards (other than your lycanthrope card) and buried cards; then banish 1 random card, plus 1 additional random card per marker on your lycanthrope card. Then rebuild your deck as normal.

## End of the Game

Banish your lycanthrope card at the end of a scenario.

## I Don’t Like This Rule

Okay, don’t use it. Ignore anything in *Bloodlust Corsairs* that deals with lycanthrope cards, markers, or its Wisdom check. It will play just fine.

# Ship Location

For the *Bloodlust Corsairs* adventure path, you do not use the fleet card and cannot choose your ship in each scenario; your ship is specifically identified, and it serves as one of the locations for you to adventure in (although your characters need not start a scenario on your ship). The rules for “Ships and Plunder” in the Skull and Shackles rulebook are modified as follows.

## The Ship As A Location

Lay out your ship card along with all the other locations you lay out; it is also a location. The deck for your ship location is always 2 random barriers and 7 random plunder cards, rolled on the Plunder Table (your ship is filled with booty!). Add a villain or henchmen to the ship location, just like you would at any location (as enemies sometimes sneak aboard your ship). You can encounter cards at your ship’s location, as it is a location.

Any character at the ship location is “on a ship” or “commanding a ship”; characters at other locations are not “on a ship”. This is true regardless of whose turn it is.

The “When Commanding This Ship” power is always available to any character; there need not even be any character at the ship location to use this power.

The check to close the ship’s location is the “Check to Defeat” listed on the ship card; in most cases, there are two options, and a character attempting to close the ship location can use either.

When the ship location is permanently closed, examine all the cards remaining in the location. Banish any banes, then shuffle all the boons and put them face-down under the ship card itself. Those cards cannot be encountered; they are plunder cards you earn if you win the scenario. Even if some rule makes you re-open the ship’s location, leave those cards under the ship card.

When the ship is permanently closed, characters at the ship location may, instead of their exploration on their turn, examine the top card of any location deck.

## Encountering Other Ships

You can encounter a ship at any location; you do not need to be commanding your ship (that is, at your ship location) to encounter a ship.

## Plunder Cards

You stash a plunder card whenever you defeat a ship or whenever else a card tells you to, just as in the basic rules. You might also sometimes have to banish a plunder card. When you would stash or banish a plunder card, it matters whether the ship location is open or closed:

*If the ship location is open:* When you stash a plunder card, roll on the Plunder Table and put a card of that type on the bottom of the ship location without looking at it. If you would banish a plunder card, examine the top card of the ship location; if it is a boon, banish it; if it is a bane, shuffle it back into the ship location instead (and don’t banish anything).

*If the ship location is closed:* When you stash a plunder card, roll on the Plunder Table and put a card of that type underneath the ship card. If you would banish a plunder card, banish a random card under your ship.

At the end of the scenario, gain all cards under your ship as loot.

## Structural Damage

When your ship is dealt Structural damage, the characters must discard cards to reduce the amount of Structural damage to 0. If all characters have discarded all their cards, any remaining Structural damage is ignored. Ships are never wrecked, and the back of the ship cards is never used. Any effect that would automatically wreck your ship is ignored.

## Seizing Ships

If you seize a ship, banish your current ship and replace it with the ship you seized. You can do this regardless of whether your ship location is open or closed.

## Movement Restrictions

Your ship is critical to coordinate your movements around the Shackles. You can move from your ship to any other location. You can also move from any location to your ship. You cannot move from any non-ship location directly to another non-ship location unless one of the following special rules applies:

*Connected Locations:* If the scenario identifies any locations as “Connected,” you can move from one of these connected locations to another without first heading back to your ship (this generally means the locations are on the same stretch of land, or are connected by a bridge, ferry, or similar).

*Lycanthropes:* If you are in your hybrid form (see the rules on Lycanthropy), you can swim easily from location to location; you treat all locations as connected.

Although these movement restrictions can be limiting, pirates have a tendency to stick together. If you are playing with more than one character, the following additional movement rules apply:

*Out to Sea:* When you move to your ship on your turn, any other character that is not on your ship can immediately move to your ship as well. (They hurry onboard from wherever they are.)

*Going Ashore:* When you move from your ship to another location, any character that is on your ship can immediately move with you to that location.

Effects that restrict movement still apply—if something prevents you from moving, you can’t move; if something is preventing another character from moving, that character cannot move.

## I Don’t Like This Rule

Okay, don’t use it. Use the standard ship rules instead, and ignore all of the rules above. Whenever the scenario lists a ship as a location, that ship is your ship for that scenario. In place of using your ship as a location, use the Docks; it’s not otherwise used in *Bloodlust Corsairs*. If the scenario has your ship connected to a single other location, your ship is anchored at that location.



# Adventure 0: Captains of Your Fate

(optional: you can skip right to Adventure 1 if you'd like)

There's no life like the pirate's life—or so you've been told. Months ago, you signed up on the *Truewind* under Captain Scourge, swayed by his frightful moniker and grandiose claims of plunder. But "Master Scourge"—you won't deign to call him Captain—is timid and indecisive. He avoids risky exploits and all but the slowest and least-defended targets. He hardly qualifies to call himself a pirate. It's time for someone better suited to take command of the *Truewind*, and that's you.

Taking over the *Truewind* from Master Scourge is only the start of your career—you'll need to gain some spoils to keep the crew happy, and that means pursuing some dangerous bounties and scouring some deadly shipwrecks. Perhaps you'd better gain yourself a better ship, too: the *Truewind* is one of the bottom-rung ships on the seas. You've got an eye on the large yet graceful *Sea Chanty*, captained by the pirate "Caulky" Tarroon. Tarroon is a current favorite of the Pirate's Council, though, so you'd better be prepared to sail off into the sunset immediately if you steal her vessel.

## COMPLETE THESE SCENARIOS, IN THIS ORDER

0-A Mutiny on the *Truewind*  
0-B Whale Hunt  
0-C The Wrecks of Razor Reefs  
0-D Eye on the Prize  
0-E Wrath of the Pirate Council

## REWARD

Each character gains a skill feat

## 0-A: Mutiny on the Truewind

Master Scourge is a spineless, indecisive pirate. You've chafed under his leadership long enough—it's time to take over! Scourge is wily, so you'll need to carefully eliminate the riffraff that remain loyal to him. Once you do, you can overpower Scourge and leave him on one of the sparsely-inhabited islands in the area. The *Truewind* will then be yours to command!

### Villain Master Scourge

#### Henchmen Ruffians

#### Players Locations

- 1 Ship: *Truewind*
- 1 Gannett Island
- 1 Coastline
- 2 Holy Isle
- 3 Shark Island
- 4 Rocky Cliff
- 5 Fog Bank
- 6 Shrine to Besmara

## DURING THIS SCENARIO

If you are on your ship, the difficulty of checks to defeat Master Scourge or henchmen is increased by 1d4.

## REWARD

Each character rolls on the plunder table and gains a random card of that type from the box



*He's only brave when he has a whip—and his opponent is unarmed.*

## 0-B: Whale Hunt

You've swayed the crew of the *Truewind* to your side with promises of booty, so you'd better move quickly to provide it. You've heard of a high bounty on a ferocious sea-goblin known as the Whale, and that bounty seems a good place to both start your career and appease your crew. The Whale lurks near the marshy coast, where he commands legions of sharks and—some say—a ferocious sea devil.

**Villain** The Whale  
**Henchmen** Hammerhead Sharks  
**Players** Locations

- 1 Ship: Truewind
- 1 Riptide Cove
- 1 Jungle
- 2 Mangrove Swamp
- 3 Cannibal Isle
- 4 Sea Caves
- 5 Fishing Village
- 6 Raker Shoals

### REWARD

Each character gains a random blessing from the box

### DURING THIS SCENARIO

When you encounter The Whale, before you act, a random character at your location summons and encounters the henchman Sea Devil.

### CONNECTED

Riptide Cove, Jungle, Mangrove Swamp



*With a face like that, no wonder his only friend is a sea devil.*

## 0-C: The Wrecks of Razor Reefs

Vessels scored by the hidden rocks of the area known as the Razor Reefs sink with their cargo intact, but an undead pirate named Arron Ivy hunts any survivors. Lesser pirates skulk into the Razor Reefs, hoping to abscond with a bauble before drawing Ivy's attention. Your plan is to face Ivy head-on, risking damage from the reefs. Defeat him, and all the treasures of the Razor Reefs are yours!

**Villain** Arron Ivy  
**Henchmen** Shipwrecks  
**Players** Locations

- 1 Ship: Truewind
- 1 Fringes of the Eye
- 1 Widowmaker Isle
- 2 Shipwreck Graveyard
- 3 Beach
- 4 Tower
- 5 Lonely Island
- 6 Sharkskin Reef

### REWARD

Each character rolls on the plunder table and gains a random card of that type from the box

### DURING THIS SCENARIO

When you move to or from your ship on your turn, succeed at a Wisdom or Perception 6 check or your ship is dealt 2 Structural damage.



*Unfortunately, he's faster than he looks.*



# 0-D: Eye on the Prize

You've been successful so far, but you really need a better ship. You've set your eye on a large ship called the *Sea Chanty*, captained by the smuggler Caulky Tarroon. You're no match for Tarroon and the *Sea Chanty* on the open water, so you waited until the ship came to port for repairs. If you can convince her crew to aid you, you can get the jump on Tarroon and put her out of commission.

**Villain** Caulky Tarroon  
**Henchmen** Maheem, Jaundiced Jape, Slippery Syl, Ruffians  
**Players** Locations

- 1 Ship: Truewind
- 1 Harbor
- 1 Tengu Rookery
- 2 Sea Fort
- 3 Festhall
- 4 Merchant Marina
- 5 Tower
- 6 Seaside Warehouse

## REWARD

Each character gains a random ally or blessing from the box

## DURING THIS SCENARIO

You may use Charisma or Diplomacy in place of your combat check to defeat a henchman. When you would banish a henchman from a location deck, place it next to the blessings deck. For each henchman next to the blessings deck, add 1 to your checks to defeat Caulky Tarroon.

## CONNECTED

All locations are connected



*Her greatest strength is her friends. They're also her greatest weakness.*

# 0-E: Wrath of the Pirate Council

You've convinced the *Sea Chanty's* crew to join you, but Tarroon had powerful friends on the Pirate's Council. You'll have to fight off the vicious buccaneers looking to make names for themselves with the Pirate Council, and then convince the Council to get off your back—at least long enough for you to finish the *Sea Chanty's* repairs and sail away to your brighter future!

**Villain** The Pirate Council  
**Henchmen** Buccaneers  
**Players** Locations

- 1 Ship: Sea Chanty
- 1 Floating Shipyard
- 1 Alehouse
- 2 Festhall
- 3 Tempest Cay
- 4 House of Stolen Kisses
- 5 Harbor
- 6 Tengu Rookery

## REWARD

Each character rolls on the plunder table and gains a random non-Basic card of that type from the box

## DURING THIS SCENARIO

You may not banish plunder cards to defeat the Pirate Council. If you fail to defeat the Pirate Council, before retrieving blessings from the blessings deck to prepare for the Pirate Council's escape, first select a random closed location, open it, and shuffle a Buccaneer henchman, a random monster, and a random ally into that location.

## CONNECTED

All locations are connected



*Talk fast, before he uncoils that whip.*

# Adventure 1: Along the Slithering Coast

At the helm of the *Sea Chanty*, you study your charts to find the best stretch of sea to begin your lives as pirates in earnest. The Slithering Coast seems like a fine choice: many traders and pirates ply the shallow waters off the jungle's shore. Rumors hold that intelligent snake-creatures called nagas spawn along the coast, and that clever captains can bargain with them for protection or information.

First, you'll want to placate your crew by capturing a few rich prizes—other pirate ships make good targets, as their holds are often filled with plunder they have no better right to than you do. Sure, you might run afoul of some of the nagas that give the Slithering Coast its name, but you're not afraid of overgrown water snakes.

While you're on the Slithering Coast, you'll keep your ears open for better opportunities. Perhaps you'll hear of buried treasure, an unguarded merchantman, or even a coastal village ripe for the plundering. One thing's for sure: there are prospects aplenty for daring pirates like you.

## COMPLETE THESE SCENARIOS, IN THIS ORDER

- 1-A Seaborne Guardian
- 1-B Two Captains, One Mate
- 1-C The Petulant Naga
- 1-D The Overland Expedition
- 1-E Sharptooth Harbor

## REWARD

Each character gains a card feat

## 1-A: Seaborne Guardian

The pirate Jemma Redclaw captains a fine ship and a nasty crew. She would be easy pickings for your eager pirates, if not for the constant presence of the naga Sarlis. Sarlis slithers just below the waterline, ready to rise up and defend Jemma from attack. The naga's protection has made Jemma overconfident; the time is right to eliminate the naga, capture Jemma, and take her ill-gotten gains as your own.

**Villain** Jemma Redclaw, Sarlis  
**Henchmen** Fipps Chumlett, Ruffians  
**Players** Locations

- 1 Ship: Sea Chanty
- 1 Gozreh's Flow
- 1 Windward Isle
- 2 Cannibal Isle
- 3 Lonely Island
- 4 Pinnacle Atoll
- 5 Coastline
- 6 Raker Shoals

## REWARD

Each character rolls on the plunder table and gains a random non-Basic card of that type from the box

## DURING THIS SCENARIO

When you defeat the villain Sarlis, do not check to see whether it escapes; instead, display it next to the blessings deck. If you would defeat Jemma Redclaw and Sarlis is not displayed next to the blessings deck, Jemma Redclaw is undefeated. You win when Jemma Redclaw is defeated and cannot escape.



*Who knows what aquatic horrors Sarlis can bring to bear?*



# 1-B: Two Captains, One Mate

Edrienna Khalen, captain of the wealthy merchant's vessel *Man's Promise*, has made an unusual bargain to secure the protection of a naga named Selissa: Edrienna and Selissa are joint captains of the ship with equal authority. Their shaky arrangement is mediated by a diplomatic sailor named Aretta, whom both captains consider an invaluable first mate. The crew of the *Man's Promise* will never surrender if either captain is alive.

**Villain** Rahadoumi Captain, Selissa  
**Henchmen** Aretta Bansion,  
Buccaneers

## Players Locations

- 1 Ship: Sea Chanty
- 1 Sea Caves
- 1 Rocky Cliff
- 2 Widowmaker Isle
- 3 Shark Island
- 4 Tempest Cay
- 5 Holy Isle
- 6 Scar Bay

## REWARD

Each character gains a skill feat

## DURING THIS SCENARIO

If you would banish Aretta Bansion, instead display her next to the blessings deck. While Aretta Bansion is displayed, add 3 to checks to defeat the Rahadoumi Captain, Selissa, or the *Man's Promise*.

You must defeat both villains to win this scenario.



Two captains? What's next? Diplomacy and equal representation?

# 1-C: The Petulant Naga

Gortus Svard, pirate captain of the fearsome *Devil's Pallor*, once enslaved the naga Munarei. Munarei escaped, and now the surly naga lurks amid a series of shipwrecks, striking peevishly at any creature that comes near. Munarei could be a good source of information about the *Devil's Pallor*, if you can corner the elusive naga before Gortus Svard gets his revenge—or before he finds you instead.

**Villain** Gortus Svard  
**Henchmen** Shipwrecks

## Players Locations

- 1 Ship: Sea Chanty
- 1 Raker Shoals
- 1 Shipwreck Graveyard
- 2 Shrine to Besmara
- 3 Fog Bank
- 4 Beach
- 5 Widowmaker Isle
- 6 Rocky Cliff

## REWARD

Loot: Svingli's Eye, Ring of the Iron Skull

## DURING THIS SCENARIO

When you defeat a Shipwreck henchman, randomly choose a location; if that location is open, summon and encounter the villain Munarei and put a token on your ship card. Add the number of tokens on your ship card to your checks to defeat the *Devil's Pallor*.



He doesn't look like the sort who makes friends easily.



# 1-D: The Overland Expedition

You've heard that the greatest treasures on the Slithering Coast are held in the mysterious Sharptooth Harbor, home of the vicious Captain Plugg. The seaward approach to the harbor is ringed with jagged reefs and frenzied sharks; even the nagas can't get near the place. Your best bet is to search the rugged coast for a trail to Sharptooth Harbor overland—you're sure the rumors of rampaging dinosaurs are exaggerated.

## Villain None

### Henchmen Rampaging

Triceratops, Botfly Swarms

### Players Locations

- 1 Ship: Sea Chanty
- 1 Fishing Village
- 2 Jungle
- 3 Wishing Well
- 4 Tower
- 5 Riptide Cove
- 6 Mangrove Swamp

## REWARD

Each character gains a power feat

## DURING THIS SCENARIO

You may recharge an ally to add 1d4 to your check against a card with the Animal trait. If the Rampaging Triceratops is undefeated, it deals no damage; instead, bury the top card of your deck and shuffle the Rampaging Triceratops into another random open location deck (if there are no other open locations, banish the Rampaging Triceratops instead).

To win, close all locations.

## CONNECTED

All locations are connected



*You're right; I don't like him when he's angry.*

# 1-E: Sharptooth Harbor

The full moon rises overhead as you descend from the high hills into the fortified pirate haven known as Sharptooth Harbor. Captain Plugg and his crewmen are deep in their cups this night, so stealing their treasures should be child's play—but why do they sniff the air in your direction, as though they can scent the blood in your veins? What sort of creatures are they? Better dispatch Plugg quickly and escape on his ship, the *Blood Moon*.

## Villain Mister Plugg

### Henchmen Buccaneers

### Players Locations

- 1 Ship: Blood Moon
- 1 Sea Fort
- 1 Festhall
- 2 Sea Caves
- 3 Merchant Marina
- 4 Seaside Warehouse
- 5 Floating Shipyard
- 6 Safe House

## REWARD

Loot: Vindictive Harpoon, Buccaneer's Breastplate

## DURING THIS SCENARIO

Mister Plugg and Buccaneers gain the Lycanthrope trait and the power, "Before you act, if the top card of the blessings discard pile is Blessing of the Gods, the difficulty of the check to defeat this monster is increased by 3."

## CONNECTED

All locations are connected, except that you may only move to the *Blood Moon* from the Sea Fort, and you may only move from the *Blood Moon* to the Sea Fort



*There's something...fishy about these guys.*



# Adventure 2: Marooned in Misery Shoals

How did everything go so wrong so quickly? You'd infiltrated Sharptooth Harbor, whose pirates seemed too busy drinking to notice you taking some of their treasure. But the buccaneers weren't mere humans—they transformed beneath the moonlight into shark-men, eager to rip you apart with their massive jaws. You raced for their ship, the *Blood Moon*, and you thought you'd escaped—until you wound up here.

"Here" is a stretch of barren shoals scarred from storms and littered with broken ships. This might be Misery Shoals, a desolate section of the Shackles where marooned sailors die a hard death from starvation or monstrous predators. You're battered and covered with wounds, but your equipment seems intact. You've got no choice but to find anything here that floats and make your way back to civilized waters, where you can capture another ship and get back to pirating.

But what is that coppery taste that won't leave the back of your throat? What is the strange allure of the ocean water? Did the monstrous sailors at Sharptooth Harbor leave you alive as a mercy—or as a curse?

## COMPLETE THESE SCENARIOS, IN THIS ORDER

2-A The Haunted Shoals  
2-B Aboard the Leaky Tub  
2-C The Inherited Enemy  
2-D Wings of the Storm  
2-E Doldrums of the Dead

## REWARD

Each character gains a card feat

## DURING THIS ADVENTURE

Build this adventure's Lycanthrope Deck with two Tiger Sharks (deck 1). If more than 2 players, add a number of Hammerhead Shark henchmen equal to the number of players minus 2.

## 2-A: The Haunted Shoals

By clinging to shattered rowboats and chunks of driftwood, you can paddle pathetically around Misery Shoals. The souls of other sailors marooned here claw at you as though to drag you from the world of the living. It's not just the dead that plague you: a monstrous creature called an adaro has also decided to hunt you, and you cannot get free of the shoals until you put him down.

**Villain** Adaro Barbarian

**Henchmen** The Ancient Mariner,  
Pirate Shade Haunts

### Players Locations

- 1 Woodward Isle
- 1 Beach
- 1 Ghol-Gan Ruins
- 2 Scar Bay
- 3 Tower
- 4 Shark Island
- 5 Mancatcher Cove
- 6 Lonely Island

## REWARD

Each character gains a skill feat

## DURING THIS SCENARIO

You have no ship, cannot gain or banish plunder cards, and cannot take Structural damage.

After you assemble the location decks, put the barrier Sandbar face up on the Woodward Isle location.

All characters start at the Woodward Isle location.

## CONNECTED

All locations are connected



*With no ship, you can't be pirate captains.  
You can't even really be pirates.*

## 2-B: Aboard the Leaky Tub

You've managed to plug the many holes in a beached merchantman, but your ship is woefully unprepared for a long journey. You need to get another ship as soon as possible. You've finally spotted a fine-looking target sailing near Misery Shoals. Whether your limping merchantman can even keep up, much less allow you to overcome the new ship's spell-slinging captain, is in serious doubt.

**Villain** Isabella "Inkskin" Locke  
**Henchmen** Owlbear Hartshorn,  
Sea Devils

### Players Locations

- 1 Ship: Merchantman
- 1 Hatchery
- 1 Coastline
- 2 Tempest Cay
- 3 Mangrove Swamp
- 4 Riptide Cove
- 5 Pinnacle Atoll
- 6 Scar Bay

### REWARD

Loot: Besmara's Tricorne, Brine's Sting

### DURING THIS SCENARIO

If you move during your turn, recharge a card.



*A merchantman is technically a ship the way a chicken is technically a bird.*

## 2-C: The Inherited Enemy

The *Thresher* is a fine vessel, and hard-won from its previous captain. You're starting to feel like genuine pirates again, and ready to get back to civilization to research your affliction. Unfortunately, your fine ship carries its own history: the infamous pirate-hunter Kyan Kain of the Chelish navy has long had the *Thresher* in his sights. The fact that the ship has new pirates at the helm will not stay Commander Kain's hand.

**Villain** Commander Kyan Kain  
**Henchmen** Buccaneers

### Players Locations

- 1 Ship: Thresher
- 1 Sharkskin Reef
- 1 Raker Shoals
- 2 Fishing Village
- 3 Tidewater Rock
- 4 Sea Caves
- 5 Jungle
- 6 Sacred Spring

### REWARD

Each character gains a power feat

### DURING THIS SCENARIO

If you would reveal, recharge, or discard an ally with the Pirate trait for its power, bury it instead.



*A master of the seas. And of facial hair.*



## 2-D: Wings of the Storm

You know weather-magic when you see it. This morning was clear with good sailing, but around noon, ferocious thunderclouds piled up with supernatural speed. In a matter of moments, the seas begin to heave. A sea-dragon rises from the waves, wielding storm and wind along with his breath weapon. Your blood sings along with the raging sea: you'll show Kelizar that these seas are yours—you'll defeat him and take his hide as your prize!

**Villain** Kelizar the Brine Dragon  
**Henchmen** Blackwater Charda,  
Hurricane Winds

**Players Locations**

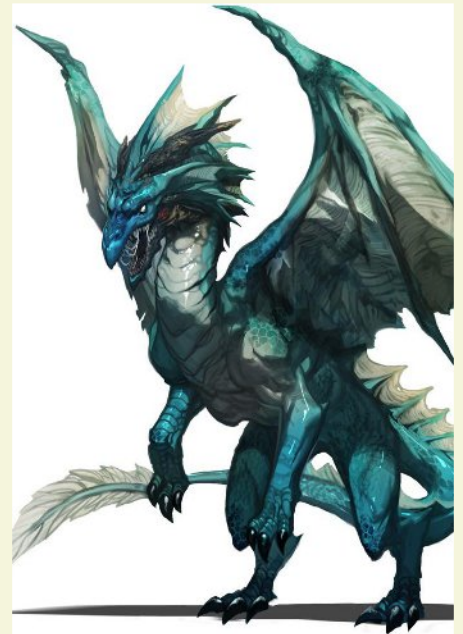
- 1 Ship: Thresher
- 1 Fringes of the Eye
- 1 Gozreh's Flow
- 2 Fog Bank
- 3 Holy Isle
- 4 Shipwreck Graveyard
- 5 Rocky Cliff
- 6 Gannet Island

**REWARD**

Loot: Brine Dragonhide Breastplate (deck 4), Control Weather (deck 4)

**DURING THIS SCENARIO**

When you would discard your lycanthrope card, shuffle it into your deck instead.



*That's the last we'll see of him, I'm sure!*

## 2-E: Doldrums of the Dead

With Kelizar slain, the wind slowed to less than a whisper. After consulting your charts, you made the horrible discovery that you've been blown into the Doldrums of the Dead, a supernatural area of calm patrolled by the ghost ship *Deathknell*. The *Deathknell's* barnacle-encrusted zombies have driven away other predators in the area, but this is cold comfort—the *Deathknell* is sure to find you before you can row to safer waters.

**Villain** Whalebone Pilk  
**Henchmen** Jalhazar's Curse, Curse of  
the Flesheaters, Scurvy Zombies

**Players Locations**

- 1 Ship: Thresher
- 1 Riptide Cove
- 1 Cannibal Isle
- 2 Sea Fort
- 3 Jungle
- 4 Ghol-Gan Ruins
- 5 Widowmaker Isle
- 6 Fog Bank

**REWARD**

Each character gains a random non-Basic blessing from the box

**DURING THIS SCENARIO**

When setting up this scenario, do not include any monsters in the location decks (other than the villain and henchmen). When you would defeat a Scurvy Zombie henchman, reroll the dice; the Scurvy Zombie is defeated or undefeated based only on the result of the second roll.



*This Pilk fellow is pretty slippery for a dead guy.*

# Adventure 3: The Map of Lost Moons

Now that you're free from the wild Slithering Coast, with a vessel of your own, you can turn to more important matters: your lycanthropic curse. It's only a matter of time before you succumb to the beast within permanently, becoming little more than a mindless shark-monster. The curse of lycanthropy is nearly impossible to remove; legends say that ingesting belladonna is helpful, but only in the first few days after affliction—and you spent those critical days marooned in Misery Shoals without access to the herb. If there is another way to remove the curse, it is virtually unknown.

Fortunately, you know people whose job it is to know the unknown: a smuggler in Drenchport named Nefti Unwsha knows everyone worth knowing. Hopefully, Nefti will know who possesses this lore, or at least be able to put you on track to someone that does. Nefti has a history of getting into tight scrapes, and you can't say that you left her with an entirely favorable impression the last time you interacted with her, but she's the only lead you've got to shake this terrible curse.

## COMPLETE THESE SCENARIOS, IN THIS ORDER

3-A The Smuggler's Assassin  
3-B Wreck Raider  
3-C Uninvited Guest  
3-D The Reclusive Diva  
3-E Sweet Talking

## REWARD

Each character chooses a role card and a power feat

## DURING THIS ADVENTURE

Build this adventure's Lycanthrope Deck with two Bull Sharks (deck 2) and one Tiger Shark (deck 1). If more than 3 players, add a number of Hammerhead Shark henchmen equal to the number of players minus 3.

## 3-A: The Smuggler's Assassin

The surly smuggler Nefti Unwsha might be able to recommend someone that can help you with your curse, but she currently has more pressing problems: a disgruntled customer named Giles Halmis has decided to murder her. Halmis isn't working alone; he hunts with a pack of magical panther-like monsters called shimerae. Stop Halmis and his monsters, and you might be able to convince Nefti to help you.

**Villain** Nefti Unwsha

**Henchmen** Giles Halmis, Ruffians

**Players Locations**

- 1 Ship: Thresher
- 1 Harbor
- 1 Safe House
- 2 Tower
- 3 House of Stolen Kisses
- 4 Hall of Champions
- 5 Merchant Marina
- 6 Sea Fort

## REWARD

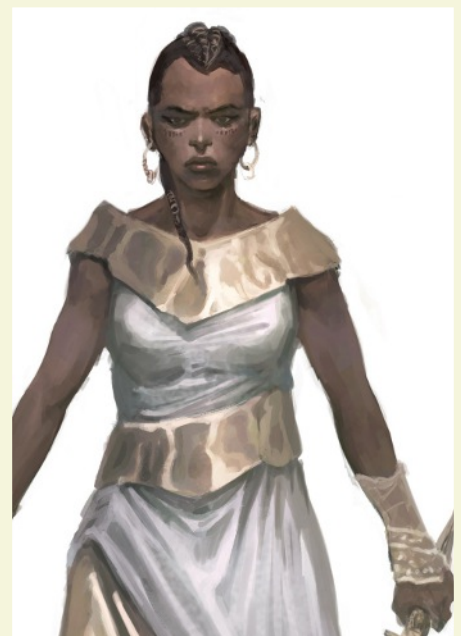
Loot: Farglass, Skyrocket Crossbow

## DURING THIS SCENARIO

Place the henchman Shimerae next to the blessings deck. Treat all Ruffian henchmen encountered in location decks as the henchman Shimerae instead.

## CONNECTED

All locations are connected, except that you may only move to the *Thresher* from the Harbor, and you may only move from the *Thresher* to the Harbor



*She's in distress, but if you call her a "damsel," she'll gut you.*



## 3-B: Wreck Raider

Nefti recommended an “information broker”—that is to say, a spy—named Zarskia Galembar. Galembar is currently scrounging through shipwrecks outside of Drenchport, seeking an artifact called the Totem Necklace. If you find it first, she may listen to your request—or she might try to stick a knife in your ribs and take it from you. Either way, you have to strap on your waders and get to scavenging if you want to learn what Galembar knows.

**Villain** Zarskia Galembar

**Henchmen** Totem Necklace loot card, Shipwrecks

**Players** Locations

- 1 Ship: Thresher
- 1 Shipwreck Graveyard
- 1 Sacred Spring
- 2 Sharkskin Reef
- 3 Ghol-Gan Ruins
- 4 Beach
- 5 Scar Bay
- 6 Rocky Cliff

**REWARD**

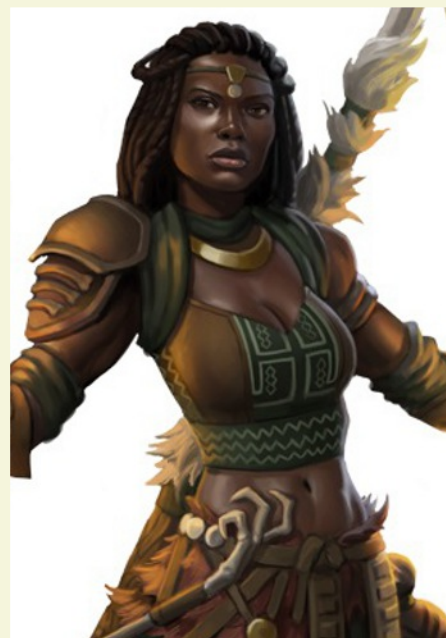
Each character gains a power feat

**DURING THIS SCENARIO**

When you encounter the Totem Necklace, you acquire it. If you would banish the Totem Necklace, shuffle it together with a number of items from the box equal to the number of open locations minus 1, deal one of those cards into each open location, then shuffle them. If you would defeat the villain, a character must reveal the Totem Necklace, or she is undefeated.

**CONNECTED**

The Shipwreck Graveyard, Sacred Spring, and Beach are connected



*Her career of “killing things and taking their stuff” is a surprisingly popular one.*

## 3-C: Uninvited Guest

Galembar’s advice seems sound: an adventurous scribe with theatrical aspirations penned a play about werewolves called “The Lost Moons.” Apparently, the play’s original draft contains a map to his source of unparalleled lycanthropic lore. You just need to sail to the bustling port of Quent and ask the playwrights there. Unfortunately, your crew seems sluggish, even recalcitrant—has some strange monster enchanted your crew?

**Villain** Incutilis

**Henchmen** Ormandar, Sea Devils

**Players** Locations

- 1 Ship: Thresher
- 1 Fog Bank
- 1 Gannet Island
- 2 Gozreh’s Flow
- 3 Lonely Island
- 4 Sharkskin Reef
- 5 Shipwreck Graveyard
- 6 Widowmaker Isle

**REWARD**

Each character gains a card feat

**DURING THIS SCENARIO**

Instead of building your ship location with 7 random plunder cards, use 7 random allies instead. If you fail a check to acquire an ally, the ally deals you 1d4 Combat damage.



*You’ve got a little something on your head, there.*

## 3-D: The Reclusive Diva

Ah, the cosmopolitan town of Quent! Isawyn the Diva is putting on a performance of "The Lost Moons," and she might have the original manuscript with the Map of Lost Moons inside it. Unfortunately, you can't just ask Isawyn: she's in the midst of a bitter feud with a rival bard and has trapped all her usual haunts while she practices her lines with her understudy. Avoid these traps, corner the diva, and you may find out what she knows.

**Villain** Isawyn the Diva

**Henchmen** Luccaria, Cryptic Runes

**Players Locations**

- 1 Ship: Thresher
- 1 Seaside Warehouse
- 1 Theater of Corruption
- 2 Tengu Rookery
- 3 Chapel
- 4 Floating Shipyard
- 5 Jasperleaf Apothecary
- 6 House of Stolen Kisses

**REWARD**

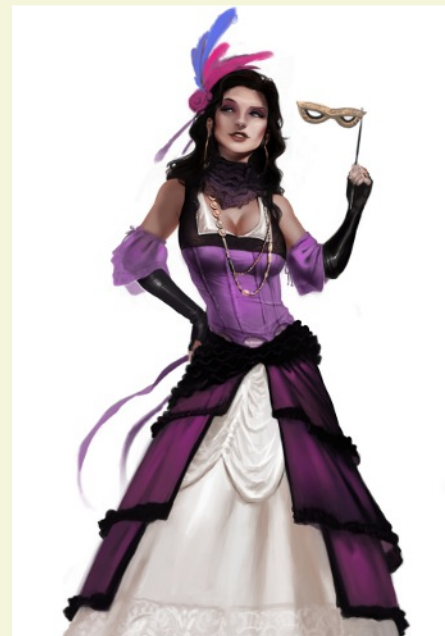
Each character gains a skill feat

**DURING THIS SCENARIO**

Banish undefeated barriers.

**CONNECTED**

All locations are connected, except that you may only move to the *Thresher* from the Seaside Warehouse, and you may only move from the *Thresher* to the Seaside Warehouse



*For all she knows, you're merely paparazzi.*

## 3-E: Sweet Talking

Isawyn doesn't have the Map of Lost Moons, but she knows who does: her rival, Kirrian "Sweetlips" Vortheen. A pirate as well as a bard, Sweetlips is as well-connected as anyone in Quent. Convincing him to part with the map will be a difficult endeavor, particularly if his burly bodyguard Grype gets in your way. Your best bet will be to collect as many allies as you can, hoping some of them know the smooth-talking Sweetlips.

**Villain** Sweetlips and Scurvy

**Henchmen** Knuckles Grype, random allies

**Players Locations**

- 1 Ship: Thresher
- 1 Merchant Marina
- 1 Murder Hole
- 2 Theater of Corruption
- 3 Alehouse
- 4 Shrine to Besmara
- 5 Festhall
- 6 Tengu Rookery

**REWARD**

Loot: Pirate's Favor, Scoundrel's Sword Cane

**DURING THIS SCENARIO**

When making a check to defeat a henchman or villain, you may banish any number of allies to add 3 to the check for each ally banished.

**CONNECTED**

All locations are connected, except that you may only move to the *Thresher* from the Merchant Marina, and you may only move from the *Thresher* to the Merchant Marina



*Everybody's got something to hide, except for him and his monkey.*



# Adventure 4: In the Elder Isles

With the Map of Lost Moons in hand, you finally have a glimmer of hope about reversing your lycanthropic curse. No civilization has ever had greater astronomers—including masters of moon-lore—than the now-fallen cyclops empire, and the cyclopes built an enormous observatory in a shattered string of remote islands now called the Elder Isles. The observatory is likely now the domain of the brutish descendants of those enlightened cyclopes, but you can't imagine that one-eyed foes are much tougher than the many two-eyed foes you've faced thus far. You order the *Thresher* fitted for a long voyage, as the Elder Isles are at the furthest corner of the Shackles.

You want to keep your expedition to the Elder Isles a secret, but sailors will ever wag their tongues. A shifty half-orc stevedore, anxious for coin, informs you that he knows your destination. More to the point, he reveals that yours is the *third* ship to prepare for a journey to the Elder Isles from Quent this season. The first was the *Blood Moon*, captained by the magician wererat Fargo Vitterande. Fargo seemed intent on some ancient secret to be found within the Elder Isles. The second was the *Blackened Yardarm*, captained by Adelita Doloruso. Captain Doloruso had some grudge against the wererat, and boasted that she would drown the rat along with his ship. It seems you'll not only have to contend with ancient dangers, but with some very recent competition. Off to the Elder Isles!

## COMPLETE THESE SCENARIOS, IN THIS ORDER

- 4-A The Rival Lycanthrope
- 4-B A Familiar Sight
- 4-C Brine Dragon's Revenge
- 4-D Channel Run
- 4-E The Cyclops Observatory

## REWARD

Each character gains a card feat

## DURING THIS ADVENTURE

Build this adventure's Lycanthrope Deck with two Great White Sharks (deck 3) and two Bull Sharks (deck 2). If more than 4 players, add a number of Hammerhead Shark henchmen equal to the number of players minus 4.

## 4-A: The Rival Lycanthrope

Near the distant Elder Isles, you finally catch up to Fargo Vitterande's ship. You assume the wererat also seeks the cure rumored to be in the cyclops observatory; perhaps he'd be willing to join your crew. Alas, the wererat and his crew are paranoid and violent: when you get close to hailing distance, they suddenly attack. You have no choice but to defend yourselves. But if you can't enlist the wererat magician, perhaps you can procure his fine ship.

**Villain** Fargo Vitterande

**Henchmen** Lightning Elemental, Buccaneers

### Players Locations

- 1 Ship: Thresher
- 1 Widowmaker Isle
- 1 Pinnacle Atoll
- 2 Sea Caves
- 3 Tidewater Rock
- 4 Windward Isle
- 5 Mancatcher Cove
- 6 Cannibal Isle

## REWARD

Each character gains a skill feat

## DURING THIS SCENARIO

When you encounter the villain, before you act, a random other character summons and encounters the ship *Blood Moon*.



Oooh, learn some disguise spells, wizard rat-man!

## 4-B: A Familiar Sight

You recognized Fargo's ship as the one you'd once planned to steal from the weresharks of Sharptooth Harbor. You're not sure how Fargo acquired it, but it's now yours. Unfortunately, the *Blackened Yardarm* is bearing down upon you, accompanied by several other ships. The vengeful Adelita Doloruso must have called in some favors, and she's maneuvering to cut off the *Blood Moon's* escape. You suspect she isn't in the mood to parley.

**Villain** Adelita Doloruso  
**Henchmen** Vakarla the Wrecker,  
Enemy Ships

**Players Locations**

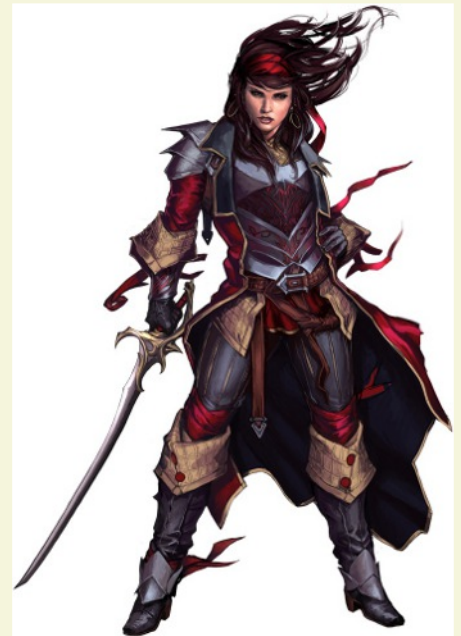
- 1 Ship: Blood Moon
- 1 Holy Isle
- 1 Sharkskin Reef
- 2 Raker Shoals
- 3 Cannibal Isle
- 4 Fringes of the Eye
- 5 Gannet Island
- 6 Windward Isle

**REWARD**

Loot: Letter of Marque, Quickened Ray

**DURING THIS SCENARIO**

The difficulty to defeat henchmen is increased by the number of open locations.



*Oddly, she can't be convinced she's looking for a different lycanthrope.*

## 4-C: Brine Dragon's Revenge

Free of Adelita's trap, your clear sailing is spoiled by the sudden appearance of a supernatural thunderstorm. You've not seen gales like this since you encountered—and killed—Kelizar the Brine Dragon many weeks ago. The resemblance is no coincidence: the undead form of the dragon rises from the waves, each lightning strike empowering him further. Kelizar is now an undead beast of brine and lightning, and he is back for revenge!

**Villain** Brinebones  
**Henchmen** Lightning Elemental,  
Hurricane Winds

**Players Locations**

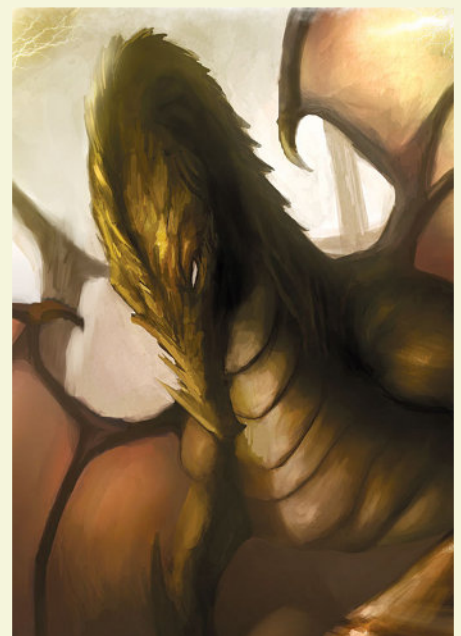
- 1 Ship: Blood Moon
- 1 Fringes of the Eye
- 1 Lonely Island
- 2 Fog Bank
- 3 Widowmaker Isle
- 4 Gozreh's Flow
- 5 Holy Isle
- 6 Shipwreck Graveyard

**REWARD**

Loot: Conch of the Tritons, Vailea

**DURING THIS SCENARIO**

Both checks to defeat Brinebones are equal to 22 plus the number of closed locations (instead of 32).



*Okay, now is the last we'll see of him.*



## 4-D: Channel Run

The cyclops observatory is on an island at the end of a narrow channel between tall, ruin-dotted islands. Navigating the narrow channel is even more difficult than it looks: adversaries guard the approach above and below the waterline. Below the surface lurks a piscine aberration named Uthiggmaru and his undead servitors. Above, the tall islands harbor one-eyed harpies squatting in their ancestors' once-glorious monuments.

**Villain** Uthiggmaru

**Henchmen** see "During this Scenario"

### Players Locations

- 1 Ship: Blood Moon
- 1 Scar Bay
- 2 Great Stone Bridge
- 3 Ruined Amphitheater
- 4 Sea Caves
- 5 Rocky Cliff
- 6 Tower

### REWARD

None (plunder only)

### DURING THIS SCENARIO

Do not distribute the villain and henchmen as normal. Instead, shuffle together Uthiggmaru, a Ghol-Gan Obelisk, a number of Vrykolakas equal to the number of players, and a number of Daughters of Imerta equal to the number of players. Deal two cards from this pile into each location, then shuffle each location.

When you would permanently close a location after defeating a henchman, examine the location deck; if the location contains the villain or any henchmen, the location is not closed; shuffle the remaining cards in the location. When you permanently close a location, gain all boons remaining in the location as plunder.



*This is not the best neighborhood for a resort, that's for sure.*

## 4-E: The Cyclops Observatory

The cyclops observatory is a sprawling complex reduced to mere ruins of its former grandeur and infested with monsters. Within the disintegrating halls, a brute named Ishtoreth is advised by a cadre of undead cyclopes, whose whispered promises of glorious battle echo hollowly amid the shattered rooms. These foes must be eliminated before you can scour the ruins for clues of how to remove your curse.

**Villain** Ishtoreth

**Henchmen** Cyclops Savage, Ruffians

### Players Locations

- 1 Ship: Blood Moon
- 1 Sacred Spring
- 1 Ghol-Gan Ruins
- 2 Jungle
- 3 Teleportation Chamber
- 4 Wishing Well
- 5 Dinosaur Corral
- 6 Hall of Champions

### REWARD

Each character gains a power feat

### DURING THIS SCENARIO

Place the henchman Gholdako next to the blessings deck. Treat all Ruffian henchmen encountered as the henchman Gholdako instead.

### CONNECTED

All locations are connected, except that you may only move to the *Blood Moon* from the *Sacred Spring*, and you may only move from the *Blood Moon* to the *Sacred Spring*.



*How this brute is related to ancient astronomers is beyond me.*

# Adventure 5: Hunting the Hunter

Runes covered every square inch of the sprawling cyclops observatory in the Elder Isles. With several sections of the observatory fallen to ruin, and the remaining runes so badly weathered as to be nearly indecipherable, interpreting the runes was a difficult task. Hours turned into days and days turned into weeks. And then—a marvel—the moon rose, but you did not assume your lycanthrope form. Some magic released in your studies keeps the curse within you at bay. If you didn't mind living on a remote island far from civilization, you could count this a victory and be assured you'd quelled the curse buried in your blood. But you are neither hermits nor scholars. You are pirates! You long for the feel of a deck beneath your feet, sea spray upon your face, and a trundling merchantman in your sights. You must leave the haven of the observatory and find another way to vanquish your curse forever.

Your research gave you many insights into your condition: you've learned that in each generation there is a master lycanthrope, a wereshark of such staggering power that other weresharks are compelled to obey him. It is this master who commanded Captain Plugg to curse you and leave you in Misery Shoals. If you can fight this compulsion and destroy the master, you can be free of this curse forever. But like a shark in deep waters, the master is crafty: first you have to find him before you can confront him.

## COMPLETE THESE SCENARIOS, IN THIS ORDER

5-A Rumor Seekers  
5-B Into the Oracle's Realm  
5-C The Pirate's Prize  
5-D The Chelish Ruse  
5-E Sharks Among Wolves

## REWARD

Each character gains a card feat

## DURING THIS ADVENTURE

Build this adventure's Lycanthrope Deck with two Great White Sharks (deck 3). If more than 2 players, add a number of Hammerhead Shark henchmen equal to the number of players minus 2.

You have learned much about the power in your blood. When your lycanthrope card is displayed, you may add the number of markers on your lycanthrope card to your combat checks except on combat checks against banes with the Lycanthrope trait.

## 5-A: Rumor Seekers

You return to Port Peril, seeking rumors of the wereshark "master," the most powerful lycanthrope of this generation. You have little choice but to question as many sailors as possible, hoping that rumors will lead you to fact. Scour every pier, tavern, and bolt-hole in Port Peril until you find enough rumors to assemble a clear picture of who this master might be, and where he can be found.

### Villain and Henchmen none

#### Players Locations

- |   |   |
|---|---|
| 1 | Ship: Blood Moon / Harbor               |
| 1 | House of Stolen Kisses / Torture Pit    |
| 1 | Shrine to Besmara / Shrine to Norgorber |
| 2 | Merchant Marina / Tengu Rookery         |
| 3 | Festhall / Dinosaur Corral              |
| 4 | Alehouse / Floating Shipyard            |
| 5 | Fishing Village / Sea Fort              |
| 6 | Chapel / Jasperleaf Apothecary          |

## DURING THIS SCENARIO

Do not build location decks as normal. Instead, for each pair of locations listed, shuffle together 2 monsters, 1 barrier, 1 weapon, 1 armor, 1 item, 1 spell, 2 allies, and 1 blessing; then deal 5 cards to each location in the pair. Do this for each pair.

When you acquire an ally, you may put it in an ally pile by the blessings deck. You win when the number of open locations is less than the number of allies in the ally pile.

## REWARD

All allies in the ally pile

## CONNECTED

All locations are connected



*There are a lot of people here to talk to...let's get drinkin'!*



## 5-B: Into the Oracle's Realm

Rumors agree that the most legendary wereshark alive is Horrus Riptooth, a pirate occupying a hidden base somewhere in the Shackles. In his younger days, Horrus wooed an oracle in Port Peril named Hyapatia. Hyapatia spurned the pirate and retreated inland to witch-haunted jungles. Some say it was to avoid Horrus' revenge; others say it was to conceal her inhuman nature. Journey to this oracle and question her about Horrus' secret home.

**Villain** Hyapatia

**Henchmen** Gilbrok the Tongue,  
Witch Doctors

**Players Locations**

- 1 Ship: Blood Moon
- 1 Great Stone Bridge
- 1 Jungle
- 2 Sacred Spring
- 3 Hatchery
- 4 Mangrove Swamp
- 5 Rocky Cliff
- 6 Tower

**REWARD**

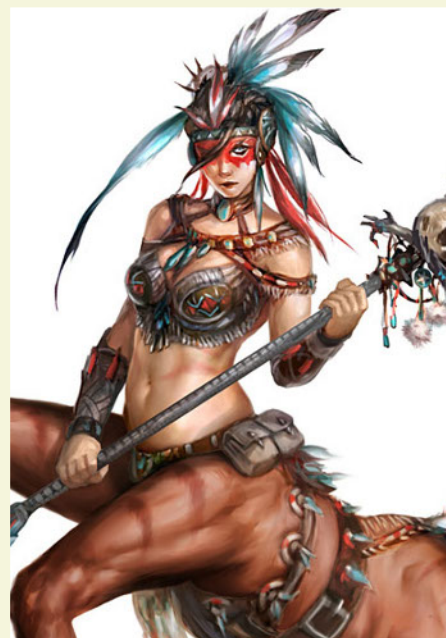
Each character gains a skill feat

**DURING THIS SCENARIO**

Shuffle Hypatia into the last listed location you use (e.g., the Mangrove Swamp in a 4-player game) and the henchmen into other locations as normal. When you permanently or temporarily close a location, summon and encounter the henchman Pirate Shade Haunt.

**CONNECTED**

Each location is connected only to the location listed before and after it (you may want to set these location decks up in a line).



*Part woman, part animal, all enchantress.*

## 5-C: The Pirate's Prize

Hypatia doesn't know where to find Horrus, but she knows he had a fling with a naval officer named Druvalia. She must mean Druvalia Thrune, who since ascended to become admiral of the Chelish navy in the Shackles. To get to Admiral Thrune, you'll need a disguise, such as a Chelish warship. Fortunately, a daring pirate named Tsadok recently captured one: the warship *Dominator*. Wrest this prize from him before his many enemies do!

**Villain** Tsadok Goldtooth

**Henchmen** Kipper, Riari Krine,  
Enemy Ships

**Players Locations**

- 1 Ship: Blood Moon
- 1 Widowmaker Isle
- 1 Gannet Island
- 2 Dagon's Jaws
- 3 Raker Shoals
- 4 Lonely Island
- 5 Sharkskin Reef
- 6 Gozreh's Flow

**REWARD**

Each character gains a power feat

**DURING THIS SCENARIO**

If your lycanthrope card is displayed, each time you take Ranged Combat damage, you may put a marker on your lycanthrope card to reduce that Ranged Combat damage by 1d4.



*Nice ship you've got there; be a shame if something happened to it.*

## 5-D: The Chelish Ruse

At the helm of the *Dominator*, you sail disguised into Cheliah-controlled waters, planning to approach Admiral Thrune's warship, *Abrogail's Fury*. Your disguise is good, but not foolproof: you have no way of knowing every one of the byzantine procedures and signals of the Chelish navy. A keen-eyed officer named Omara Culverin suspects your treachery, and she has warned the other officers to keep a sharp eye out for imposters such as you.

**Villain** Omara Culverin  
**Henchmen** Lady Nightshade,  
 Chelish Marine Captains  
**Players** Locations

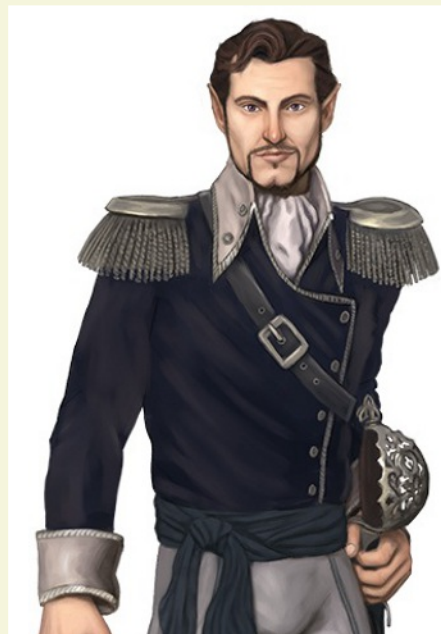
- 1 Ship: Dominator
- 1 Fog Bank
- 1 Sea Fort
- 2 Tidewater Rock
- 3 Beach
- 4 Coastline
- 5 Pinnacle Atoll
- 6 Gannet Island

### REWARD

Each character gains a card feat

### DURING THIS SCENARIO

If your lycanthrope card is displayed, you may evade any ship you encounter.



*Good grooming is important for captains in a tyrannical navy, apparently.*

## 5-E: Sharks Among Wolves

At last you've approached the *Abrogail's Fury*. Admiral Druvalia Thrune has drawn her ship, and many other ships in her navy, around a few suspicious vessels. The Admiral and her devilish minions scour these vessels for contraband. It's nice to see the Chelish navy focused on pirates other than you; it should give you the cover you need to find Admiral Thrune, interrogate her about Horrus Riptooth's whereabouts, and then escape.

**Villain** Admiral Druvalia Thrune  
**Henchmen** Sentinel Devil, Erinyes  
 Devil, Sentinel Devil, Erinyes Devil,  
 Sentinel Devil, Erinyes Devils

- Players** Locations
- 1 Ship: Dominator
  - 1 Ship: Abrogail's Fury
  - 1 Ship: Wavecrest
  - 2 Ship: Dowager Queen
  - 3 Floating Shipyard
  - 4 Ship: Wanton Wastrel
  - 5 Fog Bank
  - 6 Harbor

### REWARD

Loot: Alise Grodblud, Aiger's Kiss

### DURING THIS SCENARIO

Build the locations for all ships as you do your own ship (with 2 random barriers and 7 random plunder cards) before adding the villain and henchmen. You can use the "When Commanding This Ship" power of any ship location you currently occupy.

Ignore the text on Admiral Druvalia Thrune that requires you to summon *Abrogail's Fury*.

### CONNECTED

All locations are connected



*For your disguise to be believable, you'll need to know all the Chelish naval songs. All of them. There are hundreds. But as long as you know a few lines about flogging and Asmodeus, you can probably fake the rest.*



# Adventure 6: To Bloodthirst Bay

You've completed a deed few would ever believe: you infiltrated the heart of the Chelish navy and captured its flagship to interrogate its admiral. Admiral Druvalia Thrune possesses encyclopedic knowledge of the pirates of the Shackles, and she's heard that Horrus Riptooth rules a fortress in an unnamed inlet he's taken to calling Bloodthirst Bay.

The navy hasn't moved against Horrus for several reasons. First, Horrus's location isn't confirmed, so sending a full naval assault against Bloodthirst Bay might be a mistake. Second, Horrus has been circumspect in his attacks recently. He isn't considered a threat as serious as other active pirate crews, such as you Bloodlust Corsairs. Admiral Thrune's officers believe Horrus to be cowed by the might of the Chelish navy, but the admiral suspects that the canny pirate is merely marshalling his strength for a future move. More seriously, ships sailing to the remote bay have suffered well-coordinated attacks by pirates and enormous sharks. The canny Admiral Thrune hazarded a guess that the sharks and pirates are somehow working together. You assured her that she doesn't know the half of it.

If you can survive the perils of the journey to face the master of weresharks in his own domain, you might have a hope of escaping your curse forever. Perhaps at the helm of Cheliah's greatest warship, you'll have that chance.

## COMPLETE THESE SCENARIOS, IN THIS ORDER

6-A Cheliah's Most Wanted  
6-B The Nemesis Hurricane  
6-C The Grasping Dead  
6-D King of Thunder  
6-E Blood in the Water

## REWARD

Each character gains a card feat

## DURING THIS ADVENTURE

Build this adventure's Lycanthrope Deck with two Dire Sharks (deck 4) and two Great White Sharks (deck 3). If more than 4 players, add a number of Hammerhead Shark henchmen equal to the number of players minus 4.

When your lycanthrope card is displayed, you may add the number of markers on your lycanthrope card to your combat checks except on combat checks against banes with the Lycanthrope trait.

When you would discard your lycanthrope card, shuffle it into your deck instead.

## 6-A: Cheliah's Most Wanted

*Abrogail's Fury* is the finest ship you've ever commanded. Of course, you cannot steal the flagship of the Chelish navy without retaliation. Cheliah has sent legions of diabolic hunters after you. These flocks of magaav devils will follow you across the Shackles and fight to their death, but their grim tenacity pales in comparison to the Hellknight that accompanies them, Paralictor Valeria Asperixus.

### Villain Magaav Commander

### Henchmen Paralictor Valeria

Asperixus, Magaav Assassins

### Players Locations

- 1 Ship: Abrogail's Fury
- 1 Floating Shipyard
- 1 Dagon's Jaws
- 2 Beach
- 3 Tempest Cay
- 4 Harbor
- 5 Merchant Marina
- 6 Tidewater Rock

## REWARD

Each character gains a power feat

## DURING THIS SCENARIO

You may evade a villain or henchman other than Paralictor Valeria Asperixus. When you evade a villain or henchman, a random character summons and encounters the henchman Magaav Assassin.



*No telling whether it's a woman, man, or devil under that armor.*

## 6-B: The Nemesis Hurricane

Fleets of ships and flights of devils hounded you as you escaped with *Abrogail's Fury*. You even started to question the wisdom of stealing the flagship of the Chelish armada. But now your pursuers turn back before this oncoming storm. Perhaps they're wise to do so: the storm is building with a supernatural speed and intensity. The booming thunder almost seems to echo with words: "You! Twice I have been foiled, but revenge is now mine!"

**Villain** Brinebones

**Henchmen** Hirgenzosc, Hurricane Winds

**Players** Locations

- 1 Ship: Abrogail's Fury
- 1 Raker Shoals
- 1 Scar Bay
- 2 Fringes of the Eye
- 3 Windward Isle
- 4 Cannibal Island
- 5 Dagon's Jaws
- 6 Holy Isle

**REWARD**

Each character gains a skill feat

**DURING THIS SCENARIO**

Remove Intelligence and Wisdom from the "Check to Defeat" of the henchman Hurricane Winds.



*Hey, it's been a while. You're looking good—have you lost weight?*

## 6-C: The Grasping Dead

Although you're now free of Chelish pursuers, Horrus Riptooth knows you're coming to confront him. The villainous wereshark has made a pact with unholy powers of the deep to disgorge their dead against you. Horrus circles around your ship, content to watch you strive against the drowned captains, although he won't hesitate to take a bite if you're reckless or unlucky. Let Horrus harry you while he can—his day of reckoning comes!

**Villain** none

**Henchmen** Drowning Devil, Draugr Captains

**Players** Locations

- 1 Ship: Abrogail's Fury
- 1 Tower
- 2 Shipwreck Graveyard
- 3 Sea Caves
- 4 Rocky Cliff
- 5 Ghol-Gan Ruins
- 6 Coastline

**REWARD**

Loot: Crossbow of Retribution, Howling Skull Armor

**DURING THIS SCENARIO**

When you flip a Blessing of the Gods from the blessings deck, a random character must attempt a Wisdom or Survival 12 check; on a failure, she summons and encounters the villain Horrus Riptooth.

To win, close all locations.



*Permission to come aboard regretfully declined.*



## 6-D: King of Thunder

You've reached Bloodthirst Bay at last, where, with a grim and bloody authority, Horrus Riptooth rules over a motley array of pirates, weresharks, and sea monsters. Horrus's pirates hurl themselves at you to protect their master. They are led by the dangerous bombardier Powderpot, who styles himself King of the Alchemists. You'll show these fools that your fury matches their captain's, and that they cannot stand against you.

### Villain Powderpot

**Henchmen** Cannon Golem,  
Gorebeard Trench, Jakaw  
Razorbeak, Wereshark Pirates

### Players Locations

- 1 Ship: Abrogail's Fury
- 1 Murder Hole
- 1 Lucrehold
- 2 Eye of Serenity
- 3 Shrine to Besmara
- 4 Teleportation Chamber
- 5 Fort Hazard
- 6 Ruined Amphitheater

### REWARD

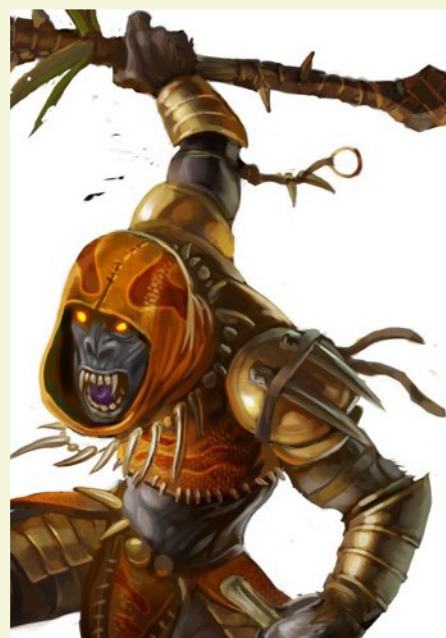
Loot: Doubleshot Pepperbox

### DURING THIS SCENARIO

The first character to defeat the villain Powderpot gains the loot Hurricane Crown.

### CONNECTED

All locations are connected



*There are a lot of different ways stuff can explode. He knows them all.*

## 6-E: Blood in the Water

Horrus has a few more unpleasant surprises for you. First, he's made your nemesis, Paralictor Asperixus, a wereshark minion. Second, Powderpot and his lackeys delayed you just enough that the waxing moon gives Horrus the greatest possible strength. Today, Horrus Riptooth must die by your hands: only by defeating the master lycanthrope will you be able to shed the curse of lycanthropy forever!

### Villain Horrus Riptooth

**Henchmen** Paralictor Valeria  
Asperixus, Wereshark Pirates

### Players Locations

- 1 Ship: Abrogail's Fury
- 1 Fort Hazard
- 1 Torture Pit
- 2 Great Stone Bridge
- 3 Shrine to Norgorber
- 4 Hall of Champions
- 5 Sea Fort
- 6 Lucrehold

### REWARD

Each character chooses three blessings from the box.

### DURING THIS SCENARIO

Do not include Blessings of the Gods when setting up the blessings deck.

Paralictor Valeria Asperixus gains the Lycanthrope trait.

If a bane with the Lycanthrope trait deals you damage, bury any cards you would discard as damage; if your lycanthrope card is displayed, banish any cards you would discard as damage instead.

### CONNECTED

All locations are connected



*No matter how big you are, to something else, you're only bite-sized.*

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