

1. Aft Deck – Ulamon

The aft deck of the *Throaty Mermaid* is the territory of navigator Ulamon (see page 23), who can be found manning the steering wheel during the day and poring over star charts and maps with Captain Veane in the evenings.

A Bonuwat shaman from Sargava, Ulamon employs his mastery of wind and waves to keep the ship on course and moving faster than pirates with eyes on their cargo or authorities who might frown on the *Throaty Mermaid's* less-than-legal activities.

Development: If the PCs question Ulamon about his whereabouts at the time of the murder, he claims to have been sleeping after finishing setting a new course with Captain Veane. PCs who were on the deck at the time of the attack can verify his absence on deck. With some questioning of the crew they can learn that he was seen leaving the captain's cabin shortly before the assault. His alibi is solid inasmuch as he did go to bed before the attack. **If, however, he is the murderer,** he got out of bed when he heard the commotion on the deck and assassinated Saphriel at that time.

If asked what he saw or heard, he claims to have heard someone get out of their bunk and leave the crew's cabin at some point in the night, but doesn't recall who or exactly when. This is true if he is innocent, but is a lie if he was the murderer.

Andoran faction PCs should have an insight into his possible motives to kill Saphriel, and may bring up this line of questioning. If asked about his history on the Polished Barnacle, Ulamon admits to holding a grudge against the elves of the Mordant Spire, but asserts that he would never murder one of their dignitaries outright as a result.

Ulamon's desire to see Captain Veane removed from command of the ship, however, might be enough to warrant his involvement in the murder, though he does his best to hide his true feelings for the captain. Allow Ulamon a DC 15 Will save. If he succeeds, he holds his opinion of the captain secret despite any level of prodding from the PCs. If he fails, during the conversation, he lets slip that he hopes Veane is punished harshly for the crime, and that he's sure Marzack would make a better captain.

Faction Notes: Andoran faction PCs may attempt to procure Ulamon's ring when they meet with him. If they inquire about his time on the Polished Barnacle and declare their dedication to fighting Cheliox or spreading freedom, he gladly offers it to them, saying they seem to have stronger ideals than he does.

ULAMON

Ulamon has spent his entire life at sea, honing his natural skills as a weather druid as navigator on a number of vessels. He holds a grudge against the elves of the Mordant Spire, as the Polished Barnacle, the first vessel he served on as a young man, was sunk after its captain ignored the elves' warnings and sailed too close to lost Azlant. The rest of the crew died, but Ulamon was lucky enough to find a sufficient piece of wreckage and controlled the weather to lead himself back to shore. Additionally, Ulamon feels that his specialized skill set has pigeon holed him as navigator and that he has no hope of moving up in the ship's ranks, and he welcomes any suggestion from Marzack that would involve a shuffling of the crew's power structure.

What Happened: If Ulamon is Marzack's accomplice, he went to bed after meeting with Captain Veane regarding the course for the next day as he claims. In the middle of the night, when he heard the commotion of battle on the main deck, he got out of his bunk and slipped out into the main hold, making his way to Saphriel's chambers under the effects of a pass without trace spell. Using Marzack's key, he entered the room and stabbed the elf repeatedly in his sleep. He then left the chamber and took the knife down to the cargo hold, where he fed it to the hungry rust monsters to dispose of the evidence. He returned to his bunk immediately thereafter.

2. Main Deck – Marzack Mallik

The main deck still shows signs of the recent aquatic elf attack. First Mate Marzack Mallik (see page 17) works to clean up any damage from the ambush. In Tier 4–5, Anera’s animal companion Keeneye watches them from the crow’s nest.

Development: Marzack is brusque and uncouth, and clearly wishes the PCs weren’t talking to him. He makes offhand comments throughout any interaction that it’s about time the captain got what was coming to him, and similar indications of his dissatisfaction with Veane. If pressed on the issue, he quickly does an about-face and warns the PCs that such comments could be construed as mutinous, and as First Mate it would be his duty to report such behavior to the captain.

Marzack claims to have been in Captain Veane’s quarters at the time of the murder, discussing crew discipline. PCs may recall that he was not in the captain’s cabin at or after the time of the murder, as it was Marzack that reported the assassination to the Captain. In truth, Marzack was in the main hold, acting as lookout for his accomplice who actually killed Sephriel. If magically compelled to reveal this, he attempts every loophole or omission to implicate his accomplice as the patsy without associating himself with the crime.

Marzack may not like discussing himself, but he gladly throws PCs off the trail by gossiping about the rest of the crew. He does reveal the following red herrings for other members of the crew if asked. He notes that Killik was among the first on the scene of the crime yet he did nothing within his powers as a cleric to heal or help Sephriel. He simply confirmed he was dead and went back to his rack. Marzack also recounts that he has heard Thanzeril arguing with Sephriel several times over the course of the voyage from Absalom about some internal disagreement on Mordant Spire politics. The first mate motions to Anera if her name comes up, and mentions how vocal the woman is about her hatred of elves, winking at the PCs as if this explains it all.

3. Fore Deck – Anera

On the fore deck of the *Throaty Mermaid*, the PCs may find Anera (see page 18), who stands looking out over the water while fiddling with a black-bladed knife. Anera is a Taldan woman with shoulder-length brown hair pulled back into a ponytail and a large scar across her cheek. She performs odd tasks around the ship and holds no position of authority, though she often sends her osprey companion Keeneye to hunt for fresh fish while at sea.

Development: If the PCs question Anera about her whereabouts at the time of the murder, she claims to have turned in for an early night after falling ill shortly after supper. This claim is truthful, but she omits any reference to what she did later that night if she is the murderer. In this case she got out of bed when she heard the commotion on the deck and assassinated Sephriel at that time.

If asked what she saw or heard, she claims to have heard nothing, having been deep asleep while her body fought off the sickness. This is true if she is innocent, but is a lie if she was the murderer.

Taldor faction PCs should have an insight into her possible motives to kill Sephriel, and may bring up this line of questioning. If asked about her membership in the Woodbane Hunters assassins' guild, Anera denies her involvement. Any PC succeeding at a DC 16 Perception check may notice a tattoo of a dead tree on her right forearm, and identify it as the symbol of the Woodbane Hunters with a DC 18 Knowledge (local) check. Anera is less reticent to speak of her hatred for elves, of which she is neither ashamed nor humble. Her attitude toward any elven or half-elven PCs is always one step closer to Hostile than the rest of the party.

If Azuretta is the murderer, PCs may learn from Anera that she overheard Sephriel snub Azuretta's advances three nights before the murder, and that she seemed to take the rejection personally.

Mission Notes: Osirion faction PCs may attempt to remove the tobacco pipe from the *Throaty Mermaid's* figurehead. Doing so requires a DC 20

Acrobatics or Climb check to move out onto the prow of the ship and remove the pipe. PCs who attempt the check and fail by 5 or more fall into the water, but are fished out by the crew before they risk drowning. Taldor faction PCs should wish to deliver Baron Jacquo's letter to Anera. She accepts it, and reads it immediately, then signs it and hands it back to the PCs, saying that she will contact the good Baron herself upon arrival in Riddleport.

ANERA

Anera is a woman with a singular motivation: avenge the death of her beloved at the hands of elves. While adventuring in her youth with her love Masilk in the wilds of Kyonin, an elven patrol attacked them for trespassing into elven lands. They both fought tirelessly, but the couple were incredibly outnumbered, and Masilk was killed. Since that day, she has dedicated her life to eliminating what she calls "the elven threat," and joined a prominent assassins' guild to hone her craft. She is generally thrifty with her words, and answers questions as briefly and succinctly as possible. Only when prompted about elves does she vent a tirade of insults, hatred, and bigotry, but she denies her affiliation with the assassins' guild as well as her involvement in the murder. Anera's racial hatred for elves makes her a likely suspect in Sephriel's assassination, and if she is Marzack's accomplice, she was easily swayed to assist in the crime.

What Happened: If Anera is Marzack's accomplice, she went to bed shortly after supper, nauseous from the effects of the poisoned food. Awakened by the sound of fighting on the main deck and feeling better after her brief rest, Anera got out of her bunk and slipped out into the main hold, making her way to Sephriel's chambers. Using Marzack's key, she entered the room and stabbed the elf repeatedly in his sleep. She then left the chamber and took the knife down to the cargo hold, where she fed it to the hungry rust monsters to dispose of the evidence. She returned to her bunk immediately thereafter.

4. Captain's Cabin – Captain Veane – Azuretta

The relatively nicely furnished captain's cabin is where Captain Veane can be found when not on deck giving orders. When the PCs come here during their investigation, they find him busy at work at his desk, writing in a thick, leather-bound logbook. Veane is not alone, as the ship's resident harlot Azuretta lazes on his bed, reading an illustrated chapbook.

Development: Captain Veane remains preoccupied with his logbook, simply reminding the PCs that their freedom has yet to be secured. If asked about where he was at the time of the murder, he reminds the PCs that he was in his cabin, which they may recall as true, since he came from his cabin after the aquatic elf attack. If they openly accuse another member of the crew of the murder, Captain Veane dismisses the accusation, saying that he needs real proof. The only member of the crew he comments on directly is Marzack, whom he admits he doesn't trust, but says it isn't worth risking mutiny to accuse or even investigate the first mate, whom the crew admire and would most likely side with.

Azuretta, on the other hand, is more willing to talk. **If she is the murderer**, when she hears the PCs coming or while they speak to Captain Veane, she quietly casts innocence on herself, granting her a +10 bonus on Bluff checks for 1 minute per level. If the PCs are present when she casts it, she attempts to hide the verbal and somatic components as part of humming and dancing to a song in her head with her unmodified Bluff check used against PCs' Spellcraft checks.

If asked where she was at the time of the murder, Azuretta claims to have been in the forward hold with Thanzeril. She doesn't go into detail about their activities, but makes thinly veiled innuendo to any PCs that question her. Azuretta has a strict policy of not "kissing and telling" and she won't reveal whom she has been with or when unless magically compelled to do so.

PCs may make a DC 16 Perception check to notice that her perfume, which smells strongly of cinnamon, jasmine, and umberberries, was also present at the scene of the crime. Whether Azuretta is innocent or guilty of Sephriel's assassination, she was in his quarters on the night

of the murder, but was there to proposition Thanzeril, not the Mordant Spire dignitary.

Mission Notes: Cheliox faction PCs have instructions to recruit Azuretta into the service of Cheliox on behalf of Paracountess Dralneen. With a successful DC 20 Diplomacy check, Azuretta writes a letter on a loose piece of parchment, seals it, and gives it to the PCs to deliver to their faction head upon leaving the ship.

AZURETTA

Azuretta is responsible for maintaining the *Throaty Mermaid's* crew's morale. A Chelish half-elf from Ostenso, Azuretta was born into a noble family but her racial heritage required that the family quickly disown her. She was deposited on the stoop of an orphanage and forced to find her own way in the world. She has been in the employ of Captain Veane for five years, and has become quite adept at providing the Captain and his crew exactly what they want when she spends time with them. As part of her employment, Azuretta's services are provided free of charge to any crewmember, but her company is considered to be a benefit the captain enjoys by default.

Azuretta has no qualms about her position on the ship, and propositions any PCs who inquire too deeply into her role aboard the *Throaty Mermaid*, offering to show them firsthand what her duties entail. Despite her forwardness, she tells PCs exactly what they want to hear, even if it's a lie, unless doing so would implicate her in Sephriel's murder, using her Bluff skill to present herself as innocent, naive, and alluring, but is easily insulted if the PCs imply that she is anything but desirable and beautiful.

What Happened: If Azuretta is the murderer, she made advances toward Sephriel several times on the voyage. Each time she was insulted by the elf's elitist rejections, and her damaged ego eventually led her to ally with Marzack to end the snooty dignitary's life. On the night of the murder, she lured his bodyguard to the forward cargo hold under the guise of a romantic encounter, only to tie him up and leave him there while she returned to his master's cabin and murdered him. On her way back to the hold, she disposed of the murder weapon in the rust monsters' cage.

CAPTAIN VEANE

Captain Veane (N male human expert 4/fighter 5) is the ship's master and commander. He suspects that his first mate wants his position, but doesn't dare risk mutiny by accusing him openly. Stats for the captain should be unnecessary in this scenario, but if they are needed, use the First Mate stats on page 295 of the GameMastery Guide.

5. Forward Cabin

This cabin is the PCs' home on the ship, and their possessions rest here if they haven't specifically placed them elsewhere. Makeshift bedding lies strewn amid the barrels, casks, and crates that fill the room. If the PCs kept any of the aquatic elves as prisoners, Captain Veane has stowed them here, tied up and rendered unconscious.

6. Main Hold – Shira Acidaxe

This large hold acts as temporary storage and the *Throaty Mermaid's* galley. At present, it contains a number of strange pipes that were brought on board at Magnimar but seem to belong to a larger system of plumbing, mining ventilation or other technical purpose. A set of wooden stairs leads up to the main deck in the aft starboard corner of the hold, and a wooden door to the first mate's cabin (most recently used by the late Sephriel) stands in the aft port corner. A door in the fore port corner leads to a stairwell down into the cargo hold. The fore bulkhead contains a thin wooden door to the crew's quarters. The fore starboard corner of the hold is filled with various crates and barrels of foodstores, a modest washbasin, and a strange alchemical apparatus apparently used for heating food.

Creatures: Shira Acidaxe can be found in the galley at almost any time of day. This one-eyed dwarf serves as the *Throaty Mermaid's* cook and has for the last twenty years. Her time at sea has not been kind to her, and in addition to her tattered eye patch, she sports a mouth of silvered teeth, a nasty scar on her cheek, and is missing half of her left ear. Shira is among the most despicable characters on the ship's crew, and out of spite has been slowly poisoning her shipmates in their daily meals for the last few months. She begins the encounter with an Unfriendly attitude toward PCs, and is easily provoked to attack if she feels the Pathfinders might uncover her poisonous plotting.

Development: Though Shira Acidaxe is irritable, paranoid, and itching for a fight, it's entirely possible that PCs won't fight her when they first encounter her, or at all. If PCs interrogate Shira, she claims to have been washing dishes all night, getting a head start on the morning meal. This is a lie; Shira turned in for an early night that night, thus leaving her with no verifiable alibi. A DC 14 Perception check allows a PC to notice that the stack of dirty pots and pans in the washbasin been there since the ship left Absalom. A more thorough investigation of the galley (DC 18) reveals a number of empty vials, and Shira's alchemical formula book, which she attempts to keep from PCs at all costs. A DC 20

Craft (alchemy) check identifies the former contents of the vials as various ingestible poisons, all of which Shira admits to having put in the crew's food if the PCs succeed on a DC 15 Intimidate check.

If questioned about what she saw on the night of Sephriel's murder, Shira bumbles over her story, unsure of whether to admit that she wasn't in the main hold at the time or to make something up. She bluffs to the best of her limited ability, finally relenting and admitting she wasn't there if the PCs press the issue. She becomes unresponsive and attacks if they accuse her of being the murderer at any point in the conversation.

Treasure: If PCs do not fight Shira, they may locate a cache of raw alchemical reagents and ingredients hidden in a barrel marked "pickled oysters" with a DC 15 Perception check. This stash is worth 396 gp in Tier 1–2 and 1,320 gp in Tier 4–5, and contains any poisons or alchemical items in Shira's stat block from each respective tier. Additionally, Shira's formula book rests among her mundane recipe books, and can be used by an alchemist PC to learn any of her formulae, as detailed in her statblock for the PC's tier.

Mission Notes: Taldor faction PCs may be interested in one of Shira's recipe books entitled *Concocted Libations to Die For*, located among the rest of her books. If Shira is dead or unconscious, obtaining it requires no skill check, but if she is awake and present, a PC must succeed on an opposed Sleight of Hand check versus her Perception check to remove the book without her noticing. If she catches the PC in the act, she immediately initiates combat.

Rewards: If the PCs defeat Shira or discover her stash of alchemical supplies, award each tier thusly:

Tier 1–2: Give each PC 66 gp.

Tier 4–5: Give each PC 220 gp.

7. Crew's Cabin – Killik

This cramped cabin is jammed full of rickety cots and threadbare hammocks and smells of dank body odor. Each bunk has a small footlocker nearby where the occupants keep their personal belongings. While all members of the crew use this room, the only current occupant is the *Throaty Mermaid's* medic, the Besmaran cleric Killik (see page 21). The healer rests in his cot, staring into space, and ignores the PCs unless directly approached.

Traps: Killik is extremely suspicious of his fellow crewmembers and has taken precautions to protect his possessions from theft. His footlocker is trapped with a glyph of warding using inflict light wounds (cast from a scroll in Tier 1–2), and the rest of the crew knows not to mess with it. Any PC opening the chest, however, may not have such forewarning. If a PC discharges the trap and confronts Killik about it, he simply states that the PCs should not have been meddling in his affairs and that everything has a price, even if one pays it unintentionally.

Development: Killik is an entrepreneur (or pirate, depending how one looks at it) through and through, and he is hesitant to reveal anything to the PCs without a price. If the PCs interrogate him, he demands payment of 10 gp per PC for his time, stating that every minute he spends talking to them he's losing money in other areas. He may be convinced to lower this bribe to 5 gp per player with a DC 20 Diplomacy or Intimidate check, or eliminate it altogether if any PC beats the DC by five or more.

Killik is uninterested in the fate of fellow crewmembers who may be responsible for the recent murder, and if innocent answers apathetically any questions the PCs pose. He states that he was in bed at the time, and heard someone get up several times in the middle of the night, but that isn't unusual. If PCs ask what he did to help Sephriel, he honestly says he did nothing, because he was already dead and because a dead man couldn't pay him for his efforts. PCs who push the issue are met with a clear declaration of Killik's motives: he heals or helps people only when they can pay him, and that goes for fellow crew

members, Pathfinder guests, and elven dignitaries alike.

If asked about any of the other crewmembers, he makes special mention that he thought it was strange how much Anera pressured Sephriel's bodyguard to a game of knives, even after her challenge was declined, almost like the sailor was hoping for a chance to kill the elf without retribution.

If Thanzeril was the murderer, Killik got up in the middle of the night, cast disguise self to take the form of a woman, and went to the forward cargo hold to meet Azuretta. Killik does not admit to this unless magically forced to do so, embarrassed of his exotic preference.

If Killik is the murderer, he does everything he can to send PCs on other lines of investigation, including providing false leads about other crewmembers, especially Snig, whom he sees as an easy scapegoat should PCs get too close to the truth. In Tier 4–5, Killik casts nondetection on himself before meeting with the PCs to throw off any divination magic they may use.

Treasure: Inside Killik's footlocker are a number of valuable art items, jewelry, and two bars of platinum, altogether worth 90 gp. A DC 25 Appraise check or DC 20 Knowledge (nobility) check allows a PC to recognize that several of the bracelets contain markings of elven origin representing high status. Whether Killik is guilty of Sephriel's murder or not, he stole these trinkets from the elf's corpse when he checked for signs of life and hoped to sell them to elves in Varisia for exceptional profit.

Mission Notes: Qadira faction PCs should be interested in Killik's experience on various slaving ships before coming aboard the *Throaty Mermaid* and may wish to ask him about getting human chattel in or out of the Katapeshi port of Okeno. Killik is hesitant to reveal trade secrets that not only incriminate him, but also give him a financial advantage over other smugglers, though he will do so with a successful DC 20 Diplomacy or Intimidate check.

KILLIK

The *Throaty Mermaid's* shipboard medic is an unscrupulous cleric of the Pirate Queen Besmara, who doles out healing only when financially rewarded. Killik has a long history of piracy and smuggling and his experience is invaluable to Captain Veane as the ship moves contraband in and out of the Inner Sea region's most lawful ports. The only motivation Killik has for just about every aspect of his life is how much he can profit from a given action, and he is unlikely to assist or even cooperate with anyone who he doesn't see as presenting a financial benefit to himself. Killik is ambivalent about his fellow crewmembers' well-being, and couldn't care less about Sephriel or the political implications of his death, but if Killik is the murderer, he was offered a substantial cut in all future profits brought in by the ship when Marzack takes over as captain, hence his involvement.

If Killik is not the murderer, he willingly heals any PC to the best of his ability for the cost of the spell plus a 50% markup.

What happened: If Killik is the murderer, he went to bed as normal on the night of the assassination, but arose when he heard the commotion on the main deck. He quietly cast disguise self, taking the form of Captain Veane, and slipped out into the main hold. He proceeded to Sephriel's cabin, where he murdered the dignitary, then disposed of the murder weapon in the cargo hold, still disguised as the captain.

8. First Mate's Cabin – Thanzeril

This cabin normally serves the first mate's quarters, but has been Sephriel's cabin since the *Throaty Mermaid* departed Absalom. Sephriel's body remains on the bed, preserved with a gentle repose spell. The metallic smell of blood no longer fills the cabin, and PCs who succeed on a DC 10 Perception check notice the scent of a heady perfume in the air. Here the PCs find Thanzeril (see page 23), Sephriel's bodyguard, lamenting his failure and agonizing over the impending punishment.

Development: Thanzeril's story is fairly straightforward. Whether innocent or guilty, he claims to have left his position watching Sephriel to meet Azuretta in the forward cargo hold in the middle of the night. Should the PCs inquire about his relationship with Sephriel, Thanzeril, if innocent, admits that it was strained and that they disagreed with one another on the isolationist stance the Mordant Spire should take with regards to Azlant. **If guilty**, he claims that he was simply tasked with protecting the dignitary and that their relationship was purely professional. He confirms that Anera repeatedly challenged him to a game of knivesies and made unprovoked racial slurs at both himself and Sephriel, but claims to have seen no concrete evidence of a physical threat to his master.

Mission Notes: Cheliox faction PCs may wish to leave something on Sephriel's body. Doing so without being seen requires an opposed Sleight of Hand or Stealth check against Thanzeril's Perception. Osirion faction PCs may deliver the Ruby Prince's cabochon to Thanzeril here.

THANZERIL

Thanzeril has served as Sephriel's bodyguard for two years, and over the course of time, an ongoing political debate has grown between him and the dignitary. Thanzeril is a young and progressive Mordant Spire elf who feels that the world has much to gain from exploring the ruins of Azlant. He performs his duty as bodyguard to the best of his ability, but has no love for his master. **If Thanzeril is the murderer**, he was easily persuaded by Marzack to eliminate Sephriel for his outdated conservatism. In the event that Thanzeril is innocent of the murder, he is guilty of letting his guard down; after two months at sea with the same crew, he became complacent and succumbed to Azuretta's seductions on just the wrong night.

What happened: If Thanzeril killed Sephriel, he stood guard as normal outside his master's cabin on the night of the murder. When he heard the commotion on the main deck as the PCs fought the aquatic elves, he entered the cabin and murdered him. After killing Sephriel, Thanzeril met Marzack in the main hold and they proceeded down to the cargo hold where they destroyed the murder weapon in the rust monsters' cage.

9. Cargo Hold – Velagon

Amid the crates and cargo of the *Throaty Mermaid's* lowermost hold stand two sturdy wooden cages filled with straw and sawdust.

Creatures: A rare creature smuggler named Velagon Dorhay (N male human expert 2) can be found here, tending to his current cargo—a mated pair of rust monsters. He sits on a small wooden stool, leaning against the slats of the creatures' wooden crates. If there is time for the optional encounter as indicated in the sidebar, while the PCs interrogate Velagon, one or both of the rust monsters escapes from the cage by stretching to reach the metal lock through the bars. If PCs attack the creatures unprovoked while they remain penned, one or both of the rust monsters (as indicated by tier) breaks loose the following round.

Development: Velagon recounts that on the night of the murder, he was asleep on his bedroll next to his cages, but was continually awakened by foot traffic to and from the forward hold. He wasn't able to see who it was most of the time, but several people came and went throughout the night. The only people he remembers seeing were the murderer and Marzack, who Velagon recalls came down together to look briefly at the rust monsters before heading back upstairs. They whispered something to each other, knelt down in front of the male creature, then left. Velagon apologizes for not having more to tell, since he was half asleep during the event.

If the PCs kill either of the rust monsters, whether they remain in their cages or break free, Velagon refuses to talk to them, weeping at his lost pets and the profit he will now miss out on due to their “murder” at the PCs' hands.

Mission Notes: Qadira faction PCs should be interested in establishing a working relationship with Velagon, and may open a line of communication with him regarding future smuggling of magical desert creatures from Katheer. Unless Qadira faction PCs have angered Velagon by killing his cargo, he is open to discussion and accepts their terms.

10 Forward Cargo Hold – Snig Lacorse (wererat)

The *Throaty Mermaid's* forward cargo hold is full of barrels, crates, and burlap sacks. The room smells of a mix of wet animals and a heady perfume, and a nest of tattered rags and straw lies crammed in the prow of the ship.

Creatures: The stowaway Snig Lacorse calls this portion of the ship home. An afflicted wererat, Snig is allowed to nest here by the crew—all are aware of him despite his efforts to remain hidden—because he keeps the inevitable rat population under control. While he typically remains in hybrid form, Snig is embarrassed by his curse and is quickly angered when anyone mentions it.

Development: If questioned about his activities on the night of the murder, Snig recounts that he was hiding in his nest while several crew members came in to get some privacy. As they often do, they ignored him, and he watched their activities quietly, living vicariously through their experience. Unless Thanzeril is the murderer, Snig identifies the two crewmembers as Thanzeril and Azuretta. He hints that their activities were “romantic” in nature, but doesn’t go into details.

If Azuretta was Marzack’s accomplice, she tied Thanzeril up and gagged him shortly after they arrived in the hold, then slipped out of the chamber, leaving him alone for quite some time.

If Thanzeril was the murderer, Snig reports that he didn’t get a good look at the crewmembers in the hold that night, but that they were both clearly female.

Treasure: If PCs do not fight Snig, they may locate a sack of precious gems hidden beneath a floorboard with a DC 15 Perception check. This stash is worth 108 gp in Tier 1–2 and 258 gp in Tier 4–5.

Mission Notes: Andoran faction PCs should be interested in convincing Snig to abandon the *Throaty Mermaid* to work as a shipboard spy for the Eagle Knights. Snig is unreceptive to the idea, citing extreme agoraphobia as his reason for not leaving the ship. PCs may change his mind with a DC 20 Diplomacy check.

Rewards: If the PCs defeat Snig or locate the hidden gems, award each tier thusly:

Tier 1–2: Give each PC 18 gp.

Tier 4–5: Give each PC 43 gp.

Whodunnit?

Each faction has a contact aboard the ship who comes to the adventure with a unique piece of information to help solve the mystery at hand, and one of these five contacts is guilty of conspiring with the adventure's main villain.

To determine which NPC is the culprit, follow these simple steps:

First determine which factions are not represented among the PCs. If there are any absent factions, select the murderer from the missing factions in the following order of priority:

Killik (Qadira, see page 21),
Ulamon (Andoran, see page 23),
Azuretta (Cheliox, see page 20),
Anera (Taldor, see page 18),
Thanzeril (Osirion, see page 22).

If all five factions are represented among the PCs, pick whichever murderer you think would be best for the game. Once you have determined who the killer is, pass out the faction handouts to each PC and allow them a few minutes to go over their mission.

Use this time to read the "What Happened" section of the murderer's entry in the *Dramatis Personae* on page 18.

MAP KEY

1. Aft Deck – Ulamon
2. Main Deck – Marzack Mallik
3. Fore Deck – Anera
4. Captain's Cabin – Captain Veane – Azuretta
5. Forward Cabin (PCs cabin)
6. Main Hold – Shira Acidaxe
7. Crew's Cabin – Killick
8. First Mate's Cabin – Thanzeril
9. Cargo Hold – Velagon
- 10 Forward Cargo Hold – Snig Lacorse (wererat)

Faction Missions

Andoran Faction: Andoran faction PCs who retrieve Ulamon's ring earn 1 Prestige Award. Andoran faction PCs who convince Snig LaCorse to work as a spy for the Eagle Knights in Act 2 earn 1 bonus Prestige Award.

Cheliox Faction: Cheliox faction PCs who successfully get Azuretta to work for the Paracountess earn 1 Prestige Award. Cheliox faction PCs who also hide the scrying focus on Sephriel's body in Act 2 earn 1 bonus Prestige Award.

Osirion Faction: Osirion faction PCs who give the Ruby Prince's cabochon to Thanzeril in Act 2 earn 1 Prestige Award. Osirion faction PCs who also retrieve the figurehead's pipe earn 1 bonus Prestige Award.

Qadira Faction: Qadira faction PCs who deliver their message to Velagon Dorhay in Act 2 earn 1 Prestige Award. Qadira faction PCs who also convince Killik to share his Okeno slaving secrets in Act 2 earn 1 bonus Prestige Award.

Taldor Faction: Taldor faction PCs who deliver Baron Jacquo's letter of hire to Anera in Act 2 earn 1 Prestige Award. Taldor faction PCs who also retrieve Shira Acidaxe's copy of *Concocted Libations to Die For* in Act 2 earn 1 bonus Prestige Award.