

A DEADLY CATCH

The game of Reefclaw Fishing is a dangerous one.

The otherworldly, aquatic reefclaws are commonly prized as grotesque trophies; their top halves like overgrown lobsters with the slimy, thrashing tails of eels. It has been discovered that their claws are a source of succulent meat, putting them in high demand by chefs and wealthy patrons; even a single pair of claws offers a handsome reward. Recently, schools of the creatures have been spotted migrating to the waters of the Broken Coins; a series of uninhabited islands in the western seas. The Coins are not well-known by even seasoned captains and most prefer to try their luck in less risky waters, and rumors say the arrival of the reefclaw schools have attracted other foul forms of life to the waters of these islands. Enlisting as mercenaries on the Green Goose, the party will assist in harvesting the creatures, and hopefully return safely from the treacherous waters!

The ship is manned by Captain Baros "Barnacle" Saldam, an old dwarven salt with many years of experience, and his skeleton crew of no more than 10 NPCs. The DM may have the captain and crew assist with encounters to lower difficulty, or have them killed by sea creatures to increase it! The ship is fitted with two crane arms on the sides of the deck, each with heavy chains and hooks. The cranes are used for dunking chunks of raw meat into the water to be snapped up by the reefclaws before they are hauled onto the deck and dealt with by the crew. Saldam wants to kill at least 10 reefclaws on this trip before leaving, but the crew may argue otherwise!

RULES: Aboard the Green Goose

The ship begins at Area <1>, and may move one "space" at a time around the coastlines and safe channels of the Coins, each movement taking roughly half of an hour. Each area can be checked for Fishing once. A Fishing attempt carries the danger of the ship being damaged (see the **Damage Table**), to the point where the Goose will capsize. The Goose has 20 **Ship Points (SP)**, which indicates its condition. If at any time, that total is reduced to zero, the adventure is over!

Special Encounters

The Hurricane is controlled by the DM. Every time the Goose moves to a new space, move the Hurricane one space as well. It begins in Area <12>. Adjacent areas to the Hurricane's position will take on a dark overcast sky, hinting where the storm is located. If, the Goose occupies the same area as the Hurricane, roll 1d6 SP damage, and lose 1-3 NPC crew members permanently.

The Barkbiter Idol is crafted by a known local artisan (Knowledge check History/Local, DC15). It is worth 1000 gp if sold, but the Idol is cursed! Prolonged physical contact with it causes the holder to become very paranoid and distrustful of other members of the crew. This person will violently defend the idol with his or her life if it is taken from them.



AREAS OF THE COINS

<1> **Chisled Stair** Rows of plateaus, appearing as a set of giant stone steps. See the Fishing Chart for results.

<2> **Coral Chimneys** A series of broken and flat-topped narrow rocks dotted with barnacles and colorful, glowing coral beneath the waves. A Fishing attempt here yields 5 reefclaws.

<3> **The Rain Dish** A narrow passage grants access to the central lake of the island. See the Fishing Chart for results.

<4> **The Grovewall** This area is choked with overgrown jungle that thins towards the coastline. See the Fishing Chart for results.

<5> **Delta Beach** is a series of thin channels, emptying island water into the open sea. See the Fishing Chart for results.

<6> **Sand Dollar Crescent** A long, broad sandbar dotted with a few thin palm trees. A Fishing attempt here yields 2 reefclaws.

<7> **Sharpsail Reef** These rigid black rocks are the northeast border of the Broken Coins. See the Fishing Chart for results.

<8> **Whale Channel** A deep channel cut through the island, wide enough for the Goose to traverse. See the Fishing Chart for results.

<9> **Broken Axe Cove** is surrounded by high cliffs. Thin streams of water pour down from above. A Fishing attempt here yields 2 reefclaws.

<10> **The Black Crumble** A jagged collection of reefs are arranged in a tight formation. A Fishing attempt will attract the **Devil Fish** that lurks below. The monster suffers from severe hunger; it will board the ship and attack the crew! Searching the creature's innards reveals a half-digested corpse with a fine gold ring around a skeletonized finger, worth 100gp.

<11> **Seal's Rest** A long sandbar runs alongside the shore of this jungle island. A Fishing attempt here yields 4 reefclaws.

<12> **Giant's Quarry** This area is littered with broken rock, and the hints of crater rings. A Fishing attempt here yields 3 reefclaws.

<13> **Pincer Gorge** This is a great, flooded canyon, cutting deep into the island. A Fishing attempt here yields a watertight chest containing the **Barkbiter Idol**.

<14> **The Green Goose** Captain Saldam's rickety ship is the staging area for all encounters.

The Fishing Chart

(1d6 Roll, each result only may occur ONCE.)

1: 4-6 Ningyo Raiders attack the ship from the sea.

2: A chest of coins is found, valued at 200 gp.

3: A small steel box is found, lockpick DC 15 to open, containing four potions of Cure Light Wounds.

4: A leaky lockbox is found, containing a cluster of poisonous urchins. Poison deals 1d4 temp Dex damage, Fort DC17 Saves. Wears off after 1d6 hours.

5: 4-6 Ningyo Raiders attack the ship from the sea.

6: A shipwreck survivor NPC is found. Treat as a Level 1 Rogue ally.

SP Damage Table

Reefclaws: After clearing a school of Reefclaws, roll 1d4 SP Damage.

Ningyo Raiders: After clearing a group of Ningyo, roll 1d3 SP Damage.

The Devil Fish: If encountered and killed, roll 1d6 SP Damage.

Repair Kit: Can be used at any time the party is out of combat; patches enough critical damage to restore 10 SP to the Goose. One use only.