

NEXT MONTH

THE WORMWOOD MUTINY

The adventurers wake up in the hold of a ship at sea, only to discover they've been press-ganged into a crew of scoundrels, thieves, and buccaneers from the pirate isles of the Shackles. When they're assigned to a captured ship as part of a skeleton crew, the adventurers finally have a chance to stage a mutiny, but a sudden storm strands them on an isolated island inhabited by strange monsters. Can the adventurers survive the dangers of the island to overthrow their cruel captors and take control of their own destinies? Will they become feared pirates with their own ship, or will they meet their ends in a watery grave?

WAY OF THE PIRATE

Learn how to become the most famed and feared pirate in the Inner Sea with this guide to the piratical way of life. A new rules system for plunder and infamy allows GMs to track their PCs' rise among the ambitious scallywags of the Shackles, tracing their path from landlubbers to pirate lords.

BESMARA

Join the crew of Besmara the Pirate Queen, goddess of all who seek fame and riches upon the sea. Learn about her freedom-loving faithful, the Shackles' most ribald rites, and what it's like when pirates get religious.

AND MORE

Robin D. Laws begins a new tale of adventure on the high seas in the *Pathfinder's Journal*. Also, terrors from the tides begin washing up in this entry into the *Pathfinder Bestiary*.

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To an experienced thief like Krunzle the Quick, the merchant nation of Druma is full of treasures just waiting to be liberated. Yet when the fast-talking scoundrel gets caught stealing from one of the most powerful prophets of Kalistrade, the only option is to undertake a dangerous mission to recover the merchantlord's runaway daughter—and the magical artifact she took with her. Armed with an arsenal of decidedly unhelpful magical items and chaperoned by an intelligent snake necklace happy to choke him into submission, Krunzle must venture far from the cities of the merchant utopia and into a series of adventures that will make him a rich man—or a corpse.

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