

CAPTIVES OF FORTUNE

PATHFINDER® ADVENTURE PATH™

Pirates take whatever they please, whether it be ships, plunder, or people! The adventurers wake to find themselves press-ganged into the crew of the pirate ship *Wormwood*, the vessel of the nefarious Captain Barnabus Harrigan. They'll have to learn how to survive as pirates if they're to have any hope of weathering rough waves, brutal crew members, enemy pirates, ravenous beasts, and worse. But when fortune turns to their favor, it's up to the new crew to decide whether they'll remain the pirate's swabs or seize control and set sail for adventures all their own.

This volume of *Pathfinder Adventure Path* launches the Skull & Shackles Adventure Path and includes:

- "The Wormwood Mutiny," a Pathfinder RPG adventure for 1st-level characters, by Richard Pett.
- Details of life aboard a pirate vessel and rules for becoming the most infamous scallywag to sail the seas, by Jesse Benner, Richard Pett, and F. Wesley Schneider.
- Revelations on the daring faith of Besmara, goddess of pirates, strife, and sea monsters, by Sean K Reynolds.
- Death and plunder in the Pathfinder's Journal, by Robin D. Laws.
- Four new monsters, by Jesse Benner, Sean K Reynolds, and Steven D. Russell



By Richard Pett

SKULL & SHACKLES The Wormwood Mutiny

PART 1 OF 6



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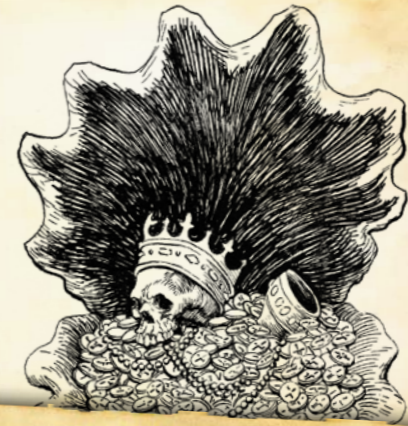
paizo.com/pathfinder

THE SHACKLES



The Buzzard's Bounty

They say not even the privateers of Rahadoum could keep the wily Captain Rorenet from hiding his plunder—no mean feat after those privateers sank the *Blue Buzzard* near Tempest Cay. Divers never found the *Buzzard's* booty, but legends tell that the giant clams of the Cay sometimes open to reveal more than just pearls.



Fisherman's Folly

Taproom tales never seem quite sure, but Chiminnie Ebbs either loved a mermaid or hated mermen so much that he saved for 20 years to have a wizard craft him a suit of armor that would allow him to walk beneath the waves. Ebbs walked into the waters of Drenchport one day and never came back. No one's ever cared enough to miss Ebbs, but if it worked, that armor sure would be something special.



Shipwreck in a Bottle

Poxy "Peg" Pearls always had a vicious sense of humor, and most who met her called her a witch, a bitch, or worse. Aside from bringing cabin boys to tears, she had a talent for crafting not just ships in bottles, but shipwrecks. Eventually, she was run out of Ollo after someone examining her work claimed to see gold spilling from one of her wrecks, along with a miniature crew desperately signaling for help.



The Lost Messenger

Although he started as a Taldan jeweler, Liat Murks eventually made a name for himself among the crew of the *Deprived*, who claimed the scrawny man could fix anything. By night he endlessly tinkered, eventually creating a shiny silver toucan of springs and cogs. One morning he loaded the metal bird with a rescue plea and set it loose. But so convincing was the device—even to itself—that it flew into the jungles near Mgange Cove and was never seen again.



X = Rumored Treasure