



AMBROSE “FISHGUTS” KROOP

Ambrose Kroop is technically one of the ship’s officers, but the *Wormwood’s* drunken cook has more in common with the ship’s press-ganged sailors than with its cruel officers.

AMBROSE “FISHGUTS” KROOP CR 2

XP 600

Male middle-aged human rogue 3

N Medium humanoid (human)

Init +2; Senses Perception +3

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 20 (3d8+3)

Fort +3, Ref +5, Will +0

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4+1/19–20) or
frying pan +3 (1d6+1)

Ranged dagger +4 (1d4+1/19–20)

Special Attacks sneak attack +2d6

TACTICS

During Combat Kroop is no fighter, and prefers attacking opponents from behind, preferably with a sneak attack, rather than facing foes in a fair fight.

Morale When the odds are against him, Kroop fights like a cornered dog. He feels he has nothing to lose, and rarely backs down. If protecting a friend, he is fiercely brave, and fights to the death.

STATISTICS

Str 13, Dex 14, Con 11, Int 14, Wis 9, Cha 13

Base Atk +2; CMB +3; CMD 15

Feats Catch Off-Guard, Great Fortitude, Skill Focus
(Profession [cook])

Skills Appraise +6, Bluff +7, Climb +5, Diplomacy +7, Disable Device +6, Intimidate +7, Knowledge (local) +8, Perception +3, Perform (oratory) +7, Profession (cook) +8, Profession (sailor) +5, Sense Motive +5, Sleight of Hand +8, Stealth +6, Swim +5

Languages Common, Orc, Polyglot

SQ rogue talents (resiliency), trapfinding +1

Other Gear padded armor, daggers (4), frying pan (improvised club), *steadfast grapple* (see page 59), bottle of rum, chicken, clay mugs (2), gold earring worth 5 gp

Most people think Ambrose “Fishguts” Kroop gets his nickname from the stains on his apron or the contents of

his infamous stew, but few know he earned the sobriquet as a competitive eater in the low bars of Port Peril. As a young man, it was said that Kroop could eat more of anything, and faster, than anyone. Folks still talk about the night that Kroop devoured an entire bucket of boiled eggs in the Salty Swab by the docks.

Kroop was trained as a professional chef at the Lobster’s Armor, one of Port Peril’s most popular (and expensive) restaurants, but when he was thrown out for inappropriate behavior with his assistant, he ended up plying his trade with several sailing vessels in the Shackles before embarking on Captain Barnabas Harrigan’s *Wormwood*, where he has served as ship’s cook for the past 3 years.

An affable fellow, Kroop loves his food, and has more recently developed a taste for rum, a habit that’s only encouraged by Cut-Throat Grok, the *Wormwood’s* quartermaster and Kroop’s best friend aboard the ship. Sadly for Kroop, his drinking led him to bet his own life against Captain Harrigan in a card game one drunken night 2 years ago. Kroop lost, and his life became Harrigan’s to do with what he would. Harrigan now thinks as little of Kroop as he does a bilge rat, but he’s not yet killed the cook because drunk as he is, Kroop is still a better cook than anyone else on the *Wormwood*, and the captain is partial to his cooking.

Kroop’s days begin with blearily handing out ship’s biscuits to the crew on deck before retiring to the galley to prepare the evening meal (almost always fish stew) in a big pot. Then he cozies up with a bottle of rum (sometimes mixed with raw eggs) and waits for the rest of the day to pass. Nevertheless, Kroop is a skilled chef, though few of the crew beyond the captain and his officers ever get the chance to sample Kroop’s more palatable fare.

His only joy, aside from drinking and swapping yarns with Grok, are his chickens. Kroop loves his poultry and collects any rare breeds he comes across. Anyone with a background in farming finds Kroop friendly, while those who truly know their birds quickly discover a helpful friend. Kroop’s favorite bird, a large black cockerel named Black-Hearted Bezebel, often perches on the cook’s shoulder and even talks to him, or so Kroop occasionally drunkenly claims.

NPC GALLERY

Kroop is a large, some would say fat, man, weighing well over 200 pounds and standing only 5 feet tall. He exudes an air of neglect, perhaps even despair, from the bushy tufts of black hair behind his ears, to his rotting teeth, to the stains on his filthy apron. He walks with a wallowing waddle, particularly when drunk, but is capable of surprising acts of strength. Kroop talks with a thick Shackles accent, which some people find hard to follow. He's had so many lashes that his back is like tanned leather, and he claims to not even feel the bite of the lash anymore. After 44 years in the school of hard knocks, Kroop is a man who clearly cares little for himself or what people think of him. Nevertheless, he is at heart a kind man, and does his best to protect his cook's mate from punishments brought on by mistakes made by either of them.

GOSSIP

The PCs can learn the following about Kroop with successful Diplomacy checks to gather information.

DC 5: "Fishguts" might once have been a famous chef at that fancy place in Port Peril, but now all he cooks is fishgut stew. He's so pickled in rum now, bilgewater is all he can make.

DC 10: Remember the last cook's mate? Nobody does—only when he disappeared. Just up and vanished, that one, like he was spirited away, or maybe dropped in a pot...

DC 15: Kroop was so drunk once that he bet his life in a game with the captain, and now he's little more than Harrigan's slave.

CAMPAIGN ROLE

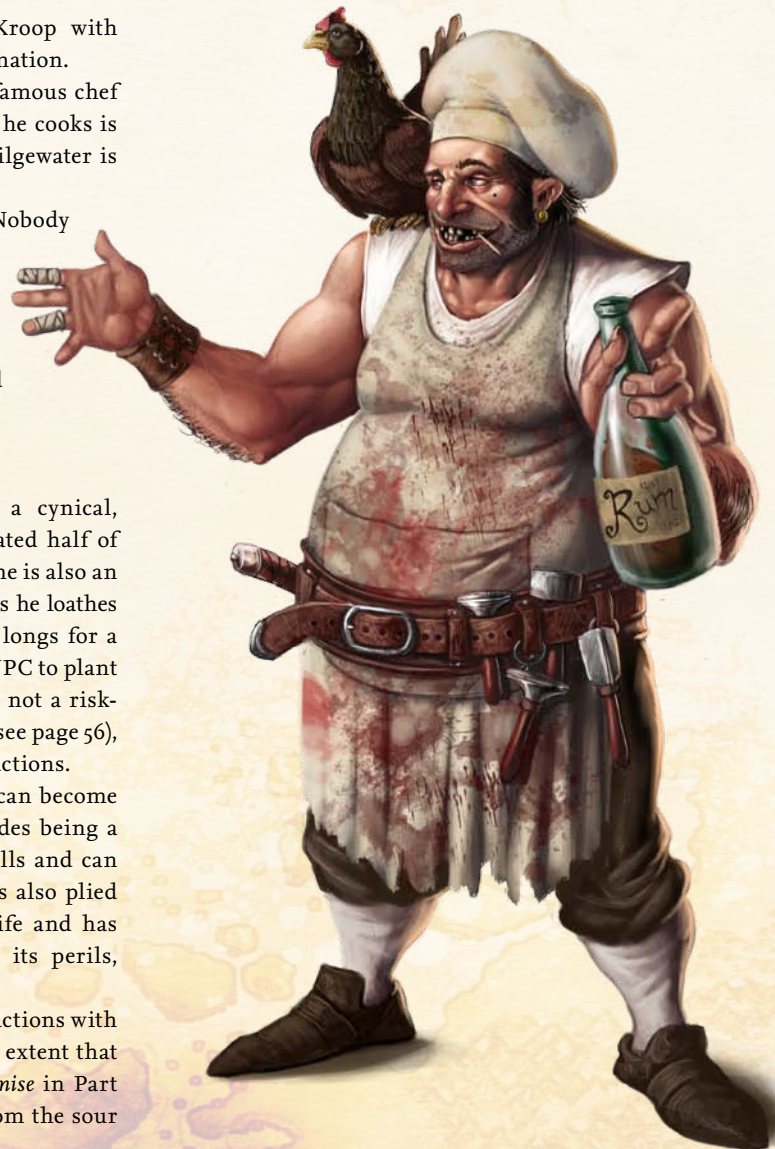
Ambrose Kroop begins the adventure as a cynical, washed up drunk who is insensibly intoxicated half of the time, dreaming of a better life. However, he is also an obvious potential friend and ally of the PCs, as he loathes the captain and crew of the *Wormwood* and longs for a chance to escape. Kroop makes an excellent NPC to plant the idea of mutiny in the PCs' minds. He is not a risk-taker, however, and can, like Sandara Quinn (see page 56), act as a voice of reason as the PCs plan their actions.

If the PCs manage to befriend Kroop, he can become a useful ally for the PCs in the future. Besides being a fine cook, he has handy communication skills and can also help out in a fight if needed. Kroop has also plied his trade in the Shackles throughout his life and has an excellent knowledge of the region and its perils, personalities, and possibilities.

As the adventure progresses, Kroop's interactions with the PCs begin to give his life purpose, to the extent that by the time the PCs move to the *Man's Promise* in Part Two, he begins drinking much less. Away from the sour

atmosphere of the *Wormwood*, Kroop's spirits lighten, and he is only drunk 1 day in every four. When the PCs finally mutiny, Kroop is sober for the event, and aids the PCs as best he can. If the mutiny is successful, Kroop announces that his new friends have inspired him to turn over a new leaf. If the PCs are cutthroats, Kroop throws his lot in with them to begin a new life. If they are kindhearted dandies, Kroop sees in them a more honorable way of life. Regardless, he offers his services as ship's cook to the PCs. His lapses into drinking become less frequent—he is now drunk only 1 day in every week—and continue to be so throughout the rest of the Adventure Path.

It is unlikely that the PCs will make an enemy of Kroop, but should they do so, he gladly assists anyone who wants to kill the PCs. Having had a taste of possible freedom, he wants to punish those who let him taste it before he crawls back into the bottom of a rum bottle to die.





MISTER PLUGG

Mr. Plugg is the *Wormwood's* first mate, second in command to Captain Harrigan himself. A brutal and sadistic bully, Mr. Plugg has no love for the crew serving under his harsh command.

Mr. PLUGG **CR 4**

XP 1,200

Male human fighter 5

NE Medium humanoid (human)

Init +3; **Senses** Perception +2

DEFENSE

AC 15, touch 13, flat-footed 12 (+1 armor, +3 Dex, +1 natural)

hp 47 (5d10+15)

Fort +6, **Ref** +4, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee *tidewater cutlass* +8 (1d6+6/18–20) and *mwk cat-o'-nine-tails* +6 (1d4+1 nonlethal) or *tidewater cutlass* +10 (1d6+6/18–20) or *mwk cat-o'-nine-tails** +8 (1d4+2 nonlethal)

Ranged light crossbow +8 (1d8/19–20)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat Mr. Plugg always enters combat with his cutlass and cat drawn, and has no compunctions about fighting dirty. He regularly uses Combat Expertise (–2 on attack rolls, +2 AC) to increase his AC, and if he finds that he is unable to hit opponents, Plugg drops his cat-o'-nine-tails and attacks with only his *tidewater cutlass*.

Morale Plugg fights bravely, but if reduced to fewer than 25 hit points, he backs away. If reduced to 12 hit points or fewer, he attempts to flee, hoping to fight another day. He has no loyalty to his captain, crew, or allies, and abandons them without a second thought if it means saving his own skin.

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +5; **CMB** +7 (+11 disarm with cat-o'-nine-tails); **CMD** 20 (22 vs. disarm)

Feats Combat Expertise, Improved Disarm, Intimidating Prowess, Iron Will, Two-Weapon Fighting, Weapon Focus (cutlass), Weapon Specialization (cutlass)

Skills Climb +7, Intimidate +10, Perception +2, Profession (sailor) +7, Sense Motive +2, Swim +7

SQ armor training 1

Combat Gear *potion of cure moderate wounds*, *screaming bolts* (3); **Other Gear** *tidewater cutlass* (+1 cutlass; see page 59),

*masterwork cat-o'-nine-tails**, light crossbow with 10 bolts, *amulet of natural armor* +1, *bracers of armor* +1, *shackles of compliance* (see page 58), leather drinking cup, betting stash of 100 sp and 200 gp

* See *Pirates of the Inner Sea*.

Mr. Plugg is an angry young man. He's always furious about something, but somehow his rage simmers like a stew, and even when he loses his temper he quickly seems to gain control again. A sadist and bully, Plugg has had a hard, desperate life—few places are more dangerous to grow up than the dockside streets of the Shackles. Only 21 years of age, the memories and scars of Plugg's formative years are very fresh, and now he intends to have his revenge.

Plugg is also incredibly ambitious—he intends to captain his own ship someday, and he joined the crew of the *Wormwood* purely for his own ends. Thanks to his ruthless devotion to Captain Harrigan's orders, his rise has been meteoric. In just 11 months aboard the *Wormwood*, he has wormed, blackmailed, and murdered his way to the position of first mate, in truth a job well beyond his abilities. He masks his own inadequacies by pointing out those of others.

Everyone on board the *Wormwood* knows that the first mate is the captain's right hand when it comes to dealing with the ship's crew, but Harrigan's other officers form a close inner circle that Plugg can't seem to penetrate, a fact that vexes him to no end. Nevertheless, Harrigan is sure to punish anyone who attacks Plugg, a fact that every member of the crew is acutely aware of.

To Mr. Plugg, honor, friendship, and teamwork are alien concepts. He believes that discipline is the only thing that matters at sea, and that the constant threat of ruthless punishment is the only thing that can keep a crew of cutthroats and scoundrels in line. He strikes first, and asks questions later. Plugg is not a forgiving man, and if someone does get the better of him, Plugg takes time to plot his revenge in the cruelest way he can think of.

Bald except for a black ponytail and sporting long, narrow beard, Mr. Plugg somehow looks angry, miserable, and uncomfortable, all at the same time. Bare-chested, he

NPC GALLERY

wears an immaculate coat with pearl buttons and carries a cat-o'-nine-tails with him at all times. He clearly takes great pride in himself—everything about him shines, from the polish on his boots to the dome of his head. His teeth are gray and yellow, however, and his face is fixed in an almost constant grimace.

GOSSIP

The PCs can learn the following about Mr. Plugg with successful Diplomacy checks to gather information.

DC 5: If Scourge is a bastard, then Mr. Plugg is his mother and father. One piece of advice—do as he says.

DC 10: First mate? He's barely been on board a year! The apple of the captain's eye, that one. Harrigan treats him like a son—but not a legitimate one, of course.

DC 15: That cutlass of his is magical, see, no doubt about that, and he wields that cat like it was his own arm. I've seen him using both in combat. Despite his pettish looks, he's some fighter by all accounts.

DC 20: People who cross Plugg end up dead—stabbed, poisoned, throttled, thrown overboard. Take your pick, they always end up dead. He has friends everywhere, high and low.

CAMPAIGN ROLE

Mr. Plugg (and to a similar extent his repulsive sidekick Master Scourge) presents a challenge for you as GM. He is the main villain of the adventure, yet at the beginning he has considerable influence and is practically unassailable. The challenge is to make the PCs loathe him without pushing them to openly attack him, an act that results in keelhauling. The penalty for murder on the *Wormwood* should be enough to keep a lid on your player's desires, but be careful not to overuse his bullying. Plugg oversees the punishments for infractions on the ship, and does so with relish, but it is Master Scourge, his toadying subordinate, who actually carries out most of the disciplining and poisons the first mate's mind against the PCs. Again, be careful not to overplay the bullying and sadism, but make sure it is prevalent. With care, you can develop a brooding hatred in your players for this nasty piece of work, and they'll relish their final encounter with him when the chance eventually presents itself.

If your players are more unequivocal, however, and likely to bring things to a head before leaving the *Wormwood*, you should bluntly remind them of the consequences of murder. If the keelhauling of Jakes Magpie on the first night aboard the ship doesn't do the trick, you can have an NPC whom the PCs are growing close to kill someone early on in the adventure, and be keelhauled as punishment.

Mr. Plugg's burning ambition leads him to make a return later in the Adventure Path should he somehow survive this adventure. At the table, adventures often take a step away from the predicted plot, and "The Wormwood Mutiny" is no exception. The PCs' mutiny aboard the *Man's Promise* may transpire earlier than is written, or circumstances might dictate that Plugg and some of his cronies somehow escape. Plugg is certain to brood upon his lost influence, while avoiding his former captain at all costs. Harrigan is certain to be unforgiving if he finds that Plugg has lost the *Man's Promise* and yet still lives. Plugg limps away and broods on his failure, slowly whispering words to the powerful and great as he plots his revenge. He can appear again as an accomplice of one of the more powerful pirate lords or as a Free Captain in his own right, with a handpicked crew of cutthroats and a dozen disciplinary officers aboard his new ship, the *Severe*.





SANDARA QUINN

Though a devotee of the Pirate Queen Besmara, Sandara Quinn has only recently taken up the pirate's life, when she was press-ganged and forced to join the crew of the *Wormwood*. Positive in outlook and warm hearted, Sandara is quick to make friends with the PCs.

SANDARA QUINN

CR 2

XP 600

Female human cleric of Besmara 3

CN Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 20 (3d8+3)

Fort +3, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk rapier +4 (1d6+1/18–20)

Ranged heavy crossbow +3 (1d10/19–20)

Special Attacks channel positive energy 5/day (DC 13, 2d6), surge (+5)

Domain Spell-Like Abilities (CL 3rd; concentration +5)
5/day—copycat (3 rounds)

Cleric Spells Prepared (CL 3rd; concentration +5)
2nd—*instant armor** (DC 14), *slipstream**^D, *summon monster II*
1st—*command* (DC 13), *doom* (DC 13), *inflict light wounds*
(DC 13), *obscuring mist*^D
o (at will)—*bleed* (DC 12), *create water*, *purify food and drink*, *stabilize*
D Domain spell; **Domains** Trickery, Water (Oceans subdomain*)

* See the *Advanced Player's Guide*.

TACTICS

During Combat If she is expecting combat, Sandara casts *instant armor*, which increases her AC to 17. Sandara takes every fight seriously, and once she gets started, she finishes things. She targets her opponent with *doom* and summons a small elemental or 1d3 dire rats to fight by her side.

Morale Sandara is almost foolishly stubborn, a quality that might very well get her killed someday. She won't surrender and doesn't back down from a fight unless totally overwhelmed.

STATISTICS

Str 13, **Dex** 12, **Con** 10, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +2; **CMB** +3; **CMD** 14

Feats Athletic, Combat Reflexes, Scribe Scroll

Skills Appraise +4, Bluff +6, Climb +3, Heal +6, Knowledge (religion) +4, Profession (sailor) +8, Stealth +5, Swim +4

Languages Common

Combat Gear scrolls of cure light wounds (2), scroll of cure moderate wounds; **Other Gear** heavy crossbow with 20 bolts, dagger, masterwork rapier, *Besmara's tricorn* (see page 58), clay pipes (3), ebony holy symbol of Besmara, pouch of Old Deep Rum-soaked pipe tobacco, tindertwigs (10); **Locker** 35 gp

Life is never easy, and Sandara Quinn's life has been typical of that truism. The daughter of a poor fisherman and a seamstress, Sandara was raised in Hell Harbor. Her overworked parents had little time to spend with their daughter, and Sandara grew up on the port's hard streets, where she quickly learned to look after herself. She worked on the docks when she could, carrying out what jobs she could get, and soon developed a keen eye for trouble and a reputation for standing up for herself. She began frequenting the bars and taverns of Hell Harbor by the age of 9 and was learning the ropes of sailing by the age of 12.

Sandara's calling came one night when a fleet of fishermen, which included her father, was lost in a powerful storm. Sandara prayed to Besmara the Pirate Queen, the goddess of piracy, strife, and sea monsters, and when her father returned the following day, weather-beaten and half-drowned but still alive, Sandara knew the goddess had answered her prayers. Soon after, Sandara began devoting her time to the worship of Besmara, eventually setting up a small chapel on the Hell Harbor docks dedicated to her.

Just 3 weeks ago, Sandara's beloved father died, and she took to the sea, determined to live her life to the hilt, not rot away in some forgotten port. She only made it as far as Port Peril, however, before she fell afoul of Captain Harrigan's press gang and ended up aboard the *Wormwood*. There are worse places to be than a pirate ship, however, and Sandara has taken to her new surroundings like a fish returned to the sea from which it was born. She still bears the raw scars of grief from burying her father, but knows enough to mask that grief on a vessel such as the *Wormwood*. Sandara plans to make the most of her present situation, intending to spread the word of her goddess while expanding her horizons at the same time.

NPC GALLERY

Crowned with a mane of fiery red locks, Sandara looks like someone not to be crossed. Yet the smile lines at the corners of her eyes and the easy way she holds herself hint at a lighter side. She dresses to accentuate her figure, and her whole appearance speaks of the sea, from the seagull feather in her tricorne hat to the sailor tattoos on her arms and the clay pipe thrust into the corner of her mouth.

The night before the adventure starts, Master Scourge made a pass at Sandara, and she responded by slapping the boatswain and making it clear that she finds him repulsive. This event has set up a mutual enmity between the two, while also making her a natural ally of the PCs, should they accept her friendship.

CAMPAIGN ROLE

Sandara is designed to give the characters an automatic friend among the *Wormwood's* crew—in all likelihood, the only one to begin with. How the PCs first meet Sandara is up to you, but two suggestions might work well. The PCs might already know Sandara before the adventure starts, and she is press-ganged at the same time. Alternatively, Sandara can immediately try to befriend the PCs during their first day on the *Wormwood*, regarding them as kindred free spirits who have been brought aboard against their will. Having already had a falling out with Master Scourge, Sandara is concerned about her own skin and believes the PCs might make for helpful allies.

Sandara hasn't been aboard the ship long, but she already has a good idea of its layout and has heard the other pirates talking, and can share much of this information with the PCs. Use Sandara as a voice of reason between the PCs and the crew, counseling them to avoid attempting anything too dangerous or attracting the ire of Mr. Plugg or Captain Harrigan. She can use her magic to heal injured PCs, and assist them during workdays by adding a +2 bonus on any single check made by a struggling PC, as appropriate.

As the adventure progresses, Sandara has greater roles to play—first as a prisoner of the grindylows on Bonewrack Isle for the PCs to rescue, and later as an invaluable ally of the PCs when they finally mutiny against Mr. Plugg and Master Scourge at the end of the adventure. She can even become a romantic interest for a PC, if you wish.

TOO GOOD TO BE TRUE?

If met by chance, a character like Sandara might naturally arouse players' suspicions. Not only is she immediately helpful, but the fact that she returns the PCs' equipment and happily casts healing spells upon her newfound friends may seem too good to believe. Sandara is free of any sinister motives, however, and is just as she seems.

Suspicion can be a powerful tool for roleplaying, but be careful not to overdo it and accidentally push the

PCs into becoming enemies with Sandara. She is a font of useful knowledge and information, but try not to make her too clever or wise. Sandara likes a drink and a gamble, and these qualities can be used to make her seem vulnerable as well as smart. She can play a significant role throughout the entire Adventure Path as a trusted friend of the PCs, and by starting off well you can quickly make her an important NPC ally.

It's extremely unlikely that the PCs make an enemy of Sandara, but if they do, she can become a recurring rival or foe of the PCs. The PCs might very well not be heroes, and their actions may horrify the cleric into joining up with their enemies to oppose them, or might teach her the lesson that no one can ever be trusted, in which case she moves on without them.





SKULL & SHACKLES TREASURES

The following unique treasures can be found in “The Wormwood Mutiny.” Player-appropriate handouts appear in the GameMastery Skull & Shackles item card set.

BESMARA’S TRICORNE

Aura faint transmutation; **CL** 5th
Slot head; **Price** 2,600 gp; **Weight** 1 lb.

DESCRIPTION

This black leather tricorne hat is weather-beaten and salt-stained. It grants its wearer a +2 competence bonus on Profession (sailor) and Swim checks.

If Besmara is your patron, once per day you can speak a command word to transform the hat into a small ship’s boat such as a cutter, jolly boat, or longboat (see the *Skull & Shackles Player’s Guide*). The boat is 20 feet long, has two pairs of oars and a single mast with a square sail, and can carry up to 12 passengers and crew. Upon command, or after 8 hours, the boat returns to hat form, dumping out any occupants.

CONSTRUCTION

Requirements Craft Wondrous Item, *guidance*, *shrink item*, creator must have 5 ranks in Profession (sailor); **Cost** 1,300 gp

BOARDING PIKE OF REPELLING

Aura faint transmutation; **CL** 5th
Slot none; **Price** 4,308 gp; **Weight** 9 lbs.

DESCRIPTION

This +1 *boarding pike* (*Pathfinder Player Companion: Pirates of the Inner Sea* 18) is an 8-foot-long pole topped with a tapered metal spearpoint and a backward-facing hook, used to draw vessels closer together or repel boarders. A metal skull caps the butt of the pike. On command, a *boarding pike of repelling* can be extended as a swift action, giving its wielder a reach of 20 feet for 1 round. While the pike is extended, the wielder does not threaten adjacent creatures or creatures up to 15 feet away. A *boarding pike of repelling* can also be extended in this way to draw vessels closer together for boarding.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *wood shape*; **Cost** 2,308 gp

HOSPITALITY’S HAMMOCK

Aura faint conjuration; **CL** 5th
Slot none; **Price** 5,000 gp; **Weight** 3 lbs.

DESCRIPTION

A luxurious crimson silk hammock embroidered with gold thread and gold fringed tassels, a *hospitality’s hammock*

is a beauty to behold, but no self-respecting seaman would ever be caught using it. Aside from the hammock’s considerable looks, a single night’s rest in it eliminates any sign of seasickness (see page 26). Additionally, a *hospitality’s hammock* is so comfortable that those who sleep in it for a full 8 hours regain hit points as if they had an entire day of bed rest. Climbing into or out of the hammock is a full-round action. A successful DC 5 Dexterity check reduces this to a move action.

The captain of the *Man’s Promise* was particularly susceptible to seasickness, and commissioned this item to make his long voyages away from home more comfortable. Although he would never admit it to those under his command, Mr. Plugg was pleasantly surprised to find the *hospitality’s hammock* in his cabin when he took command of the *Man’s Promise*, and has slept in it every night since.

The *hospitality’s hammock* originally appeared on page 72 of Necromancer Games’ *Dead Man’s Chest*.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds*, *remove disease*; **Cost** 2,500 gp

SHACKLES OF COMPLIANCE

Aura faint enchantment; **CL** 3rd
Slot none; **Price** 2,810 gp; **Weight** 2 lbs.

DESCRIPTION

These battered iron manacles magically adjust themselves to fit around the wrists or ankles of any creature from Small to Huge size and automatically lock. A creature wearing *shackles of compliance* becomes more susceptible to intimidation. Any creature attempting to intimidate or demoralize a target wearing *shackles of compliance* gains a +4 bonus on Intimidate checks. In addition, the holder of the manacles’ key can cast *command* (DC 25) on the wearer of the shackles three times per day.

Shackles of compliance have hardness 10 and 10 hit points, and a DC 30 Disable Device check is required to pick the shackles’ lock. A manacled creature can break free with a DC 28 Strength check or DC 35 Escape Artist check, or the lock can be opened with a DC 30 Disable Device check.

CONSTRUCTION

Requirements Craft Wondrous Item, *command*; **Cost** 1,470 gp

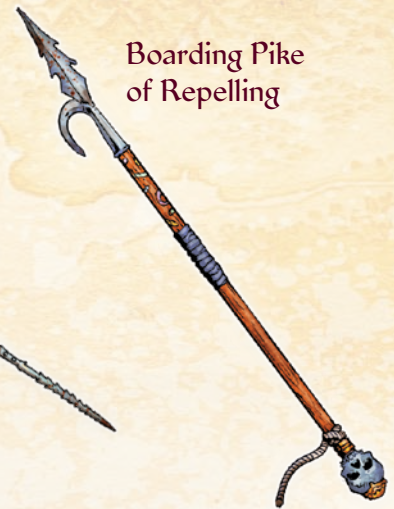
SKULL & SHACKLES TREASURES



Shackles of Compliance



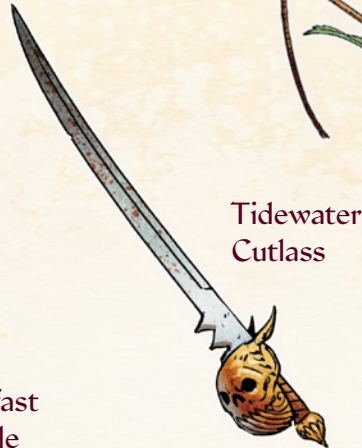
Vindictive Harpoon



Boarding Pike of Repelling



Steadfast Grapple



Tidewater Cutlass



Besmara's Tricorne

STEADFAST GRAPPLE

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 5,000 gp; **Weight** 9 lbs.

DESCRIPTION

This iron grappling hook is attached to a 50-foot length of silk rope. When a *steadfast grapple* is thrown, it automatically hits and attaches to any targeted object or structure within range of its rope. Against creatures, the wielder must make attack rolls as normal. Once attached, a *steadfast grapple* can only be removed with a DC 30 Strength check, the command word, or magic such as *dispel magic*.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate rope*, *true strike*;
Cost 2,500 gp

TIDEWATER CUTLASS

Aura faint evocation; **CL** 3rd
Slot none; **Price** 3,395 gp; **Weight** 4 lbs.

DESCRIPTION

The blade of this +1 *cutlass* (*Pirates of the Inner Sea* 18) is spotted with rust, and its basket hilt is cast in the likeness of a grinning skull. Once per day, a *tidewater cutlass* can be used to cast *hydraulic push*.

Tidewater cutlasses are not uncommon weapons among the pirates of the Shackles, at least for those who can afford

to buy one or who manage to loot one from someone who can. Mr. Plugg acquired his cutlass from a seasoned old tar aboard the *Wormwood* who had the temerity to point out the first mate's insecurities, and was beaten to death for his impudence. When more traditional discipline techniques prove ineffective, Mr. Plugg has been known to use his *tidewater cutlass* to "accidentally" push impertinent sailors overboard to drown in the *Wormwood's* wake.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *hydraulic push* (*Pathfinder RPG Advanced Player's Guide* 228); **Cost** 1,855 gp

VINDICTIVE HARPOON

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 10,305 gp; **Weight** 16 lbs.

DESCRIPTION

This +1 *returning harpoon* (*Pirates of the Inner Sea* 18) is made from the jagged, scrimshaw-carved tusk of a narwhal attached to a 50-foot length of woven sinew. Unlike most thrown weapons, a *vindictive harpoon* functions as well underwater as on land, and its wielder takes no penalties on attack rolls underwater.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *freedom of movement*, *telekinesis*; **Cost** 5,305 gp