



SEAS OF FORTUNE

The Free Captains of the Shackles have long menaced the sea lanes of the Arcadian Ocean off the western coast of Garund, striking fear in the hearts of merchant captains across the Inner Sea. No nation, however, has felt the sting of the pirate lords' lash more than Cheliox. In 4640 AR, Baron Grallus of Sargava, who had backed House Davian in the Chelish Civil War, turned to the Free Captains of the Shackles for help in defending the colony from House Thrune. Three years later, the Thrune imperial fleet suffered a humiliating defeat at the hands of the pirate lords, though the blow was not enough to extinguish Cheliox's ambitions. In 4660, the Chelish navy again sailed forth to reclaim Sargava, only to be driven into the Eye of Abendego by the Free Captains and dispersed. In the end, Baron Grallus's annual "stipend" to the Free Captains paid off.

House Thrune still longs for revenge against the pirates. Long has their anger brewed, but facing off against the Free Captains has been nothing but a dream for many years, as Hurricane King Kerdak Bonefist has increased the reach and power of the pirate fleet beyond anything in its history.

Now, however, the Chelish navy's capture of Barnabas Harrigan, a Free Captain whose predations have taken a deep toll on the empire's merchant shipping, has given House Thrune a means to secure the pirate lords' annihilation. Rather than face execution, Harrigan offered Cheliox a deal they couldn't refuse—give him immunity for his past crimes and, utilizing his privileged knowledge of the Free Captains' inner workings, he will lead a Chelish fleet to the Shackles to put an end to the pirate confederacy once and for all. And once he has handed the Shackles over to Cheliox, Harrigan suggests, perhaps his overlords might appoint him governor of the new Chelish colony there.

GMs can find more information and tools in *Pathfinder Campaign Setting: Isles of the Shackles*, *Pathfinder Player Companion: Pirates of the Inner Sea*, the *Skull & Shackles Item Cards*, the *Skull & Shackles Poster Map Folio*, and the *Pathfinder Adventure Path: Skull & Shackles Player's Guide*, which is available for free at paizo.com.

THE WORMWOOD MUTINY

By Richard Pett

Pathfinder Adventure Path #55, Levels 1–3

When the PCs are press-ganged off the streets of the Shackles' Port Peril and wake up in a ship's hold, they find themselves unwilling crew members aboard the pirate ship *Wormwood*, under the ruthless command of Captain Barnabas Harrigan. The PCs need to think on their feet if they're going to survive among the cutthroat buccaneers who make up the *Wormwood's* crew, for if altercations with thugs aboard the ship don't do them in, the drinking and gambling stand a good chance of doing so. Even worse is their treatment under the scrutinizing eye of the ship's brutal taskmaster and boatswain, Master Scourge, who at every turn seeks to tarnish the PCs' image before the *Wormwood's* first mate, Mr. Plugg. Throughout it all, the PCs must try to get back those possessions confiscated from them when they were press-ganged.



When the *Wormwood* attacks the Rahadoumi merchant ship *Man's Promise*, the PCs find themselves charged with sailing the new ship back to Port Peril. Just as the PCs think it's the perfect time to stage a mutiny, a powerful storm arises and cripples the ship, grounding it on a small island. Mr. Plugg orders the PCs to go ashore and seek much-needed water and supplies, where the PCs encounter the undead victims of an earlier shipwreck and confront the grindylows that have abducted two missing crew members from the *Man's Promise*.

When the PCs return to the ship, the cruel Mr. Plugg decides it's time for him to get rid of the troublemakers under his command. After a fierce showdown with Plugg and those loyal to him, the PCs take control of the ship, at long last pirates in their own right.

RAIDERS OF THE FEVER SEA

By Greg A. Vaughan

Pathfinder Adventure Path #56, Levels 4–6

Having acquired their own ship, the PCs can now strike out as pirates themselves. As mutineers, however, the PCs can't simply sail into the Shackles. They have to prove themselves before the buccaneers of the Shackles will accept them as equals, by attacking merchant ships, raiding settlements, and squabbling with other pirates. First and foremost, however, the PCs must rechristen and refit their ship to conceal their mutiny.

While battling a rival pirate named Isabella "Inkskin" Locke, the PCs discover she has a treasure map tattooed on

her body. The PCs follow the map to a small island, where they do battle with a group of sahuagin. Afterward, the PCs dig for the buried treasure shown on the map, which is really the entrance to a flooded dungeon. Exploring this dungeon, they confront its fearsome inhabitants and claim the map's treasure, finally gaining enough plunder and infamy to enter the Shackles as true Free Captains.

TEMPEST RISING

By Matthew Goodall

Pathfinder Adventure Path #57, Levels 7–8

To solidify their reputations, the PCs travel to the Shackles capital of Port Peril to present themselves to the Hurricane King and officially gain recognition as Free Captains. One of the leading pirate lords on the Pirate Council, Tessa Fairwind, takes an interest in the PCs. Impressed with their actions so far, Tessa invites them to join her fleet. She suspects Cheliox has designs on the Shackles, and asks the PCs to investigate. The PCs have the opportunity to explore Port Peril before embarking on their investigations in the Shackles.

Finally, the PCs must race their ship in the Free Captains' Regatta, an annual race along the fringes of the Eye of Abendego. In addition to facing treacherous weather, currents, reefs, and sandbars around the Eye, the PCs must also contend with hostile monsters, as well as their fiercest competitor, their old nemesis Captain Barnabas Harrigan. If the PCs can overcome these obstacles, they win lordship over a small island and a seat on the Pirate Council.

ISLAND OF EMPTY EYES

By Neil Spicer

Pathfinder Adventure Path #58, Levels 9–10

Having won the Free Captains' Regatta, the PCs must now claim their prize: the Island of Empty Eyes. The island is uninhabited and dangerous, and the PCs must explore it before they can build a port there, face the degenerate cyclopes inhabiting a ruin of ancient Ghol-Gan, then clear out the island's ruined fort and claim it as their own.

Once the PCs have settled into their new home, they have another duty to attend to—as newly minted pirate lords, they must host a feast for the leading pirates of the Shackles. Trouble assails the festivities when the PCs' archrival, Captain Harrigan, sends a mysterious agent called the Eel to sabotage the feast, and the PCs must stop the Eel's treachery and protect their powerful guests. If they fail, they will lose the respect of their guests as well as their status as Free Captains.

THE PRICE OF INFAMY

By Tim Hitchcock

Pathfinder Adventure Path #59, Levels 11–12

The PCs now have an island, but they'll need to attract other pirates to their flag to form a fleet. Once the PCs bring their

SPOILER WARNING!

What follows is the background and outline for the Skull & Shackles Adventure Path. If you intend to play in this campaign, be warned! These pages spoil the upcoming adventures as thoroughly as possible.

new followers back to their island, their old rival Captain Barnabas Harrigan decides to get his revenge by attacking the PCs' island with his own fleet. The PCs must defend the island against Harrigan's pirates, culminating in a battle between the PC's ship and their old vessel, the *Wormwood*.

After defeating the enemy fleet, the PCs sail to Harrigan's island, intent on finally defeating their old foe. If they succeed, the PCs discover that Harrigan is a traitor who has sold out the Shackles to Cheliox in exchange for immunity for his crimes and a chance to rule what's left of the pirate isles. Worst of all, they learn a Chelish fleet is already on its way to the Shackles.

FROM HELL'S HEART

By Jason Nelson

Pathfinder Adventure Path #60, Levels 13–15

The threat of the approaching Chelish navy looms on the horizon, and the PCs must prepare for the defense of the Shackles. Hurricane King Kerdak Bonefist is unconcerned, believing the Shackles to be safe, so the PCs must use diplomacy, intimidation, and any other means necessary to gather more allies and build a fleet to repel the Chelians.

After readying their new fleet, the PCs sail north to engage the Chelish navy in an epic naval battle inside the Eye of Abendego, facing off against the Chelish flagship *Abrogail's Fury* and its defenders, including Chelish marines and summoned devils, as well as Admiral Druvalia Thrune and her Hellknight bodyguard.

If the PCs defeat the Chelish fleet, the plunder they have seized and the infamy they've accrued are enough that the Free Captains consider them capable successors to the Hurricane King. The PCs sail back to the Shackles to attack Port Peril, invading Fort Hazard in search of Kerdak Bonefist. After fighting through the Hurricane King's minions, the PCs find that Bonefist is not there. They must enter the sea caves below Fort Hazard, where a tribe of weresharks guards the Hurricane King's most prized treasures, and then face off against Bonefist and his flagship, the *Filthy Lucre*, one of only a few ships in the Shackles outfitted with cannons. With the defeat of the Hurricane King and his ship, and the acclaim of the Free Captains, the PCs can finally claim the Hurricane Crown of the Shackles for themselves.