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SKULL &
SHACKLES

RAIDERS OF THE FEVER SEA

By Greg A. Vaughan

THE SHACKLES



Fever Sea



Snare of the Island Eater

Mancatcher Cove

Ushinawa Isles

Ol' Captain Mutiny

Besmara's Throne

Motaku Isle

Fellhope Fish Skull

The Oasis of Calm Winds

Port Peril

Tidewater Rock

Rickety's Squibs

Sifthering Coast

Bloodcove



Fever Sea

= Rumored Treasure



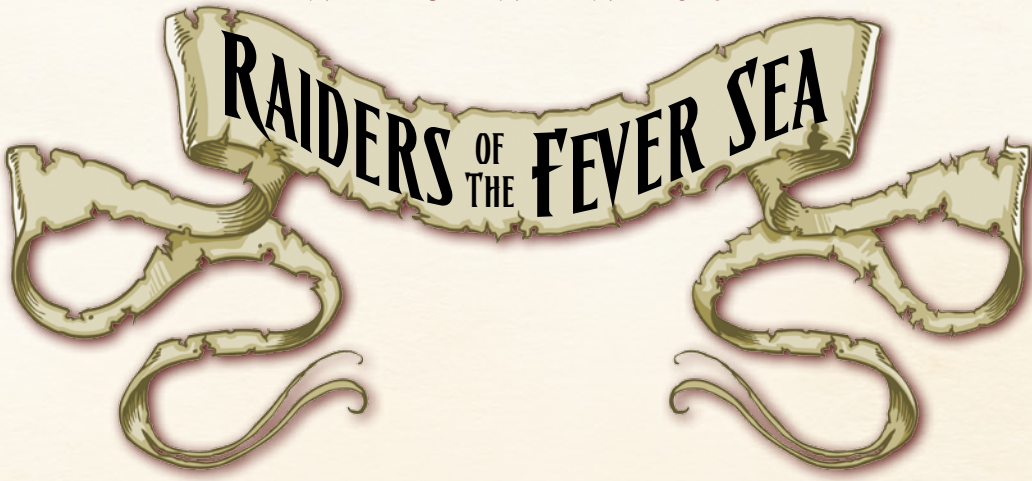


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 7120 185th Ave NE, Ste 120
 Redmond, WA 98052-0577
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TABLE OF CONTENTS

Foreword	4
Raiders of the Fever Sea by Greg A. Vaughan	6
NPC Gallery by Greg A. Vaughan	50
Skull & Shackles Treasures by Greg A. Vaughan	56
Oceans of Golarion by Adam Daigle, with Patrick Renie, F. Wesley Schneider, and James L. Sutter	58
Pathfinder's Journal: The Treasure of Far Thallai 2 of 6 by Robin D. Laws	72
Bestiary by Jesse Benner, Mark Moreland, Steven D. Russell, and Greg A. Vaughan	78
Preview	92



PRESS-GANGED!

There's an extra long article in this volume all about the seas and oceans of Golarion. Adam Daigle did a fantastic job writing up this gazetteer of our campaign setting's undersea goings-on, and Patrick Renie, James Sutter, and I tagged in (mostly for reasons of enthusiasm) to blow it out to the super size you'll find here. But here's something our masthead won't tell you: that oceans article was written entirely by Paizo staff members.

That's right: As of next month, Adam Daigle—a familiar name to longtime readers as the author of dozens of the finest articles to be featured in these pages, our Pathfinder Campaign Setting line, and the RPG community at large—joins the Paizo staff as our newest developer. Specifically, Adam is signing on to the Adventure Path crew, taking over a good number of my responsibilities in wrangling everything that isn't the month's adventure. (All those

quotes, introductions, previews, monsters, and disparate articles need to come from somewhere, and soon, they're going to partially be Adam's responsibility.) Adam brings an experienced hand and a taste largely in line with those of us who have been helming the Adventure Path line for nearly 60 volumes, and we welcome the fresh ideas and inspiration he promises to bring to the table. We're also more than ready to beat any lingering insanity (and hope) out of him.

But I know what you're thinking. "Rob and Wes do such a great job of putting Pathfinder together month after month, and Chris and Judy and Sutter are the best editors around, and Andrew and Sarah make the whole thing look fantastic, so what's with changing up the mix?" Well, we're doing some shuffling around here at the Paizo offices. It seems like we can't churn out enough new Pathfinder options and

FOREWORD

adventures to sate our ravenous readership, and our attempts to do so have definitely gotten us into trouble in recent months—for example, that’s why you probably didn’t see a new Adventure Path volume in December or March, and will probably get two coming up in July and August. In the hope of avoiding some of these famine and feast situations, we’ve brought on a totally reliable pro like Adam to help out on the Adventure Path. We’re also shifting around some familiar faces. Starting in August, James Jacobs will be returning to develop Adventure Paths full time (and might even jump in a few volumes early to help finish off the Skull & Shackles Adventure Path). As for Rob, he’s been doing a fantastic job, so he’s not going anywhere. Rather, as soon as he finishes his efforts on Skull & Shackles, he’s going to be time traveling to early 2013 to get started on the next, still-top-secret Adventure Path—expect something totally unexpected on this at PaizoCon in July. So, for the first time ever (intentionally) we’re going to have two volumes, and in fact two Adventure Paths, in development at the same time. This, along with Adam’s addition, should help shield Pathfinder Adventure Path from the somewhat volatile release schedule subscribers have seen over the past few years.

As for what that means for the rest of us—well, not too much. The same art and editing crew that consistently blow our expectations out of the water are staying right where they are. Sutter’s going to keep heading up the Pathfinder’s Journal along with all our other Pathfinder Tales fiction endeavors (just wait until you see the tie-ins he has planned for the Shattered Star Adventure Path). And me, well, Adam’s going to be my minion for a while as I show him the ropes about how to keep all the articles and other key parts of the Adventure Path running while Rob and James do their little adventure thing—not to mention how to keep those jackals (I mean beautiful butterflies [I mean jackals]) in line. From there, I’m going to be taking a bit of a step back from the grind of the Adventure Path to helm a team handling an ambitious revision to the Pathfinder Player Companion line (more on that soon), as well as splitting oversight of the Pathfinder Campaign Setting line with James, along with all the of the usual daily firefighting I do—you’d never know from my job title how much wetwork is involved. It’s exciting, but oh boy, this Daigle guy has no idea what he’s getting himself into.

So that’s the impromptu state of the union as far as Pathfinder Adventure Path is concerned. A lot of readers have expressed concern on paizo.com about some of our release schedule issues and whether that boded ill for the Adventure Paths or Paizo as a whole. In truth, quite the contrary, but things have been so “Go! Go! Go!” around here that we’re finally getting some extra help, which should translate to more Pathfinder RPG options and adventures, more reliably, in the near future. So thanks to everyone for sticking with us through some of these rough

ON THE COVER

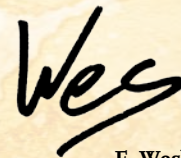
Isabella “Inkskin” Locke, the captain of the *Thresher*, shows some skin that’s pretty important to this month’s Adventure Path installment, “Raiders of the Fever Sea.” Her most unusual map—and how the PCs plan to take it with them—has the potential to influence the spread of the PCs’ reputations and their rise as true Free Captains of the Shackles.

patches, and be reassured that not only are we working nearly around the clock to iron them out, but we’ll always do our best to keep our readers in the know about anything that might hold up the enjoyment of their games. Though, if you haven’t noticed any delays or issues or whatever have you, um... there’s nothing to see here, move along.

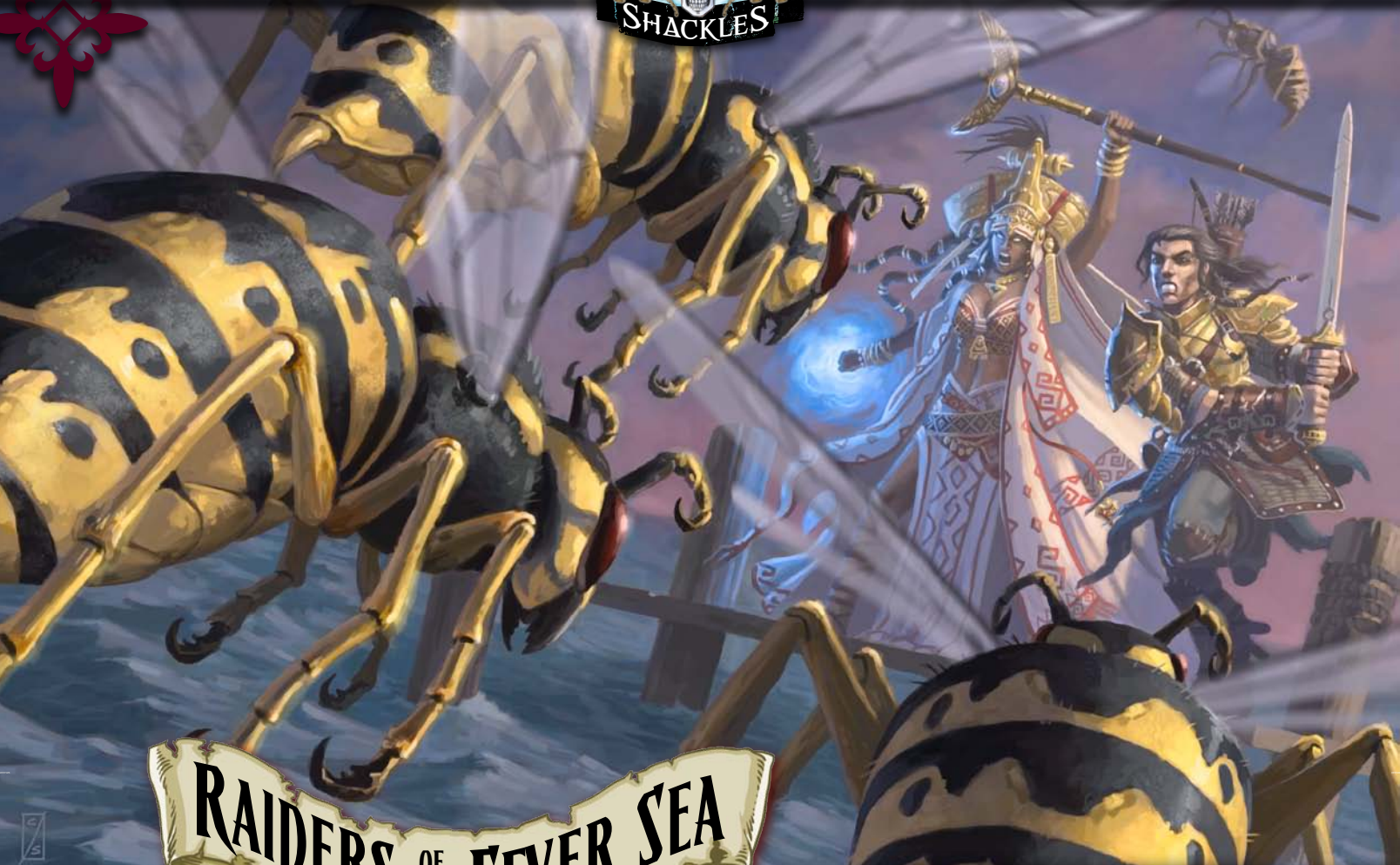
Speaking of which, while we’re on the topic of schedules and what to expect in Pathfinder Adventure Path’s pages, there is one addendum to our regularly scheduled programming: Sean K Reynolds’s deity article on Torag will not be seen in this volume, so we can bring you the aforementioned deluxe oceans overview. Worry not, though, with Besmara’s write-up last time around and details on Norgorber’s faith coming in *Pathfinder Adventure Path* #59, this series will still be providing you with your typical dose of divinity. Keep an eye out, though, as Torag’s on deck, and as stubborn as dwarves can be, he won’t be content to wait for long.

SHIP ENVY

I kind of have a thing for using props in the games I run—using music, making handouts, having elaborate maps, and generally really indulging the arts-and-crafts side of being a GM. Well, Mr. McCreary blew my recent efforts out of the water a few weeks back when he started running his Skull & Shackles game here at the office: He made a boat. Not a life-sized sailing ship, but a full miniatures-scale ship—and it looks fantastic! It’s currently smuggled away on top of the highest shelf in James’s office so no clumsy, sticky-fingered looky-loos can mess with it. So, barring calamity or an unexpected shipwreck, next month we’ll have Rob tell everybody about how his game is going and how you can have a pirate ship for your own Skull & Shackles campaign more easily than you think. But more on that next month.



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RAIDERS OF THE FEVER SEA

PART ONE: HIDING THE EVIDENCE

To cover up the fact of their mutiny, the PCs head to an isolated shipyard to get their ship “squibbed”—changing its identity by overhauling and refitting the vessel into a new pirate ship.

PAGE 8

PART TWO: PIRACY ON THE FEVER SEA

The PCs embark on their careers as buccaneers by engaging in various acts of piracy in their newly squibbed ship upon the waters of the Fever Sea.

PAGE 15

PART THREE: THE LADY OF THE ROCK

To further augment their reputations, the PCs travel to an isolated island fort to prove an old Shackles saying true and gain its luck for themselves.

PAGE 28

PART FOUR: THE TREASURE OF MANCATCHER COVE

The PCs come into possession of a tattooed treasure map that promises to lead them to a legendary buried treasure, if they can fight their way past the treasure’s guardians.

PAGE 36

ADVANCEMENT TRACK

“Raiders of the Fever Sea” is designed for four characters and uses the medium XP track.

- 4** The PCs begin this adventure at 4th level.
- 5** The PCs should be 5th level before they attempt to crack Tidewater Rock.
- 6** By the time they are ready to brave the dangers of Mancatcher Cove and face the sahuagin in their lair, the PCs should be 6th level.

The PCs should be 7th level by the end of the adventure.

RAIDERS OF THE FEVER SEA

ADVENTURE BACKGROUND

The Free Captains are the most obvious menace of that maze of hell-cursed waterways and a thousand perilous isles and knife-edged reefs called the Shackles, but they are not its only danger, nor the worst. Nearly a century ago, Free Captain Cyrus Wolfe, a black-hearted rogue with an even blacker gift for the dark arts, plied the waters off the western coast of Garund and brought fear to hundreds of ship's captains and crews. His daring daylight raid on the fortified Thuvian port of Aspenthar directly under the nose of that city-state's admiralty left a dozen of the principality's warships in flames and over a hundred of its citizens carried off as captives for ransom. For that grand audacity, Wolfe was offered the Hurricane Crown by his fellow Free Captains, but it is said that he simply laughed in their faces.

After 3 decades of terrorizing the shipping lanes, Captain Wolfe made his biggest haul ever when he surprised a convoy of Katapeshi treasure ships returning from secret mine holdings on the coast of southern Garund. It is believed that Wolfe divided up his treasure and hid it in several different sites, but the locations of most of them have been lost to time. However, one name has stayed at the forefront of maritime legend as the location of his spoils—Mancatcher Cove.

To dispose of the most valuable portion of his plunder, Captain Wolfe selected an uncharted island somewhere in the Shackles—an island shrouded in dense jungle and surrounded by forbidding cliffs save for one cove said to be so deep that it descended all the way to the pits of Hell. There Wolfe hid his treasure, reputedly using his sorcerous powers to reach down into the very heart of Hell to summon forth a guardian beast to crush any ships that dared anchor in the cove. Before departing, Captain Wolfe made a map of the island and the location of his treasure. However, less than a year later he was captured by a flotilla of ships commissioned by the queen of Aspenthar and the Pactmasters of Katapesh. Even under torture, Wolfe refused to divulge the location of his ill-gotten treasure, and so he was hung from a gibbet over the harbor of Aspenthar, where his bones were picked clean by gulls and crows as a warning to others.

Since then many of Captain Wolfe's treasure troves have been located and looted, and copies of his map of Mancatcher Cove have likewise managed to find their way into the hands of fortune seekers. However, unlike at Wolfe's other caches that were looted, those few ships that came to Mancatcher Cove in search of the fabled treasure were never seen again—victims, it was whispered, of the Beast of Mancatcher Cove. In time, the last few copies of Wolfe's map were lost, and the hunt for the greatest hoard of Captain Wolfe's treasure subsided, leaving little more than an old sea dog's legend.

FIREARMS IN RAIDERS OF THE FEVER SEA

Firearms are rare on Golarion, and as a result, they do not make an appearance in the Skull & Shackles Adventure Path until the final adventure. If firearms play a more prominent role in your campaign, however, you can use the following suggestions to modify "Raiders of the Fever Sea" to incorporate them.

While few of the merchant ships in **Event 7** would have cannons or other firearms, pirate ships such as the *Devil's Pallor* (**Event 12**) and the *Thresher* (**Event 17**) would likely each carry a couple of cannons, and their captains, Gortus Svard and Isabella "Inkskin" Locke, might each carry a pistol or pepperbox. Likewise, the Chelish pirate hunter *Dominator* (**Event 13**) would likely have rows of cannons instead of ballistae, and the Chelish marines on board could be issued muskets. The island fort of Tidewater Rock (area **B13**) might have bombards or cannons to defend against marauding pirates. Although the sahuagin of Mancatcher Cove would be unlikely to use firearms, the *captain's locker* in area **D21** could contain more firearms as treasure for the PCs. Perhaps Cyrus Wolfe was known to use a magical dagger pistol, or perhaps he buried a few of his ship's magical cannons along with the rest of his booty.

The truth of Captain Wolfe's treasure is somewhat different. Though he was a sorcerer, Captain Wolfe did not summon forth a fiend from Hell to protect his gold; he didn't need to. For when he arrived at the unnamed island that later became known as Mancatcher Cove, he transplanted a vine he had found in the hold of a Katapeshi ship—an exotic plant recovered from some unmapped region of southern Garund. Wolfe created the tale of the beast summoned from below to divert attention away from the true threat. He was never able to return for his treasure, however, as he found his neck stretched by a Thuvian noose shortly thereafter, leaving the secret of the treasure in the hands of the few who possessed one of his maps.

ADVENTURE SUMMARY

The adventure begins with the PCs in command of their new ship, the *Man's Promise*. Despite their successful mutiny, they know that Captain Barnabas Harrigan is not likely to let the slight against him pass and that he will attempt to find them. To throw him off the trail, they must refit the ship to change its appearance and its name. To accomplish this, the PCs sail to a dry dock called Rickety's Squibs, where they learn of the legend of Tidewater Rock and the good fortune that is supposedly brought by



securing control of the castle there. Regardless of whether they choose to take on the Rock, the PCs know they need to increase their fame and fortune before they will be welcomed in the waters of the Shackles as Free Captains in their own right.

As the PCs set out to make their fortune as pirates upon the Fever Sea, they run across the activities of a sinister undersea race called the sahuagin bent on dominating and cannibalizing those who ply the waves above. The PCs' course likewise keeps leading back to Tidewater Rock, which ultimately they must defend from an attack by pirate allies of the sahuagin.

After this battle, the PCs discover a treasure map tattooed on the back of the pirate captain leading the attack. This map puts them on the trail of the lost treasure of Captain Cyrus Wolfe at Mancatcher Cove. At the cove, the PCs discover that the "Beast" said to guard the hidden treasure is more than it seems and that the treasure itself is in the hands of the sahuagin tribe that has been preying upon ships. The PCs must defeat the sahuagin menace and their four-armed chieftain to claim the treasure of Mancatcher Cove for themselves.

PART ONE: HIDING THE EVIDENCE

At the conclusion of "The Wormwood Mutiny," the PCs mutinied against Barnabas Harrigan's prize crew under Mr. Plugg and Master Scourge, and claimed their own ship, the captured Rahadoumi vessel *Man's Promise*. Though they are now free to commence their own careers as pirates, the PCs must clear up a few matters first. They now control a ship that was seized by one of the most notorious Free Captains of the Shackles, and he likely still considers it to be his property. The wrath of Captain Harrigan, should he catch up to the PCs and the *Man's Promise* before they are prepared for such a confrontation, would be terrible indeed. If the PCs themselves don't realize this right away, it should be brought to their attention by one of their NPC allies on their crew, such as Ambrose Kroop or Sandara Quinn.

Most ships that sail the Inner Sea region, such as the *Man's Promise*, were crafted by hand in shipyards throughout Avistan and Garund. Though ships of the same type are similar in attributes and size, they each have their own look and lines, which the practiced eye of an experienced sailor can recognize in the dark by the silhouette alone. Successfully stealing a ship and hiding it from its owners requires more than a name change and a new coat of paint—there must be a complete rebuild of the superstructures and rigging in order to change the way it looks. Such an overhaul is superficial in nature and changes none of a ship's characteristics, but it does give a ship a different appearance and lines so that even someone familiar with the original ship can only determine the falsehood after several minutes of careful study.

Changing the identity of a ship in such a way is not cheap and must be done in secret or word would quickly get out of the ship's new identity. Powerful Free Captains with their own home ports are able to do such modifications in their own private shipyards and dry docks, and captains with access to skilled carpenters and shipwrights among their crews often make such changes far out at sea away from the shipping lanes or while beached on some distant shore. But not everyone has access to those sorts of resources. As a result, a side industry of sorts has grown into existence at remote locations throughout the Shackles and just beyond its borders, where captains can find discreet craftspeople willing to do the work quickly and with the promise of silence for the right price.

A DC 15 Knowledge (local), Craft (ships), or Profession (sailor) check is enough for the PCs to know of such practices, and a DC 20 check identifies just such an outfitter called Rickety's Squibs, located in a remote estuary on the Slithering Coast, relatively close to the current position of the *Man's Promise*. Again, if the PCs do not have this knowledge themselves, helpful allies on the crew should provide this information.

Another obstacle (perhaps the most important) remains, however—the matter of sailing within the Shackles. Even if the PCs manage to remake the *Man's Promise* into a new vessel that will not be recognized by Captain Harrigan or his associates, they still face the prospect of being a new ship into pirate waters with no reputation to back them up. The Free Captains of the Shackles have a name for this sort of vessel: prey. Unless the PCs want to constantly fend off attacks from their fellow freebooters, they have to make a name for themselves as pirates along the fringes of the Shackles first in order to be accepted and respected as peers among the other Free Captains, a fact that they can realize with another DC 15 Knowledge (local) or Profession (sailor) check (or advice from a helpful NPC ally).

In order establish this name and acquire a reputation, the PCs must accumulate both plunder and Infamy by performing acts of piracy. The PCs should keep track of both of these scores, as they must acquire a sufficient amount of each to enter the society of the Free Captains successfully. It is important that they achieve high scores in both of these attributes, as pirates with a high Infamy score but not much plunder will be seen as merciless and cruel raiders, interested more in brutality than profit, and will thus be accepted by few and trusted by none, while a lot of plunder and a low Infamy score means that other pirate crews will see the PCs as fresh meat just waiting to be butchered and looted. See "The Life of a Pirate" in *Pathfinder Adventure Path #55* for a detailed description of the plunder and Infamy rules.

RAIDERS OF THE FEVER SEA

A. RICKETY'S SQUIBS

Rickety's Squibs refits and modifies the lines and profiles of ships without changing a ship's size, characteristics, or deck layout, providing both discretion and a new identity for a price. These rebuilt vessels are referred to as "squibs." In fact, "It's like as not to be a squib," is a common saying among the pirates of the Shackles for a ship of suspicious origin.

Rickety's Squibs lies in the estuary of a nameless river on the Slithering Coast. The river mouth is concealed from passing ships by a protruding headland, so that it is difficult to find if one doesn't know where to look, and the facilities are hidden under the eaves of the encroaching jungle, further warding them from prying eyes. Assuming the PCs mutinied on or near Bonewrack Isle at the conclusion of "The Wormwood Mutiny," Rickety's Squibs lies about 100 miles away, a journey of just over 2 days assuming fair winds and a full crew.

Read or paraphrase the following as the *Man's Promise* approaches Rickety's Squibs.

Rounding the tall headland reveals a hidden cove at the mouth of a wide jungle river, its sluggish brown waters staining the waters of the blue sea like an ugly bruise. A series of docks has been built upon this estuary, with buildings concealed beneath the overhanging limbs of the jungle beyond. A wooden watchtower stands upon the promontory of the headland, carefully concealed among the trees to provide a clandestine view of the seas.

As the *Man's Promise* sails past the headland, a checkered flag of yellow and red is raised above the tower on the promontory, and an answering flag of blue is hoisted upon a yardarm at the docks ahead. A number of humanoid figures emerge from the shaded buildings and gather on a pier. A small, single-masted longboat soon sets out from the boathouse on the estuary to meet the *Man's Promise*, and its crew hails the PCs, asking them to drop anchor to discuss terms.

MAKING THE DEAL

Rickety's Squibs is run by old **Rickety Hake** (N old male human expert 7), a retired buccaneer and former mate aboard the *Bearded Whore* under Free Captain Ella Gurnett ("Who fed the kraken at the battle of Nolis Point," as Rickety is fond of relating), and Rickety himself hails the PCs' ship from the deck of the longboat *Peccarine* requesting permission to come aboard. Assuming the PCs have come here in peace (and it would be a bad idea if they have other plans, as it would raise most of the Free Captains against them), Rickety is accompanied by six sailors armed only

with dirks (N human expert 1/warrior 1; use the statistics for a shipmate on page 294 of the *Pathfinder RPG Gamemastery Guide* if needed). They are not looking for a fight and retreat back to the settlement if attacked.

Rickety Hake is a short, stoop-backed old man with a leathery, weatherworn face; watery blue eyes; and a halo of frizzy white hair. Once he is allowed aboard, Rickety gets right down to business, inspecting the ship to see how much work will be needed to "squib" it.

The entire existence of Rickety's Squibs relies upon the service it provides in the refitting of ships. A squibbing costs 20% of a ship's purchase price and requires a minimum of 1d4+4 days to complete, at which point Rickety must make a DC 15 Craft (ships) check (his skill modifier is +14). Once a ship has been successfully squibbed, a DC 20 Perception check is required for someone familiar with the original ship to recognize the squib for what it is after observing it closely for at least 2 minutes.

Roll 1d4+4 to determine the number of days the squibbing will require, and Rickety quotes that amount of time and a base price of 2,000 gp to squib the *Man's Promise*. Rickety can also install hidden 5-foot-square smuggling compartments in the bulkheads of a ship for an additional 500 gp each (a DC 20 Perception check is required to locate such compartments in a search) with no increase to the time. At your discretion, Rickety can also install other ship improvements, as detailed on pages 26–28 of the *Skull & Shackles Player's Guide*.

Rickety's initial attitude is friendly as long as the PCs remain civil, though if they attempt to intimidate or insult him, he becomes indifferent. If he is made indifferent, all prices increase by 10% until Rickety is made friendly again.

Once the price and work has been agreed upon, Rickety discusses payment methods. He requires proof that the PCs possess the funds necessary to complete the work. In addition to coins, he also accepts items in trade at the normal 50% value (up to the community's purchase limit), or plunder at standard percentages (*Pathfinder Adventure Path* #55 62).

If the PCs do not have the funds on hand, Rickety offers other payment options. If the PCs have prisoners they wish to ransom or sell into slavery (such as former crew of the *Wormwood*), Rickety will purchase them at 50 gp a head to ransom or resell later in Bloodcove. If the PCs still lack sufficient funds, Rickety offers to underwrite their burgeoning careers as pirates as a major shareholder in their ship; the PCs will have to pay him one-third of all plunder they recover until they have paid him off in an amount equaling 150% of the refitting costs (he can be bargained



Rickety Hake



down to 133% with a DC 20 Diplomacy check). If the PCs renege on the deal, then the secret identity of their squib will be broadcast throughout the Shackles and their ship will be forfeit to Rickety should another pirate recover it. In the meantime, the PCs will have to return once a month to Rickety's Squibs to show their books and pay out his share.

When a deal has been struck, Rickety instructs the PCs to sail their ship into the estuary where cutters will tow it to the dry dock so that work can commence at once. The PCs can stay at the Commons (area A4) free of charge, but they will have to purchase any food, drink, or equipment during their stay.

rickety's Squibs

N village

Corruption -1; **Crime** -2; **Economy** +0; **Law** -4; **Lore** +0;

Society -1

Qualities insular, tourist attraction (ship squibbing)

Danger +0; **Disadvantages** drought-stricken

DEMOGRAPHICS

Government autocracy

Population 77 (63 humans, 14 halflings)

Notable NPCs

Chief Shipwright and Proprietor Rickety Hake (N old male human expert 7)

Lookout Lyle Godwin (N male human warrior 3)

Steward Chandra Bristlewick (N female human druid 5)

MARKETPLACE

Base Value 600 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd

Minor Items +1 *leather armor*, *masterwork breastplate*, +1 *silver guisarme*, *circlet of persuasion*, *wand of cure light wounds* (29 charges); **Medium Items** +2 *light wooden shield*, *potion of fox's cunning*; **Major Items** —

NOTES

Drought-Stricken: Rickety's Squibs has been under the effects of a severe drought for the last month. The drought has increased the community's Danger value by 10 and reduced its Law modifier by 4.

LOCATIONS AT RICKETY'S SQUIBS

The major locations at Rickety's Squibs are detailed below, followed by the events that transpire during the PCs' stay there.

A1. GODWIN'S WATCH

This watchtower is little more than a covered platform elevated 60 feet atop wooden poles and accessed by a crude stair. Only the covered platform rises above the ridgeline of the headland, obscured from sight by the jungle canopy above. From this platform, one-armed Lyle Godwin lounges in the shade on a rope hammock with his trained parrot, Rotgut, and watches out for incoming vessels. No more than two or three ships arrive at Rickety's in a

typical month, so Godwin spends most of his time in a rum-soused stupor. The only route to the isolated tower is a treacherous, winding path along the knife-edged ridgeline, so Godwin is content to remain where he is most of the time and let Rickety's porters bring out weekly deliveries of food and rum.

A2. DOCKS

A pair of docks reaches out into the muddy waters of the estuary. Three small dinghies are moored here beneath canopies made of wooden poles and dried palm fronds.

In the shelter of the river's mouth where no breeze seems to find its way in, the heat is intense and insects buzz about incessantly. A few sun-darkened workers (N human commoners 1) squat on casks splicing rope and mending nets, and pay the PCs no mind. They put up no fight, and attempt to flee if confronted by the PCs.

A3. BOATHOUSE

Two piers extend out into the river from a long building of rough-cut wooden planks with large openings to allow passage within. Ropes, pulleys, and other equipment common to a boathouse hang inside.

The longboat *Peccarine* that Rickety uses as a tender to treat with customers in the cove is moored inside here with its masts stepped when not in use. There are always 1d4+2 of Rickety's workers (see area A2) here during the day and 1d3 at night to guard it. A slightly larger vessel, the single-masted pinnace *Idlewise*, is normally stored here, but the boat is currently at Bloodcove taking on supplies for the settlement and is not due back for 2 weeks.

A4. THE COMMONS

A once-grand building with broad wings extending from its ground floor stands at the end of the docks, its octagonal dome topped by a cupola. It was obviously a fine villa in its day but time and the harsh sun and rains of the Slithering Coast have faded its paint and cracked its boards, leaving it a gray ghost of its former self. A painted board above the veranda names it as "Rickety's Squibs." Smaller, less grandiose hovels and sheds clapped together of flotsam and jetsam surround the larger building and merge into the jungle behind it.

Rickety's main building was once the summer retreat of a Sargavan noble until resentful water nagas forced her from their territory. Rickety was much more careful to negotiate his use of the lands with the nagas, which has enabled him to exist here peacefully for 13 years. Guests at

RAIDERS OF THE FEVER SEA



Rickety's Squibs are put up in the somewhat shabby accommodations of the main house, which does at least have a taproom, a small market, and a functioning chow hall that serves the entire settlement. The shade of the jungle canopy here is welcome, as the heat is merciless and many of the trees are wilted with browning leaves that show the effects of an extended drought.

Rickety Hake and a few of his menial hirelings reside in the Commons as well, but most of the residents of Rickety's Squibs live in the smaller huts. Most of these men and women are humans (N human commoners 1–3, though a dozen are experts 3–5 and oversee the actual refitting work) with a handful of halflings as well. None are armored, and few carry anything more dangerous than a knife or hatchet.

The PCs can use the Commons' taproom to increase their Disrepute and Infamy scores, and can sell their plunder at the market at normal rates (*Pathfinder Adventure Path* #55 61–65). In addition, the PCs can also seek out new crew for their ship at Rickety's Squibs (see the sidebar on page 12), though Rickety would be displeased (and likely increase his rates) should the PCs take advantage of his hospitality to press-gang unwilling crew from among his workers.

A5. DRY DOCK

A massive, wedge-shaped wooden ramp rises directly from the river. It is large enough to hold a ship of the line and has

huge mooring points to allow such a ship to be stabilized in place. Wooden scaffolding is erected all along its sides to allow workers easy access to all points of a ship and its hull.

Ships brought here for refitting are hauled up out of the river into this dry dock by teams of oxen pulling on dozens of thick ropes. Once the ship has been seated and secured in place, workers descend on the ship in a swarm and work in shifts day and night to complete the "squib" as quickly as possible in a cacophony of hammering, chopping, and swearing. Torches mounted all over the dry dock at night create quite a spectacle for anyone interested in watching the work.

EVENTS AT RICKETY'S SQUIBS

The following events take place in order while the PCs are at Rickety's Squibs.

EVENT 1: SOMETHING IN THE WATER (CR 6)

This event occurs after the PCs have been at Rickety's for only a couple of days. During that time they should hear all about the drought that has stricken the Slithering Coast for the last month and have the chance to experience the oppressive heat firsthand.

On this day, the sky is cloudless and the color of iron, promising another scorching day. The jungle wilts under the unrelenting sun, and the river is shallow, murky, and



HIRING CREWS AND SHARING PLUNDER

At some point, the PCs will no doubt be interested in acquiring more sailors for their crew. They may do so at any port or settlement, or upon the successful capture of another ship, by making a DC 20 Bluff (to trick sailors on board), Diplomacy (to convince people to join the crew), or Intimidate (to press-gang new crew) check. Each such check takes 1 full day, and a successful check results in 1d4+2 new crew members for the PCs' ship. You can use the statistics for the shipmate on page 294 of the *GameMastery Guide* to represent these sailors.

Unlike many other NPC hirelings, pirate crews do not have a daily wage. Instead, they are paid shares of the ship's plunder taken in acts of piracy, when that plunder is sold. Rather than try to recreate the complexity of share amounts for historical pirate crews, the PCs should simply deduct 1 point of plunder from their total each time they attempt to sell plunder. This represents the shares of the plunder paid out to the crew, regardless of the actual amount of gold received for its sale. See *Pathfinder Adventure Path #55* for a detailed description of the plunder rules.

This Adventure Path assumes that the PCs follow these guidelines to keep their crew happy and well paid. It is left to the GM to decide how a crew reacts if the PCs do not pay them plunder on a regular basis.

sluggish, with wide swaths of cracked mud exposed along its banks. To pass the time, some of Rickety's off-duty workers invite the PCs to join in a game of ninepins in the shade of the boathouse and share a small cask of beer that's been cooling in the waters of the estuary.

If the PCs accept the invitation, they arrive at the boathouse to find a half-dozen of the locals setting up the game in the shade and another pair pulling on the rope where the keg of beer has been cooling in the water overnight. However, the rope jerks suddenly and one man is pulled into the water with a scream while the woman has the palms of her hands burned bloody where she was holding the line. The screams and thrashing in the water indicate the man who fell into the water 5 feet below is not alone. The water itself is 20 feet deep here. If the PCs elect not to join the game, then they are simply walking past the boathouse when this event occurs.

Creature: While the populace of Rickety's Squibs has been grouching about the oppressive heat, they are not the ones suffering the worst. The river's water nagas have found their favored habitats upriver are drying out, creating pressure on the population as territorial

boundaries shrink and overlap. An immature water naga named Selissa has found herself squeezed from her normal spring-fed tributary into shallower waters that are uncomfortably warm and contain more river mud than fresh water. The toll on her constitution and psyche caused her to snap, and now she has traveled downriver in a haze of fury to lash out at anything she sees.

SELISSA

CR 6

XP 2,400

Female young water naga (*Pathfinder RPG Bestiary* 3 199, 291)
hp 60

Development: Rickety's workers do not join in the fight but do attempt to help out by pulling fallen individuals out of the water. If the worker who fell in is saved, Rickety deducts 500 gp from the price of the refitting to thank the PCs.

EVENT 2: BUZZING WINGS (CR 6)

This event occurs at some point during the refitting process while the PCs are loitering at Rickety's Squibs with nothing else to do. As work continues on the *Man's Promise* on another uncomfortably hot day, the PCs can see a cloud of birds rise from the jungle beyond the construction and fly over the dry dock. The workers there suddenly begin to run for cover, some risking serious injury as they leap to the ground below.

Creatures: The cloud of "birds" is in fact a colony of giant wasps, driven from their nests deeper in the jungle by the relentless drought. The sounds of construction attracted their attention, and now they descend upon Rickety's Squibs by the dozens. Everywhere, the settlement's residents run for cover as the horse-sized insects dart among them, stinging and dragging those paralyzed away for food. As soon as everyone makes it inside the Commons or one of the other buildings, the wasps no longer pose much of a threat and they eventually fly off along the coast. Until then, however, the PCs and workers at Rickety's are in real danger, and the PCs must face a group of three giant wasps before they can safely get to cover.

GIANT WASPS (3)

CR 3

XP 800 each

hp 34 each (*Pathfinder RPG Bestiary* 275)

Development: Only a minute or so after the PCs reach cover, they can see a nearby pair of giant wasps attacking a worker and attempting to carry her off. The PCs can emerge from cover and take on this second group of wasps to save the worker, though they are not required to do so. If they do not, however, the residents of Rickety's Squibs who witness their refusal to help look upon them as a group of lily-livered bilge rats, and the PCs can no longer win

RAIDERS OF THE FEVER SEA

Infamy and Disrepute at Rickety's Squibs until they reach a new Infamy threshold.

EVENT 3: UNEXPECTED ARRIVALS (CR 5)

This event occurs immediately after Event 2. After the giant wasps are either driven off or move on, the residents of Rickety's Squibs come out from cover. Several workers lie on the ground where they fell to the wasps, and a few were carried off by the giant vermin as they headed back into the jungle, but it seems that casualties were lighter than they could have been. Suddenly, someone shouts an alarm and people once more scatter for cover. A Chelish galleon can be seen anchored in the cove and an armed party is clambering onto the docks from their launch.

Normally when the dry dock is already occupied, the lookout at area **A1** signals to shore and Rickety launches the longboat to meet the incoming ship and advise the crew to return at a later date. The Free Captains are careful to honor Rickety's requests for privacy to protect the identities of the ships he is working on because they know the same courtesy will be afforded to them.

The ship in the cove is the Chelish galleon *Strix*, recently captured by Free Captain Merrill Pegsworth and brought to Rickety's to be squibbed. While those ashore were dealing with the hornets, the *Strix* entered the cove unnoticed and Captain Pegsworth and a landing party were able to row to the docks before anyone realized they had arrived.

Creatures: Captain Pegsworth and eight buccaneers are just climbing onto the docks (area **A2**) when they are spotted. Once on land, Pegsworth can see that the dry dock is occupied with a ship currently being squibbed and immediately realizes the jeopardy that he has placed himself in with the ship's original owner. As a result, he orders his buccaneers to form a defensive semicircle on the dock.

The PCs can make a DC 15 Knowledge (local) check to realize that the Chelish navy would likely not know the location of Rickety's Squibs, while a DC 18 Perception check informs them that the members of the landing party are not garbed as Chelish marines. Furthermore, even though the landing party has weapons drawn and has taken a defensive stance, a DC 15 Sense Motive check allows the PCs to discern that Pegsworth's party is merely wary of attack, not preparing an offensive of its own.

Captain Pegsworth and his buccaneers maintain their defensive position until addressed for parley or attacked. If the PCs make an attempt to parley with Pegsworth, they find him an amiable sort. He recognizes the *Man's Promise* by its distinct Rahadoumi lines and the recent tales of its theft from Captain

Barnabas Harrigan. No friend of Harrigan's, Pegsworth fully supports the PCs' actions and assures them its secret is safe with him. In fact, he even requests permission to rechristen the vessel when its refitting is completed in the next couple of days. The PCs can make a DC 15 Knowledge (local) check to know that it is considered good luck in the Shackles to have a Free Captain or a noble lady of good family christen a ship. Since such a lady is scarcer than hen's teeth in the Shackles, a Free Captain like Merrill Pegsworth is an excellent option. If the PCs decline this offer but do not attack, Pegsworth bids them a friendly farewell and takes leave with his ship, to return later once the PCs are gone. See the NPC Gallery on page 52 for full details on Captain Merrill Pegsworth and the part that he can play in the rest of the Adventure Path.



Selissa



If the PCs attack, the buccaneers attempt to make a fighting retreat back to their launch while Pegsworth jumps into the estuary and disappears, using his *ring of swimming* to swim back to the *Strix*. If the buccaneers can't reach their boat, they follow their captain into the water. Once he is once more back aboard the *Strix*, Pegsworth waits to see whether his crew members manage to get safely back to the ship before leaving. If they do not, he gives them up for lost, and the *Strix* raises sail and departs so he can plot his revenge against the PCs.

BUCCANEERS (8) CR 1

XP 400 each

Human fighter 2

CN Medium humanoid (human)

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

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 19 each (2d10+4)

Fort +5, **Ref** +4, **Will** +0; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk cutlass* +5 (1d6+2/18–20) or mwk boarding axe* +5 (1d6+2/x3)

Ranged throwing axe +4 (1d6+2) or shortbow +4 (1d6/x3)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Exotic Weapon Proficiency, Lightning Reflexes, Power Attack

Skills Climb +6, Intimidate +4, Knowledge (engineering) +5, Perception +2, Profession (sailor) +5, Swim +5

Languages Common, Polyglot

Other Gear studded leather, masterwork boarding axe* or masterwork cutlass*, throwing axes (2) or shortbow with 20 arrows, basic pirate clothes*, gold jewelry worth 30 gp

SPECIAL ABILITIES

Exotic Weapon Proficiency Buccaneers have Exotic Weapon Proficiency in whatever type of siege engines are carried aboard their ships.

* See *Pathfinder Player Companion: Pirates of the Inner Sea*.

CAPTAIN MERRILL PEGSWORTHY CR 5

XP 1,600

hp 55 (see page 52)

Story Award: If the PCs befriend Merrill Pegsworth and avoid combat with him and his crew, award them 1,600 XP, as if they had defeated him in combat.

EVENT 4: THE LOST LOOKOUT (CR 4)

This event takes place immediately after Event 3. After Captain Pegsworth has been dealt with, Rickety's crew gets back to work on the PCs' ship, but old Rickety himself approaches the PCs. The fact that Captain Pegsworth's *Strix* arrived unannounced makes Rickety think that something must have happened to his lookout in the watchtower (area A1). If questioned, Pegsworth confirms that he did not see any signal flag from the watchtower when he sailed into the cove. Rickety tells the PCs that he'll knock 100 gp off the price of their squib if they'll follow the trail out to the watchtower to check on Lyle Godwin.



The trail itself winds through the jungle behind the Commons (area A4), then follows the knife-edged ridgeline as it climbs along the headland. The way is rocky and steep, overgrown with jungle foliage, and drops precipitously to the cove 50 or more feet below.

Creatures: As the PCs make their way along this trail, they come upon a pair of wild boars that are hungrily rooting around. The boars are aggressive and immediately attack. The trail is only 5 feet wide where they attack, which means only one boar can reach the PCs at a time. Anyone who falls from the trail plummets 1d4x10 feet before landing on a hard ledge below. Climbing upon the crumbling, jungle-covered rocks requires a DC 12 Climb check.

BOARS (2) CR 2

XP 600 each

hp 18 each (*Pathfinder RPG Bestiary* 36)

Development: After the boars are defeated, a large, colorful parrot flaps down at the PCs and squawks, "Shoo, fly, don't bother me!" several times before turning and flying back along the trail toward the watchtower. When the PCs arrive at area A1, they find a number of broken rum bottles on the ground below the tower. If the PCs climb the ladder to the tower's simple wooden platform, they find the twisted remains of a rope hammock and a few scattered items of clothing. Lying beneath the hammock, with one boot on and the other lying across the floor from it, is the flyspecked corpse of an elderly man. He is recently deceased, and one side of his neck is black and swollen to the size of a melon. A dried ring of foam cakes the man's beard and moustache around his lips. The parrot flaps over, alights on the corpse, and squawks again, "Shoo, fly, don't bother me!"

RAIDERS OF THE FEVER SEA

This sad sight is the mortal remains of the lookout Lyle Godwin. One of the giant wasps discovered him here and attacked. He managed to drive off the wasp with his morningstar but not before it stung him. Godwin suffered a major allergic reaction to the wasp's poison and died, which can be determined with a DC 20 Heal check or a spell such as *detect poison*. As a result, no signal flag was raised to warn away the *Strix* as it entered the cove.

Treasure: A search of the platform locates Godwin's *+1 morningstar* where it fell after he used it to drive away the wasp. If the PCs carry Godwin's body back to Rickety, he allows the PCs to keep the weapon as a reward for checking on the lookout. If you wish, Godwin's parrot, Rotgut, could become attached to one of the PCs and serve as a mascot for the party, or as a familiar or animal companion.

EVENT 5: THE RECHRISTENING

When the squibbing of the PCs' ship is finally complete, Rickety holds a ceremony to rechristen the *Man's Promise* with a name of the PCs' choosing. Before the chocks are released and the ship slides down into the estuary, a bottle of Sargavan wine is smashed upon its keel. Captain Pegsworthy (if he is present) or Rickety himself offers this bit of Shackles lore as a toast before the PCs set out to make their fortunes: "Good fortune and sure sail await what one can crack the Tidewater Rock."

The PCs are familiar with this old Shackles adage with a DC 15 Knowledge (local) check, and some of their crew certainly know it if the PCs don't. It refers to a small castle called Tidewater Rock that commands a small, protected harbor on a remote island south of Motaku Isle. It is said that anyone who can claim Tidewater Rock as her own will have good luck, as the castle makes a strategic watch point from which one can strike the nearby shipping lanes. Most Free Captains have better things to do than pursue old wives' tales, but a new pirate captain would surely find a boost to her reputation were she able to claim that she had "cracked the Rock."

PART TWO: PIRACY ON THE FEVER SEA

Part Two of "Raiders of the Fever Sea" consists of a number of encounters and events that form a "sandbox" in which the PCs can get comfortable as pirates in command of their own ship. These events can occur anytime after Part One and before Part Four. Feel free to have the PCs undertake Part Three while still utilizing events from Part Two, so that they can enjoy the benefits of some of the plunder and Infamy they have earned prior to the end of the adventure.

Make the events described herein feel like the natural results of the PCs' actions. Other than Event 6, which should be run first to foreshadow things to come later, these events can occur in any order you see fit, though the PCs should finish the majority of Parts Two and Three before Event 17, since it launches the PCs straight into Part Four.

FISHGUTS' ADVICE

Ambrose "Fishguts" Kroop (or Sandara Quinn, or some other friendly NPC on the PCs' ship) is an experienced old salt, and possesses a wealth of knowledge about sailing, piracy, and the Shackles. Several of the following events describe possible tactics the PCs can use against other ships they encounter. This information should be presented to the PCs as helpful advice from Kroop. They are under no obligation to follow his counsel, of course, but newly minted pirates such as the PCs would be wise to heed his guidance.

EVENT 6: NIGHT SWIMMERS (CR 5)

This event occurs shortly after the PCs have departed Rickety's Squibs in their newly squibbed ship. The encounter should occur when the PCs' ship is in the open ocean shortly before eight bells, the end of the late-night watch and the beginning of the morning watch (about 4 A.M.).



Sahuagin



Creatures: Three sahuagin, members of the tribe that dwells in Mancatcher Cove, have been sent to reconnoiter the Fever Sea and to prey upon lone ships that can be surprised. They clamber onto deck and attempt to silently murder any sailors on watch before slipping back overboard with their victims in tow. If the PCs are on watch, allow Perception checks to detect the sahuagin's stealthy boarding party before they attack. Otherwise, or unless the PCs have posted more than two sailors on watch or taken other unusual precautions, assume that the raid is successful and goes unnoticed until the next watch comes on deck and finds only a few bloodstains. A DC 17 Survival check reveals a few wet prints in the shape of a webbed and clawed humanoid foot, which PCs who succeed at a DC 15 Knowledge (nature) can identify as the tracks of sahuagin.

SAHUAGIN (3) CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary 239*)

TACTICS

Morale If two sahuagin are killed, the survivor leaps overboard and flees. If a sahuagin is in danger of being captured alive, it swallows a puffer fish spine hidden in its mouth, causing it to choke to death on the toxin and preventing it from revealing anything about its tribe.

EVENT 7: SEA WOLVES (CR VARIES)

This event can occur anytime you wish for the PCs to have an opportunity to attack a merchant vessel in an act of piracy upon the Fever Sea. You can run this encounter several times, as needed, each time using a different ship and crew chosen from the ones presented below.

Ship Combat: When the PCs encounter another ship, use the ship-to-ship combat rules from the *Skull & Shackles Player's Guide*. Unless the PCs have some way to mask their presence or a ruse to allay the other captain's suspicions, the other ship sights them at the same time and attempts to run for it. As detailed in the sidebar on page 15 of the *Skull & Shackles Player's Guide*, it is assumed that the PCs engage in ship-to-ship combat only to damage or move close enough to the opposing ship to board it, at which point the encounter turns into normal combat on the deck of the ship. In this case, the ship-to-ship battle just serves as a prelude to the main combat, in which the PCs fight the opposing captain, officers, and marines (if any), while the crews fight in the background. If the PCs win their combat, then their ship and crew are victorious over the enemy ship and crew.

If you don't want to add the complexity of ship-to-ship combat to your game, you can simply assume that the PCs successfully chased and boarded the opposing ship, and play out the shipboard combat as normal on the opposing ship's deck.

All of the ships below use the standard ship stat blocks on presented on pages 22–26 of the *Skull & Shackles Player's Guide*. Each of the stat blocks below has been adjusted to include the pilot's sailing check modifier and any ship improvements, and also includes information on the ship's armament, crew, and any cargo or plunder that can be taken.

You can use the sample ship maps on page 18 to resolve any boarding actions, or use ships from *GameMastery Flip-Mat: Pirate Ship*, *GameMastery Flip-Mat: Ship*, *GameMastery Map Pack: Boats & Ships*, or *GameMastery Map Pack: Ship's Cabins* (available at paizo.com or you local gaming store) for greater variety.

Fishguts' Advice: To keep a vessel from simply trying to flee during ship-to-ship combat, the PCs' pilot can try to fool the opposing ship into believing that it has gained the upper hand in the battle by making a Bluff check opposed by the enemy captain's Sense Motive check, once the PCs' ship has been hit by at least one attack.

ELTEN BAIDE CR 4

Sargavan fishing hooker (keelboat) (*Skull & Shackles Player's Guide 24*)

Init +1

DEFENSE

AC 17, touch 6; **Hardness 5**

hp 600 (oars 80, sails 80)

Save +9

OFFENSE

CMB +15; **CMD 25**

Ramming Damage 4d8

CREW

Captain Vesgal Falkirk (NG male dwarf aristocrat 2/expert 3; Diplomacy +9 or Profession [sailor] +11)

1 marine (LN human fighter 2)

15 sailors (minimum 15)

EQUIPMENT

Cargo freshly caught mackerel and hake (worth 50 gp)

TRUEWIND CR 5

Absalom barque (sailing ship) (*Skull & Shackles Player's Guide 25*)

Init +1

DEFENSE

AC 13, touch 2; **Hardness 5**

hp 1,620 (sails 480)

Save +11

OFFENSE

Ranged standard catapult +3 (6d6)

CMB +19; **CMD 29**

Ramming Damage 10d8

CREW

Captain Portia Runescar (N female half-elf aristocrat 2/expert 3; Profession [sailor] +12)

RAIDERS OF THE FEVER SEA



First Mate Axen Figgs (N male human aristocrat 2/expert 3)
45 sailors (minimum 20)

EQUIPMENT

Gear standard catapult with 15 stones (aft), increased cargo capacity, ram, rapid-deploy sails, 120 squares of sails (four masts)

Cargo 2 points of plunder (manufactured goods)

KURSTAV **CR 6**

Aspis Consortium lugger (longship) (*Skull & Shackles Player's Guide* 24)

Init +1

DEFENSE

AC 13, touch 2; **Hardness** 7

hp 708 (sails 120)

Save +10

OFFENSE

Maximum Speed 60 ft. (wind only); **Acceleration** 30 ft.

Ranged light ballista +4 (3d8/19–20), light catapult +7 (4d6)

CMB +19; **CMD** 29

Ramming Damage 8d8

CREW

Captain Aspar Tharkidor (LE male human aristocrat 2/expert 3; Profession [sailor] +11)

4 marines (LN human fighter 2)

24 sailors (minimum 20)

EQUIPMENT

Gear light ballista with 20 bolts (fore), light catapult with 10 stones (aft), wooden plating

Cargo 2 points of plunder (armor and weapons)

DOWAGER QUEEN **CR 7**

Chelish caravel (sailing ship) (*Skull & Shackles Player's Guide* 25)

Init +1

DEFENSE

AC 13, touch 2; **Hardness** 7

hp 1,620 (sails 360)

Save +11

OFFENSE

Ranged 2 standard catapults +7 (6d6)

CMB +19; **CMD** 29

Ramming Damage 8d8

CREW

Captain Irius Trock (NE male human aristocrat 2/expert 3; Profession [sailor] +11)

Sailing Master Norva Wintarius (LN female human aristocrat 2/expert 3)

4 marines (N human fighter 2)

34 sailors (minimum 20)

EQUIPMENT

Gear 2 standard catapults with 30 stones (fore and aft), sturdy hull

Cargo 3 points of plunder (gems and grain)

SANBALOT **CR 7**

Rahadoumi schooner (sailing ship) (*Skull & Shackles Player's Guide* 25)

Init +1

DEFENSE

AC 13, touch 2; **Hardness** 5

hp 1,620 (sails 240)

Save +11

OFFENSE

Ranged 2 light ballistae +4 (3d8/19–20)

CMB +19; **CMD** 29

Ramming Damage 8d8

CREW

Captain Aisha Hamiyaz (LN female human aristocrat 2/expert 3; Profession [sailor] +11)

2 marines (LN human fighter 2)

Manticore The Pure Legion marines have brought along a trained manticore slave.

30 sailors (minimum 20)

EQUIPMENT

Gear 2 light ballistae with 20 bolts (aft), 60 squares of sails (two masts)

Cargo 2 points of plunder (cloth, copper, and salt)

Creatures: Use the stat blocks below for the captains, officers, and marines on these ships, but feel free to change out some items of equipment to add additional variety or more closely match their port of origin. The marine stat block can represent Chelish marines, Rahadoumi Pure Legionnaires, or simply hired mercenaries, but all serve the same purpose in being brought along to protect the ships from people like the PCs. You can use the statistics for the shipmate on page 294 of the *GameMastery Guide* to represent the sailors that make up these ships' crews, but as combat between crews takes place in the background, their statistics should not be needed.

MANTICORE **CR 5**

XP 1,600

hp 57 (*Pathfinder RPG Bestiary* 199)

TACTICS

During Combat The manticore makes strafing runs against any ship that approaches within 100 feet of the *Sanbalot* before landing on the enemy ship's deck and attacking the crew before the ship can close for boarding.

MARINES **CR 1**

XP 400 each

Human fighter 2

N Medium humanoid (human)

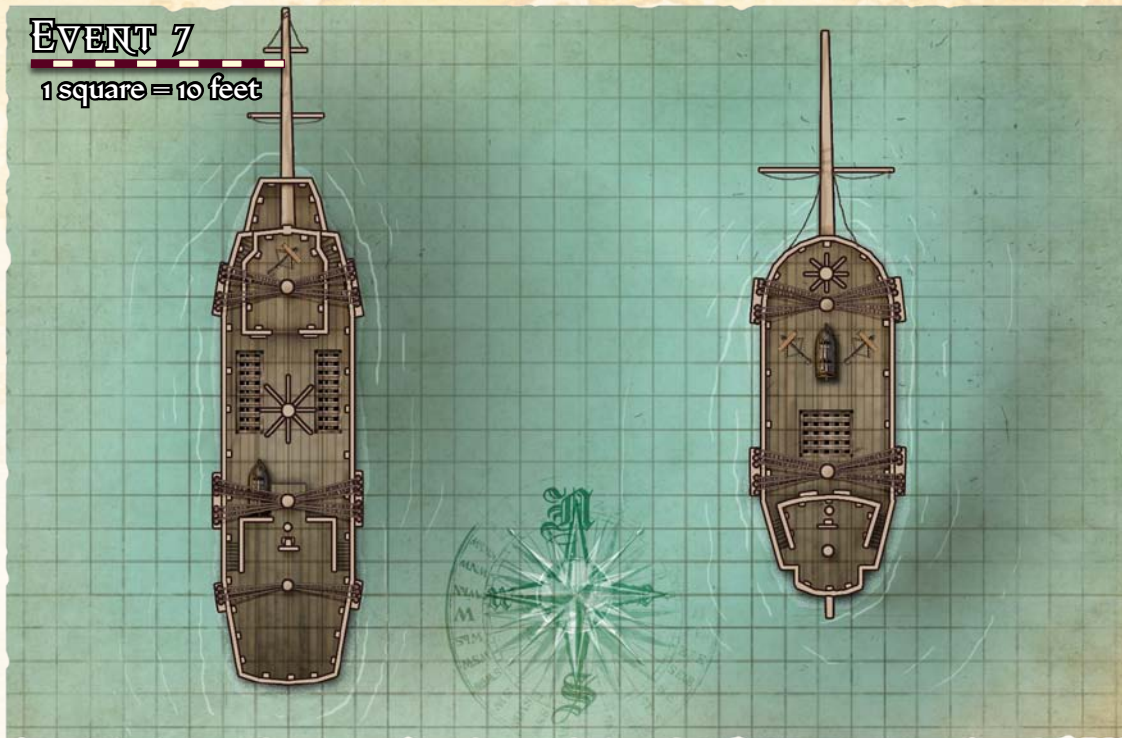
Init +6; **Senses** Perception +1

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

EVENT 7

1 square = 10 feet

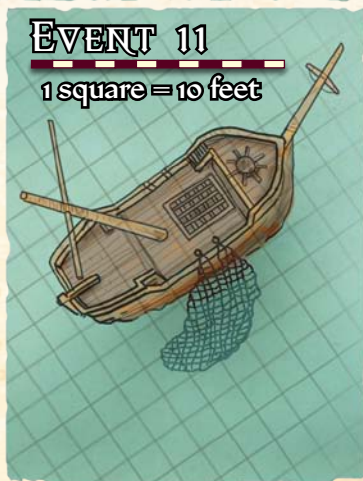
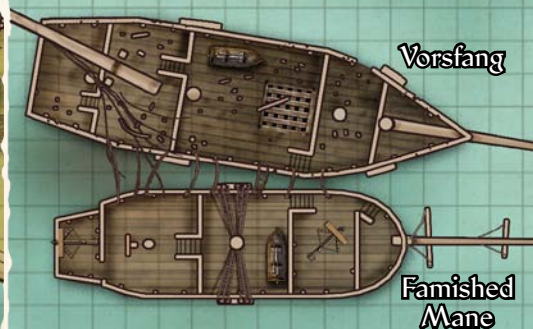


EVENT 8

1 square = 10 feet

EVENT 10

1 square = 10 feet



EVENT 11

1 square = 10 feet



EVENT 13

1 square = 5 feet

Dominator
(Stern View)



Dominator
(Port Cabins)

EVENT 14

1 square = 10 feet



RAIDERS OF THE FEVER SEA

hp 19 each (2d10+4)

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

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee boarding pike* +5 (1d8+3/x3) or
short sword +4 (1d6+2/19–20)

Ranged light crossbow +4 (1d8/19–20)

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 16

Feats Exotic Weapon Proficiency, Improved Initiative, Power
Attack, Weapon Focus (boarding pike*)

Skills Climb +7, Knowledge (engineering) +5, Swim +7

Combat Gear *potion of cure light wounds*; **Other Gear**
masterwork studded leather, light crossbow with 10 bolts,
boarding pike*, short sword, grappling hook and 50-ft.
hemp rope

SPECIAL ABILITIES

Exotic Weapon Proficiency Marines have Exotic Weapon
Proficiency in whatever type of siege engines are carried
aboard their ships.

* See *Pirates of the Inner Sea*.

SHIP'S OFFICER

CR 3

XP 800

Human aristocrat 2/expert 3

N Medium humanoid (human)

Init +1; **Senses** Perception +8

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 30 (5d8+8)

Fort +2, **Ref** +2, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6+1/18–20)

Ranged heavy crossbow +4 (1d10/19–20)

STATISTICS

Str 12, **Dex** 13, **Con** 12, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 15

Feats Persuasive, Rapid Reload (heavy crossbow), Skill Focus
(Profession [sailor]), Weapon Focus (rapier)

Skills Diplomacy +9, Intimidate +9, Knowledge (geography) +5,
Knowledge (local) +5, Perception +8, Profession (sailor) +11,
Sense Motive +5, Swim +8

Languages Common, Polyglot

Combat Gear *elixir of swimming*, *potion of cure moderate*
wounds; **Other Gear** +1 chain shirt, heavy crossbow with 10
bolts, masterwork rapier, 30 gp

XP Award: Award the PCs normal XP for the foes they defeat in shipboard combat. If, however, the PCs decided to fight out an entire ship-to-ship battle and

sink or destroy a ship without ever fighting the ship's captain and NPCs, then award them XP based only on the captain's CR.

Development: Although it is assumed that enough members of the defeated crew join the PCs' crew to replenish any losses that may have occurred during the battle, the PCs might also want to recruit additional survivors from the defeated crew onto their own crew, following the rules in the sidebar on page 12.

If the PCs wish to claim a captured ship as their own, they must put a prize crew on the ship (each ship's minimum crew is noted in its stat block) under the command of a trusted officer to sail it to Bloodcove or Senghor, the two closest cities in which they can sell a ship. A captured ship can be sold in Bloodcove or a similar port for half of its cost in plunder, rounded down (usually 5 points of plunder for a longship or sailing ship). A ship that has been damaged below half of its hit points can only be sold for one-quarter its cost in plunder, rounded down. Alternatively, the PCs can hold on to the ship by having it squibbed or sailing it to some hidden location to anchor.

EVENT 8: LOW-HANGING FRUIT (CR 6)

The PCs might also want to raid isolated settlements on the Mwangi and Sargavan coasts in order to increase their plunder and Infamy scores. Larger settlements, such as Bloodcove, Eleder, and Senghor, are certainly beyond the PCs' means—even smaller and more isolated locales such as Crown's End and Port Freedom are too big to tackle without a fleet of ships. However, there are numerous small, unnamed coastal villages along the Mwangi and Sargavan coasts that would be prime targets for such a raid. Each day that the PCs spend sailing within sight of one of these coasts, they have a 15% chance of spotting a village.

You can run this encounter several times, as needed. Use the sample village stat block below along with the sample village map on page 18 to represent any of these nameless fishing villages, modifying them as you see fit to use them again for other villages. Just as in shipboard combat, when the PCs raid a village, they fight the village's primary defenders while their crew fights the other villagers in the background.

Alternatively, the PCs can forgo raiding a village and visit it to sell the plunder they have acquired, following the normal rules for selling plunder in *Pathfinder Adventure Path* #55.

Fishguts' Advice: If the PCs attack a village as soon as it is spotted, they face the full might of the village's defenses. However, if they sail on and then return after sunset, they can make a nighttime raid, which gains them 1d4 rounds of surprise before the village's defenders can get organized.



SAMPLE FISHING VILLAGE

N village

Corruption -1; **Crime** -6; **Economy** -1; **Law** +2; **Lore** +1;

Society +1

Qualities insular, superstitious

Danger +0

DEMOGRAPHICS

Government autocracy

Population 65 humans

Notable NPCs

55 noncombatants (N human commoner 1)

8 village warriors (LN human warrior 2)

4 guard dogs

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 1st

Minor Items 2d4; **Medium Items** 1d4; **Major Items** —

Creatures: Use the stat blocks below for village defenders, again modifying them as you see fit or changing their numbers to adjust the encounter's CR. The inhabitants of a village are primarily Bonuwat if on the Mwangi coast, or a mixture of Bonuwat and Sargavan colonials in Sargava. All noncombatants are 1st-level commoners.

GUARD DOGS (4)

CR 1/2

XP 200 each

Riding dog (*Pathfinder RPG Bestiary* 87)

hp 13 each

VILLAGE WARRIORS (8)

CR 1/2

XP 200 each

Human warrior 2

N Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 13 each (2d10+2)

Fort +3, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft.

Melee spear +4 (1d8+1/x3)

Ranged spear +5 (1d8+1/x3)

STATISTICS

Str 12, **Dex** 15, **Con** 11, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 16

Feats Dodge, Weapon Focus (spear)

Skills Craft (any one) +3, Handle Animal +3, Survival +1, Swim +5

Languages Common or Polyglot

Gear spears (3)

Treasure: If all of a village's defenders are defeated, the PCs can loot the village for 1 point of plunder (made up of various trade goods and personal items). The PCs can also

capture the village's noncombatants to sell as slaves for 1 additional point of plunder.

Development: Just as with a captured ship's crew, it is assumed that enough defeated villagers join the PCs' crew to replenish any losses that may have occurred during the raid. The PCs can also recruit additional survivors onto their crew using the normal rules for hiring crew (see the sidebar on page 12).

EVENT 9: ANY PORT IN A STORM (CR 6)

After the PCs have successfully seized a few ships' cargoes in **Event 7** and raided a few villages in **Event 8**, their ship's hold will likely be filled with their ill-gotten plunder (typically, 1 point of plunder takes up 10 tons of a ship's cargo capacity). Until they hide this lucre somewhere or take it to port to sell, the PCs will no longer be able to take on stolen goods in any significant quantities.

Fishguts' Advice: The best options for undertaking such a task are the neutral ports of Bloodcove and Senghor on the Mwangi Coast, or farther south, the Sargavan port of Crown's End. Bloodcove and Crown's End regularly cater to pirates, slavers, and smugglers, while Senghor at least turns a blind eye to pirates, so long as no piracy takes place in their waters. Senghor does not tolerate slavers, however, a fact known with a DC 10 Knowledge (local) check, so if the PCs have slaves to sell, they would be well advised to seek out a different market.

All of these ports are accustomed to servicing pirate ships and can provide all the services for repairs, supplies, and recreation that the PCs and their crew might need. Bloodcove is a small city, Senghor is a metropolis, while Crown's End is a small town. The PCs can sell their plunder in these ports at standard percentages (see *Pathfinder Adventure Path* #55). In addition, the PCs can opt to sell prisoners as slaves or have them held for ransom (the latter managed by ransom brokers available within the cities themselves). Unless considered as plunder, individual captives can be sold as slaves for 75 gp each if uninjured (half that if below half hit points). Officers and other important NPCs can be ransomed for 50 gp per class level, after the brokers collect their fees.

The only exception to the open sale of plunder is if the PCs show up in Bloodcove, a notorious Aspis Consortium stronghold, with Aspis Consortium prisoners or an Aspis Consortium ship for sale. In this case, the secret rulers of the city launch reprisals against the PCs for daring to prey upon their holdings.

Creatures: Once this happens, each day the PCs spend in Bloodcove, there is a cumulative 20% chance that a gang of cutthroats hired by the Aspis Consortium attempts to murder and rob the PCs. This gang consists of four buccaneers led by a ship's officer in the employ of the Consortium.

RAIDERS OF THE FEVER SEA

BUCCANEERS (4)

CR 1

XP 400 each

hp 19 each (see page 14)

SHIP'S OFFICER

CR 3

XP 800

hp 30 (see page 19)

Development: Each time the PCs encounter one of these gangs or leave town, the chance of another encounter resets to 20%. Once the PCs defeat three such gangs, no more will attack, but the PCs find that all goods and services cost double while they are in Bloodcove, and their maximum sale percentages for plunder are halved. This trend continues until the PCs pay a bribe of 1,000 gp (or 1 point of plunder) to the Aspis Consortium headquarters in Bloodcove, at which point all is forgiven and the PCs can conduct their trade normally.

EVENT 10: UPON THE FAMISHED MANE (CR 6)

This event can occur at any time a few hours before sundown on the open seas. Off to the east, a column of black smoke rises into the sky. No land is nearby, so it can only be a ship burning. Two miles away, the single-masted Chelish naval cutter, *Famished Mane*, has just defeated the pirate brig *Vorsfang*. The Chelaxians are now in the process of executing the surviving pirates by locking them belowdecks and burning the *Vorsfang* to the waterline. Once the PCs are within a mile of the two ships, they can see the last few bound prisoners being escorted belowdecks by Chelish marines as the fires begin to spread across the *Vorsfang*.

Ship Combat: The *Famished Mane* and the *Vorsfang* are currently grappled together. The *Famished Mane* has its sails furled (current speed of 0) but is about to cut loose and set the burning ship adrift. The PCs can choose to avoid this encounter altogether and slip away before the Chelaxians ever see them, or they can attack while the Chelish ship is unprepared. Use the map on page 18 for this encounter.

Fishguts' Advice: If the PCs attack, they can approach with the setting sun behind them so the Chelaxians don't spot them until the PCs' ship is upon them. If the PCs attack the *Famished Mane* in ship-to-ship combat while it is a sitting duck, they can choose the heading and bearing of their ship before combat (though the marines aboard the *Famished Mane* begin firing its four ballistae on the second round of combat if the PCs opt for this approach). Alternatively, the PCs can automatically grapple and board the *Famished Mane*, catching the Chelish crew off guard. In this case, the PCs gain surprise on the first round of shipboard combat.

FAMISHED MANE

CR 4

Chelish cutter (sailing ship) (*Skull & Shackles Player's Guide* 25)

Init +2

DEFENSE

AC 14, touch 2; **Hardness** 7

hp 1,620 (currently 1,571) (sails 120; currently 98)

Save +12

OFFENSE

Ranged 4 light ballistae +3 (3d8/19–20)

CMB +20; CMD 30

Ramming Damage 8d8

CREW

Captain Cyvantris Tisserond (LE female human expert 6; Profession [sailor] +12)**6 Chelish marines** (LE human fighter 2)30 sailors and marines (minimum 20; aboard the *Vorsfang*)

EQUIPMENT

Gear 4 light ballistae with 48 bolts (fore and aft), sturdy hull, 30 squares of sails (one mast)**Cargo** 1 point of plunder (ship's arsenal and stores)

Creatures: Six Chelish marines have been left on the deck of the *Famished Mane* to guard the ship, along with the noncombatant captain. If these marines are defeated, Captain Tisserond surrenders.

CHELISH MARINES (6)

CR 1

XP 400 each

Human fighter 2

LE Medium humanoid (human)

Init +5; **Senses** Perception +1

DEFENSE

AC 19, touch 10, flat-footed 19 (+8 armor, +1 shield)

hp 19 each (2d10+4)

Fort +5, **Ref** +1, **Will** +1; +1 vs. fear**Defensive Abilities** bravery +1

OFFENSE

Speed 20 ft.**Melee** boarding pike* +5 (1d8+4/x3) or cutlass* +5 (1d6+3/18–20)**Ranged** light crossbow +3 (1d8/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Exotic Weapon Proficiency (light ballista), Improved Initiative, Rapid Reload (light crossbow), Step Up**Skills** Climb +0, Intimidate +4, Knowledge (engineering) +5, Swim +0**Languages** Common**Combat Gear** oil of magic weapon, potion of cure light wounds;**Other Gear** half-plate, buckler, light crossbow with 20 bolts, cutlass*, boarding pike*, 7 gp* See *Pirates of the Inner Sea*.



DEEP PLATINUM

This rare platinum alloy is characterized by blue-black whorls of an almost disturbing aspect, and is virtually unknown to those living above the surface of the sea. It is actually mined from platinum deposits in the deepest ocean trenches, where it is tainted by exposure to poisonous deep sea vents called “black smokers.” Only aboleths, krakens, or even stranger creatures of the ocean depths can recover this metal from these fathomless trenches. On land, deep platinum has the same value as normal platinum, but it is of inestimable value to undersea races such as the sahuagin, who often ascribe religious or magical qualities to the rare metal.

Development: As the PCs fight, they can hear the screams of the trapped pirates coming from the hold of the *Vorsfang*. If they defeat the Chelish crew, they can get over to the burning ship and release the trapped crew members before the fire spreads to the hold and kills them all. Nothing of value can be saved from the burning ship beyond the pirates and their equipment, but if the PCs wish to recruit these pirates to their own crew, all 14 of them gladly join.

Story Award: Award the PCs 1,200 XP for freeing the *Vorsfang*'s crew.

EVENT 11: HOOK, LINE, AND SINKER (CR 6)

This encounter can take place at any time.

A fishing trawler rides low in the water, heeling several degrees to port. It is obviously taking on water. The sails flap loosely from the yards and a fishing net drags in the water over the starboard side.

If the PCs circle the ship to examine it, they can easily see a breach in the hull on the port side just above the waterline, and the waves are slowly swamping the ship. The davits that held a small dinghy at the stern are empty, indicating that the crew abandoned ship. There are no signs of damage or battle other than the breach in the hull. Anyone who succeeds at a DC 15 Perception check while making a close pass of the sinking trawler notices the shape of a dinghy deep underwater, slowly sinking. Anyone boarding the ship can make a DC 18 Perception or Survival check to notice that telltale signs of a battle have been hastily cleaned up. If these traces are found, the PCs are not surprised by the ambushers aboard the ship. Use the map on page 18 for this encounter.

Creatures: The abandoned trawler is actually a carefully prepared ambush by a group of four sahuagin. Earlier in

the day they boarded and overcame the crew of the ship. When the sahuagin spotted the PCs' sails, they quickly cleaned up the mess, breached the hull with axes they found on board, and launched and scuttled the dinghy. Now the sahuagin wait in the small hold belowdecks along with the remains of the ship's massacred crew. As soon as anyone descends into the hold, the sahuagin attempt to attack with surprise. They fight to the death and otherwise behave like the sahuagin in **Event 6**.

SAHUAGIN (4)

CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 239)

Treasure: One of the sahuagin wears a necklace of golden coral and strange, silvery metal with blue-black whorls worth 1,500 gp. The silvery metal is a platinum alloy known as “deep platinum” (see the sidebar).

Development: If the PCs don't take the bait and avoid the ship, the sahuagin instead wait until they pass and then swim after them. After dark they attempt to board the ship and slaughter the sailors on watch as described in **Event 6**, though the sahuagin also attempt to enter the crew quarters and slaughter as many of the PCs in their sleep as possible.

EVENT 12: NO HONOR AMONG THIEVES (CR 5)

This event occurs as the PCs come upon an attack by another pirate ship already underway. The PCs first sight the battle from a mile away and come upon it just as the pirates have disabled the merchant ship and now prepare to board her. Read or paraphrase the following if the PCs approach.

A Sargavan galleon lurches from the impact of a catapult shot upon its stern that shatters its rudder. It heels over hard and feathers until its sails luff and it drifts to a stop. Its attacker, a Shackles drekar, runs in hard to guard its prize.

Ship Combat: The drekar *Devil's Pallor*, under Free Captain Gortus Svard, is moving in on the PCs' ship to prevent it from taking the prize it has been pursuing for the last few hours: the galleon *Sea Chanty* out of Eleder. The *Devil's Pallor* does not attack or pursue the PCs should they avoid confrontation. However, if the PCs linger or attempt to attack the drekar or the disabled galleon, the *Devil's Pallor* turns on the PCs and attempts to sink them.

Place the *Sea Chanty* and the PCs' ship on the battle mat as normal for ship-to-ship combat. The *Devil's Pallor* begins adjacent to the *Sea Chanty*, heading toward the PCs. If the *Devil's Pallor* engages the PCs' ship, the *Sea Chanty* (which starts with a speed of 0) tries to get underway again and flee the battle in 1d4 rounds. You can use the ship maps from **Events 7 or 10** on page 18 if needed for this encounter.

RAIDERS OF THE FEVER SEA

Fishguts' Advice: The PCs could sail by as if they were leaving and allow the crew of the *Devil's Pallor* to board the *Sea Chanty* before turning back and surprising the pirates in the midst of their own attack. Pulling this off requires the PCs' pilot to make a successful Bluff check against Captain Svard's Sense Motive check. If successful, the PCs gain 1 round of surprise against the *Devil's Pallor* and her crew. If the check fails, the *Devil's Pallor* attacks the PCs' ship anyway.

DEVIL'S PALLOR CR 5

Shackles drekar (warship) (*Skull & Shackles Player's Guide* 26)

Init +2

DEFENSE

AC 12, touch 2; **Hardness** 5

hp 1,200 (oars 600, sails 320)

Save +12

OFFENSE

Ranged 2 light ballistae +4 (3d8/19–20), standard catapult +11 (6d6)

CMB +18; **CMD** 28

Ramming Damage 10d8

CREW

Captain Gortus Svard (CE male hobgoblin fighter 3/rogue 3; Intimidate +8 or Profession [sailor] +10)

85 pirates (minimum 20 [wind only])

EQUIPMENT

Gear 2 light ballistae with 11 bolts (fore and aft), standard catapult with 8 stones (amidships), castles (fore, aft, and amidships), magically treated sails, ram

Cargo 1 point of plunder (ship's arsenal and stores)

SEA CHANTY CR 2

Sargavan galleon (sailing ship) (*Skull & Shackles Player's Guide* 25)

Init +0

DEFENSE

AC 10, touch 2; **Hardness** 5

hp 1,620 (currently 871) (sails 360; currently 177)

Save +10

OFFENSE

Ranged 2 light ballistae +6 (3d8/19–20)

CMB +16; **CMD** 26

Ramming Damage 8d8

CREW

Captain Petrel Velroon (CG female human expert 4, Profession [sailor] +8)

29 sailors (minimum 20)

EQUIPMENT

Gear 2 light ballistae with 16 bolts (aft)

Cargo 2 points of plunder (fruit and wool)

Creatures: If the PCs board the *Devil's Pallor*, they must face the brig's captain, Gortus Svard.

CAPTAIN GORTUS SVARD CR 5

XP 1,600

Male hobgoblin fighter 3/rogue 3 (*Pathfinder RPG Bestiary* 175)

CE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 55 (6 HD; 3d10+3d8+21)

Fort +7, **Ref** +6, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 *keen falcata** +10 (1d8+4/17–20/x3)

Ranged light crossbow +7 (1d8/19–20 plus poison)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +5; **CMB** +8; **CMD** 20



Captain Gortus Svard



Feats Dazzling Display, Exotic Weapon Proficiency (falcata*), Exotic Weapon Proficiency (standard catapult), Intimidating Prowess, Skill Focus (Profession [sailor]), Weapon Focus (falcata*)

Skills Acrobatics +7, Climb +8, Disable Device +9, Intimidate +8, Knowledge (engineering) +6, Perception +7, Profession (sailor) +10, Sense Motive +7, Stealth +11, Swim +8

Languages Common, Goblin

SQ armor training 1, rogue talents (combat trick), trapfinding +1

Combat Gear bolts poisoned with black adder venom (10);

Other Gear masterwork armored coat*, light steel shield, +1 keen falcata*, light crossbow with 10 bolts, masterwork thieves' tools

* See the *Advanced Player's Guide*.

EVENT 13: THE FRYING PAN (CR 6+)

At some point, the PCs will need to replenish their ship's stores of fresh water. This event occurs when the PCs have sailed their ship up a wide river mouth on the Mwangi Coast or an island to take on fresh water. At the end of the day, as the ship makes its way back down the jungle-fringed river toward the cove that encompasses its mouth, their lookout spots the rigging of a large ship rising above the trees in the cove ahead. At this point, the PCs' smaller ship is still concealed from the other ship.

If the PCs disembark to proceed on foot through the jungle or send scouts to reconnoiter the situation from concealment, read or paraphrase the following description.

The cove is completely dominated by a huge warship named, appropriately enough, *Dominator*. Atop the rigging of the massive four-masted ship fly the colors of the Empire of Chelixa. It is clear that the heavily armed vessel, with a full company of armored marines mustered on deck, is a pirate hunter.

As noted, the *Dominator* is a pirate hunter, one of several powerful ships sent by Chelixa to patrol the western coasts of the Inner Sea region and occasionally scout along the edges of the Shackles. A single Chelish pirate hunter is large enough that no Free Captain would be willing to take one on alone, but it does not constitute enough of a threat by itself for the Free Captains to rally a fleet to sink it. Experienced pirate captains know that when a pirate hunter is in port, it's best to simply avoid the ship and wait for it to go home. An unlucky few might fall prey to its attacks, but no more than the treacherous waters of the Shackles are wont to take anyway. On this occasion, the PCs have just had the misfortune to run afoul of just such a ship, for the *Dominator* has anchored in the cove for the night and blocks the PCs' way out. Fortunately, it appears that the *Dominator* is not yet aware of the PCs' ship just up the river, or it would be arrayed for battle and awaiting their emergence.

Ship Combat: The *Dominator* is a three-decked man-o'-war with a high sterncastle containing both a quarterdeck and poop deck. Its middle deck holds 20 light ballistae (10 on each side) that aim out of covered ports in the hull. Atop its forecaste and sterncastle are two standard catapults (the PCs' ship will only be at risk from the stern catapult when it makes a run for the sea). The House Thrune coat of arms is emblazoned across the sterncastle of the ship and below it are galleries of windows into the various cabins, decorated with rows of ornate, brightly painted sculptures of devils and infernal petitioners.

The stat block for the *Dominator* is provided below for reference, though the PCs should not be taking on the pirate hunter in an actual ship-to-ship battle (see Fishguts' Advice below).

DOMINATOR	CR 9
Chelish man-o'-war (sailing ship) (<i>Skull & Shackles Player's Guide</i> 25)	
Init +3	
DEFENSE	
AC 19, touch 2; Hardness 7	
hp 1,620 (sails 960)	
Save +14	
OFFENSE	
Ranged 20 light ballistae +3 (3d8/19–20), 2 standard catapults +7 (6d6)	
CMB +25; CMD 35	
Ramming Damage 10d8	
CREW	
Captain Paracountess Axia Lorvika (LE female human fighter 10; Profession [sailor] +20; +1 on sailing checks to gain the upper hand)	
Commander Kyan Kain (LE male human cavalier 6)	
14 ship's officers (LE human aristocrat 2/expert 3)	
120 Chelish marines (LE human fighter 2)	
60 sailors (minimum 20)	
EQUIPMENT	
Gear 20 light ballistae with 400 bolts (port and starboard), 2 standard catapults with 50 stones (fore and aft), broad rudder, extended keel, magically treated sails, ram, rapid-deploy sails, silk sails, sturdy hull, 120 squares of sails (four masts)	
Cargo 6 points of plunder (ship's arsenal and stores)	

Fishguts' Advice: The situation looks bad but not impossible. The cove is wide enough that the PCs' vessel could drift past the *Dominator* on the current and make the open sea. The problem is that while the PCs could possibly make it past or at least most of the way past the *Dominator* in the dark without being spotted and attacked immediately, as soon as they drop sheets to catch the wind they will immediately be visible to even the most

RAIDERS OF THE FEVER SEA

inattentive lookout. The *Dominator* would immediately weigh anchor and come in pursuit, and with dozens more yards of sail than the PCs' ship, it would only be a matter of time before it ran their ship down and sank it. There must be some other means of evading a hopeless fight.

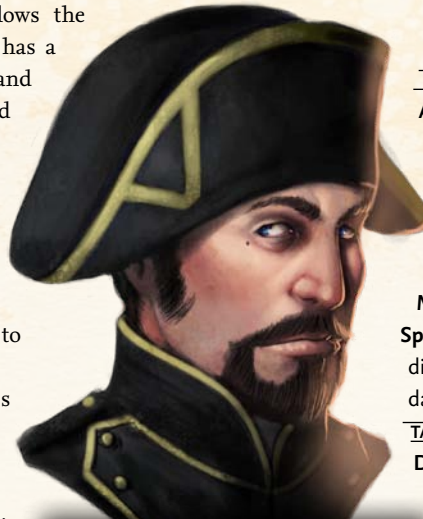
While the *Dominator* is virtually impregnable to any attacks the PCs might make with their ship, a DC 15 Craft (ships) or Knowledge (engineering) check or a DC 20 Perception or Intelligence check allows the PCs to recognize that the *Dominator* has a steering wheel on its quarterdeck and must, therefore, have a pulley-activated tiller in the cabin below. While the ship's rudder is below the waterline and too difficult to easily damage, if the tiller's pulley ropes were severed, the *Dominator* would be crippled for hours while the tiller was repaired, giving the PCs' ship plenty of time to escape without pursuit.

Under cover of darkness, the PCs could row or swim over to the *Dominator*'s stern, using the galleries of the ship's elaborately decorated sterncastle to scale the stern of the ship with cover from guards above. Once they reach the cabin windows beneath the quarterdeck, the PCs simply need to break in and quickly disable the tiller before returning to their own ship to drift past the *Dominator* in the dark and escape.

The map on page 18 shows the portion of the *Dominator*'s stern that the PCs must sneak into.

Creatures: Six Chelish marines are posted on watch on the *Dominator*'s poop deck. The night is moonless, with only bright starlight illuminating the cove with dim light, granting the PCs concealment. For the PCs to sneak aboard the ship, they must make Stealth checks (if swimming) or a sailing check (if in a rowboat or ship's boat) as they swim or float to the base of the stern, opposed by the Perception checks of the marines on the deck above. The marines take a -4 penalty on their Perception checks because of the dim light and the fact that the PCs are in the water. The PCs must then make DC 12 Climb checks to clamber up to the sterncastle galleries and reach the correct windows. The windows to the cabin are not locked. If the PCs are spotted, the marines raise the alarm and fire their crossbows at the PCs for 3 rounds until the PCs get inside.

Once inside the tiller cabin, the PCs encounter Commander Kyan Kain, the *Dominator*'s boatswain, who has just entered the cabin with two Chelish marines as part of his inspection rounds. The officer and marines attack any boarders. If the alarm is raised, 1d2+2 marines arrive every other round that the PCs remain in the cabin.



Commander Kyan Kain

CHELISH MARINES

CR 1

XP 400 each

hp 19 each (see page 21)

COMMANDER KYAN KAIN

CR 5

XP 1,600

Male human cavalier 6 (*Pathfinder RPG Advanced Player's Guide* 32)

LE Medium humanoid (human)

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

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 55 (6d10+18)

Fort +8, **Ref** +4, **Will** +3

OFFENSE

Speed 20 ft.

Melee +1 battleaxe +11/+6 (1d8+5/x3)

Special Attacks banner +2/+1 (not currently displayed), cavalier's charge, challenge (+6 damage, +2 AC, 2/day)

TACTICS

During Combat Commander Kain

immediately challenges the apparent leader of the invaders, then uses his tactician ability to grant the use of his Precise Strike feat to the marines

accompanying him, who move to engage other boarders.

Morale The arrogant officer does not retreat, though if reduced to fewer than half his hit points, he shouts an alarm (if it has not already been sounded).

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +9; **CMD** 20

Feats Alertness, Cleave, Power Attack, Precise Strike*, Vital Strike, Weapon Focus (battleaxe)

Skills Intimidate +10, Knowledge (nobility) +9, Perception +2, Profession (sailor) +9, Ride +5, Sense Motive +2, Swim +7

Languages Common

SQ expert trainer +3, mount (horse named Carpathius, corralled in the *Dominator*'s hold), order of the lion (lion's call), tactician (2/day, 6 rounds, standard action)

Combat Gear *potion of fox's cunning*; **Other Gear** masterwork full plate, +1 battleaxe, cloak of resistance +1, Chelish naval officer's gold-embroidered sash, epaulets, and bicorne hat (worth 350 gp total)

* See the *Advanced Player's Guide*.

Development: To disable the tiller, the PCs must cut the thick tiller rope (hardness 0, hp 20, Break DC 43). Once the tiller has been disabled, the PCs have 4 hours to get back to their own ship. They can simply leap overboard, but each round that they remain on the surface of the water they



are subject to crossbow fire from 10 marines on deck if the alarm has been raised. The nearest cover from these attacks is 100 feet from the ship at the jungle-cloaked river mouth, at which point they are no longer subject to attacks from the *Dominator's* marines.

Once the PCs are back on their own ship, they can sail it down the river and out of the cove. If the alarm was not raised on the *Dominator* and the PCs run their ship without sail and lights until they drift past the man-o'-war, they can make it halfway through the cove unnoticed before the alarm is raised, allowing the *Dominator* only a single shot with its aft catapult before the PCs' ship is out of range.

If the alarm was raised, the *Dominator* puts longboats of marines ashore to discern whether any enemies lurk about (which should have no effect on the PCs' plans), but more importantly, the watch notices the PCs' ship as soon as it emerges from the river mouth. This gives the *Dominator* three volleys with its aft catapult as the PCs pass. The PCs' pilot can make a Bluff check against Captain Lorvika's Sense Motive check (she has a +6 modifier on the check). If successful, the *Dominator* only gets off two volleys as the PCs pass.

Story Award: If they manage to evade the *Dominator*, award the PCs 1,600 XP, in addition to the XP awarded for defeated foes. The plunder aboard the *Dominator* should only be awarded if the PCs successfully capture the ship, which is unlikely in this encounter.

EVENT 14: FOR WHOM THE BELL TOLLS (CR 8)

This event takes place over three successive nights when the PCs are out of sight of the nearest shore. It always occurs in the waning hours of the day as the sun sinks below the horizon.

FIRST NIGHT

Read or paraphrase the following on the first night.

A ship suddenly comes into view, sailing across the setting sun. The glaring light behind it makes the details of the ship difficult to make out, but its lines suggest a whaler riding low in the water. As the last light of day disappears below the horizon, the distant ship also drops from sight in the gloom of twilight.

The sighted ship is the ghost ship *Deathknell*. It is merely giving its prey a glimpse before disappearing. After the ship vanishes, anyone on deck can make a DC 10 Profession (sailor) check to realize that the vessel was moving directly against the wind. If the PCs search for the mysterious whaler, they find no trace of it.

SECOND NIGHT

Read or paraphrase the following on the second night.

A thick bank of fog has rolled in with the evening, reducing visibility to only a few yards and navigation to guesswork. From the gloom comes the dull clanking of a rusted ship's bell somewhere nearby, echoing eerily in the fog. Suddenly, the hulk of a ship looms in the fog off the port bow. Its hull is rotten and stained black with age and rot. Before the mists swallow the ship once more, the ship's name can momentarily be seen on its worm-eaten bow—*Deathknell*.

PCs who succeed at a DC 10 Knowledge (local) check recall tales of the ghost ship *Deathknell*, captained by the terrible Whalebone Pilk, who sails the Fever Sea in search of sailors to feed his ever-hungry crew and fuel his ghostly ship. A result of 15 or higher on the check also reveals rumors that the *Deathknell* always stalks its prey for 2 nights before dragging them down into a watery hell on the third. Once again, no trace can be found of the ship if the PCs search.

THIRD NIGHT

Read or paraphrase the following on the third night.

With the coming of evening, a nor'easter off the Eye sweeps across the Fever Sea, bringing a front of high winds and a purplish-black sky. Even before nightfall, the hurricane lamps must be lit to pierce the gloom. As the ship rides up and down with the swells and sporadic rain lashes the deck, the strained clanking of a bell can be heard once again coming over the water. A red ship's lantern shines in the darkness as the dark bulk of a derelict whaler looms out of the night.

Ship Combat: The *Deathknell* attacks the PCs' ship on the third night. The PCs can attempt to flee if they choose, but if they ever get three-quarters of a mile ahead of the ghost ship, its red lamp disappears in the gloom, only to suddenly reappear out of the darkness directly in front of their ship. The *Deathknell* attempts to ram the PCs' vessel, and grappling hooks come singing over to grapple the two ships together. If the PCs fail to get that far ahead, the *Deathknell* simply closes with them from astern, firing once with the great whaling ballista mounted on its bow before closing for boarding.

DEATHKNELL

CR 6

Magnimarian whaler ghost ship (sailing ship) (*Skull & Shackles*

Player's Guide 25)

Init +8

DEFENSE

AC 18, touch 2; **Hardness** 5

hp 1,620 (sails 360)

Save +14

OFFENSE

Maximum Speed 120 ft. (magic; can submerge and reappear anywhere within 1 mile at will); **Acceleration** 30 ft.

RAIDERS OF THE FEVER SEA



Ranged heavy ballista +11 (4d8/19–20)

CMB +26; **CMD** 36

Ramming Damage 10d8

CREW

Captain Whalebone Pilk (CE male breath taker fighter 1;
Profession [sailor] +16)

18 brine zombies

EQUIPMENT

Gear heavy ballista with 20 bolts (fore), ram

Cargo 4 points of plunder (stolen pirate treasure), 670 skulls of
condemned souls

Creatures: Whether the PCs wait for the *Deathknell's* crew to board their ship or attempt to board the ghost ship first, they must face a party of six brine zombies—mindless, evil undead with rotten, bloated bodies and slimy greenish skin. They wear the soggy remains of their former sailor's garb, now dangling strands of seaweed. Their stench is overpowering, and they leave soggy footprints wherever they go. Use the map on page 18 for this encounter.

Once the brine zombies have been defeated, the PCs can reach Captain Whalebone Pilk, who stands on the quarterdeck of the *Deathknell* next to the ship's bell, but every 6 rounds, four more brine zombies boil out of the ship's hold to attack the PCs. A DC 20 Knowledge (local) check allows the PCs to remember the history of the unfortunate Whalebone Pilk and his obsession with his ship's bell (see page 55), and canny PCs might work out that the bell is the key to permanently defeating Pilk.

BRINE ZOMBIES (6)

CR 1

XP 400 each

Tome of Horrors Complete 657

NE Medium undead

Init –1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 9, flat-footed 13 (–1 Dex, +4 natural)

hp 22 each (4d8+4)

Fort +1, **Ref** +0, **Will** +4

DR 5/slashing; **Immune** undead traits; **Resist** fire 10



OFFENSE

Speed 30 ft., swim 30 ft.

Melee cutlass* +5 (1d6+2/18–20) or
slam +5 (1d6+3)

STATISTICS

Str 14, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 14

Feats Toughness^b

Skills Swim +10

SQ staggered

Gear rusty cutlass*

* See *Pirates of the Inner Sea*.

WHALEBONE PILK

CR 6

XP 2,400

hp 69 (see page 55)

Development: If Pilk is defeated, the brine zombies all immediately fall inert, and the *Deathknell* begins sinking beneath the waves. The PCs have 10 rounds to cut any grappling lines and get back to their own ship before their vessel gains the sinking condition and is dragged under as well. If the PCs failed to permanently destroy Pilk (see page 55), the *Deathknell* reappears in 1d3 weeks and continues to haunt the Fever Sea, perhaps chasing down the PCs again.

Story Award: If the PCs manage to permanently lay Whalebone Pilk to rest, award them 2,400 XP, in addition to the XP awarded for defeated foes. Furthermore, they immediately gain 2 points of Disrepute and Infamy for triumphing over a legendary scourge of the Fever Sea.

PART THREE: THE LADY OF THE ROCK

When a Free Captain named Magna Stormeyes discovered the natural harbor on Windward Isle over 2 centuries ago, she immediately recognized that it would make the perfect haven from which to launch a pirate fleet. Starting with just one ship and a small encampment on Windward's harbor, she began to ply the trade of piracy. With the plunder from her initial hauls, she set about building a keep, which she called Tidewater Rock. From the vantage point atop the Rock,

she found she could pick out particularly ripe targets while receiving ample of warning of hostile ships approaching.

Over time, Stormeyes' successes enabled her to build a sizeable fleet, as well as more strongholds on several different islands. She became the scourge of the southern sea lanes and eventually claimed the Hurricane Crown as her own. Shortly after becoming the Hurricane King and relocating to Port Peril, she was assassinated by rival Free Captains. Stormeyes' burgeoning fleet fell apart among its squabbling captains. Gerta Frome, first mate of Stormeyes' flagship, the *Cocksure*, seized control of the Rock. Within only a few years, Frome became a powerful Free Captain herself, and the legend of Tidewater Rock as both a powerful good luck talisman and an impregnable bastion was born.

Over the many years since, control of Tidewater Rock has passed from hand to hand, and its strategic location and practical defensibility have enabled its owners to enrich themselves substantially. With the rebellion of Sargava and its ostensible alliance with the Free Captains, Tidewater Rock became of less strategic importance, and its owners came to be of less prominence, but the age-old axiom of "Good fortune and sure sail await what one can crack the Tidewater Rock" has stood the test of time among the pirates of the Shackles and is oft-quoted—if seldom heeded—even today.

The most recent lord of Tidewater Rock was Bertram Smythee, captain of the *Vale* and three other brigs. Like his predecessors, he held Tidewater Rock as his seat, but controlled a few other small castles on surrounding islands as well.

Over a decade ago, "Iron Bert" Smythee went to sea with his small fleet in a feud with Free Captain Carola Antiochus and was never seen again. Word came back that Antiochus had lured Smythee into the edges of the Eye of Abendego and ambushed him with the help of a previously unknown ally—one Barnabas Harrigan—and that Smythee's fleet was cut to pieces between the enemy fleets. Though Captain Smythee managed to sink Antiochus's *Pergador*, he was last seen on the deck of the crippled and sinking *Vale* at the mercy of the Eye's hurricane winds.



Brine Zombie

RAIDERS OF THE FEVER SEA



Captain Harrigan claimed the remainder of Antiochus's fleet and took control of several of Smythee's undefended castles. He made an attempt to take the Tidewater Rock as well, only to discover that Smythee's able widow had taken charge of its defenses. She managed to fend off his attack with such alacrity that Harrigan decided to leave the widow to rot in her tower.

Although Tidewater Rock remains a secure base and harbor, it does not command the reputation it once did. The current owner of the Rock is Agasta Smythee, widow of the late Iron Bert. Though Lady Smythee is a competent and formidable figure, without any of her late husband's ships or network of castles, the Lady of the Rock has fallen upon hard times. Lady Smythee's forces have been reduced to a small body of loyal guards and a few family retainers whom she employs to eke out a living. The Rock still commands some treasures—its favorable location, its security, and the late captain's fabled iron shirt from which he gained his nickname—but it is otherwise remote and at the mercy of what the sea chooses to throw upon its shores.

Having heard the legend of Tidewater Rock when their ship was rechristened at Rickety's Squibs, the PCs can attempt to "crack the Rock" at any point during Part Two. A DC 20 Knowledge (local) or Knowledge (history) check reveals much of the information described above. A DC 20 Knowledge (geography) check identifies the location of Tidewater Rock as Windward Isle, the westernmost island in a small archipelago south of Motaku Isle. If none of the PCs has this skill, a friendly NPC can point them in the right direction, or they can find charts belonging to the former captain of the *Man's Promise* that show the island's location. Windward Isle lies just over 100 miles west of Rickety's Squibs, though it could be much farther from (or much closer to) the PCs, depending on their exact location in the Fever Sea when they decide to go to Tidewater Rock.

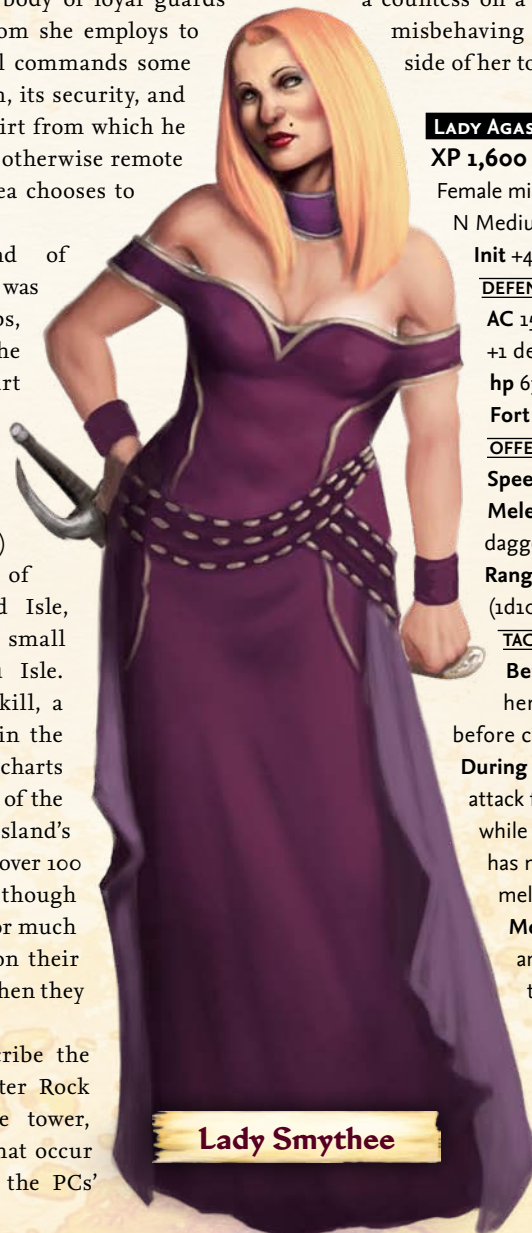
The following sections describe the various inhabitants of Tidewater Rock and the locations within the tower, followed by a series of events that occur at the Rocks, beginning with the PCs' arrival at Windward Isle.

INHABITANTS OF TIDEWATER ROCK

The following NPCs reside at Tidewater Rock. They can be found in various locations throughout the day as they go about their daily chores, as detailed in the description of Tidewater Rock on pages 31–33.

AGASTA SMYTHEE, LADY OF THE ROCK

Widow of Iron Bert Smythee, Lady Agasta is of legitimately noble birth, albeit a far-sprung offshoot of a long-exiled Galtan family. She was once a rare beauty, but now in her middle years she has filled out her big-boned frame into a stocky matron, though she still remains a handsome, if rough-edged, woman. She maintains a commanding presence and rules Tidewater Rock like a countess on a Galtan estate, not afraid to give a misbehaving servant or unruly guest the rough side of her tongue.



Lady Smythee

LADY AGASTA SMYTHEE **CR 5**

XP 1,600

Female middle-aged human aristocrat 4/warrior 3
N Medium humanoid (human)

Init +4; Senses Perception +6

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 armor, +1 deflection)

hp 63 (7 HD; 4d8+3d10+29)

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

OFFENSE

Speed 30 ft.

Melee mwk cutlass* +8/+3 (1d6/18–20) or dagger +7/+2 (1d4/19–20)

Ranged mwk heavy crossbow +8 (1d10+1/19–20)

TACTICS

Before Combat Lady Smythee dons her armor and drinks her *potion of aid* before combat.

During Combat Lady Smythee prefers to attack from a distance with her crossbow while her guards confront attackers, but she has no qualms about using her cutlass in melee combat.

Morale If half of her garrison is killed and the PCs manage to capture and threaten any of the other inhabitants, Lady Smythee agrees to surrender the castle to the PCs in exchange for sparing her retainers' lives.

Base Statistics Without her armor and potion, Lady Smythee has **AC** 11, touch 11, flat-footed 11; **hp** 56; **Melee** mwk cutlass* +7/+2



(1d6/18–20) or dagger +6/+1 (1d4/19–20); **Ranged** mwk heavy crossbow +7 (1d10+1/19–20).

STATISTICS

Str 10, **Dex** 11, **Con** 14, **Int** 10, **Wis** 9, **Cha** 12

Base Atk +6; **CMB** +6; **CMD** 17

Feats Improved Initiative, Iron Will, Persuasive, Rapid Reload (heavy crossbow), Toughness
Skills Bluff +8, Diplomacy +10, Intimidate +10, Knowledge (local) +7, Knowledge (nobility) +7, Perception +6, Sense Motive +6, Swim +7

Languages Common

Combat Gear +1 bolts (10), *potion of aid*; **Other Gear** +1 studded leather, masterwork cutlass*, masterwork heavy crossbow, dagger, *ring of protection* +1, noble's outfit, signet ring (worth 50 gp), key to door to area **B12**

* See *Pirates of the Inner Sea*.

ROYSTER McCLEAGH, SERGEANT-AT-ARMS

An aged soldier and longtime retainer of the Smythees, Royster is secretly ashamed that he was not with Captain Smythee on his last fateful expedition. He is a gruff old campaigner with a handlebar moustache and salt and pepper hair, and is rarely seen without his arms and armor. He maintains discipline and training among his small corps of troops even on this backwater island.

ROYSTER McCLEAGH

CR 5

XP 1,600

Male middle-aged human fighter 6

LN Medium humanoid (human)

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

DEFENSE

AC 20, touch 12, flat-footed 18 (+8 armor, +2 Dex)

hp 55 (6d10+18)

Fort +7, **Ref** +4, **Will** +3; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 20 ft.

Melee +1 *greatsword* +11/+6 (2d6+7/19–20) or spear +8/+3 (1d8+3/x3)

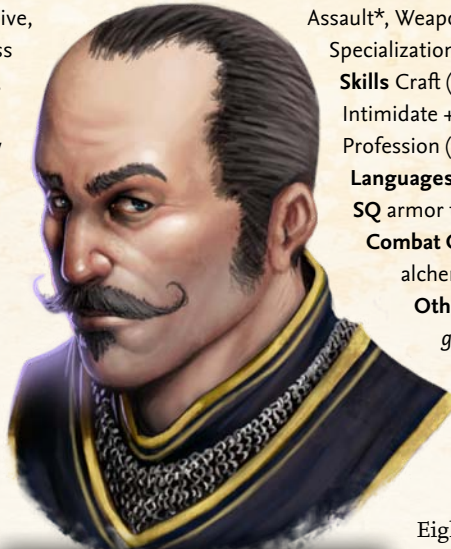
Ranged mwk composite shortbow +9/+4 (1d6+2/x3)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat Sergeant McCleagh directs the garrison to defend the Rock, while he protects Lady Smythee, using his Bodyguard feat as needed.

Morale McCleagh is fiercely loyal to Lady Smythee and defends her honor and her person to the death.



Royster McCleagh

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 20

Feats Bodyguard*, Combat Reflexes, Exotic Weapon Proficiency (light ballista), Lunge, Power Attack, Pushing Assault*, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Craft (armor) +5, Craft (weapons) +5, Intimidate +7, Knowledge (engineering) +6, Profession (sailor) +7, Profession (soldier) +7

Languages Common

SQ armor training 1

Combat Gear *potions of cure light wounds* (3), alchemist's fire (2 flasks), smokestick;

Other Gear +1 banded mail, +1

greatsword, dagger, masterwork composite shortbow (+2 Str) with 40 arrows, spear

* See the *Advanced Player's Guide*.

GARRISON

Eight soldiers, all loyal hirelings under the command of Lady Smythee, make up Tidewater Rock's tiny garrison.

Most are the children or relatives of members of Captain Smythee's crews who were too young to join the expedition.

TIDEWATER ROCK GUARDS (8)

CR 1/2

XP 200 each

Human warrior 2

LN Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)

hp 13 each (2d10+2)

Fort +3, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee spear +4 (1d8+3/x3) or

longsword +4 (1d8+3/19–20)

Ranged heavy crossbow +3 (1d10/19–20) or

javelin +3 (1d6+2) or

light ballista +3 (3d8/19–20)

TACTICS

During Combat The guards faithfully follow the orders of Sergeant McCleagh and work together, using their Shield Wall feat to defend one another.

Morale The guards fight to the death to defend the Rock, but surrender if both Lady Smythee and Sergeant McCleagh are killed or captured.

STATISTICS

Str 15, **Dex** 12, **Con** 11, **Int** 8, **Wis** 10, **Cha** 9

RAIDERS OF THE FEVER SEA

Base Atk +2; **CMB** +4; **CMD** 15

Feats Exotic Weapon Proficiency (light ballista), Shield Wall*

Skills Craft (weapons) +3, Knowledge (engineering) +0, Profession (soldier) +4, Swim +3

Languages Common

Other Gear chain shirt, light wooden shield, heavy crossbow with 10 bolts, dagger, javelins (3), longsword, spear

* See the *Advanced Player's Guide*.

SERVANTS

Only four loyal retainers remain in service to Lady Smythee.

Albers and Birney Siggs (N human experts 3): This couple are in their seventies and were Captain Smythee's first retainers. Though they both get around a bit more slowly these days, they do their utmost to maintain the decorum and dignity of Lady Smythee's household. They are concerned about their grandson, Mardus, whose parents went to sea with Captain Smythee and never returned. They feel he needs a role model in his life who is a bit younger than gruff old Sergeant McCleagh, and would welcome a PC of noble spirit who could provide that role.

Clew (N male human commoner 1): Clew is a simpleton in his twenties who serves as a scullion in the keep. Captain Smythee rescued him from a cruel pirate captain and brought him back to the Rock. The rest of the castle's occupants have adopted him as a foster son and are fiercely protective of him.

Mardus Siggs (N male human commoner 1/expert 1): Mardus is the teenaged grandson of Albers and Birney and serves as the herder for Lady Smythee's small flock of goats. He longs to follow in his father's footsteps and go to sea, and would eagerly accept a position of cabin boy or midshipman aboard the PCs' ship if given the chance.

WINDWARD ISLE

Windward Isle is 2 miles long by 1 mile wide and is almost entirely surrounded by rough shingle and gravel beaches. Its central elevation never rises above 100 feet, so the tower of Tidewater Rock commands a good view of almost the entire island. Its soil is rocky and barren, with thin salt grasses, scrub trees, and a few boggy areas where peat is collected. Fauna consists of nothing larger than small serpents and mice. The Lady of the Rock maintains a few small areas of cultivated land where roots, grains, and vegetables are raised to supply the castle, and an orange grove grows near the lagoon. A small hutch inland from the anchorage provides shelter for the goatherd Mardus Siggs to watch over the herd of seven goats that call Windward Isle home during the day. In addition, two small springs (one hidden in a rock cistern) provide fresh water for the island's inhabitants.

The harbor of Windward Isle is a quarter-mile-wide channel that runs just south of Tidewater Rock and ends in a lagoon large and deep enough to safely hold three

TIDES AT THE ROCK

Time of day	Water Depth	Acrobatics DC	Swim DC
12 midnight–2 A.M.	6 ft.	15	10
2 A.M.–4 A.M.	9 ft.	—	15
4 A.M.–6 A.M.	6 ft.	15	10
6 A.M.–8 A.M.	3 ft.	5	—
8 A.M.–10 A.M.	0 ft.	—	—
10 A.M.–12 noon	3 ft.	5	—
12 noon–2 P.M.	6 ft.	15	10
2 P.M.–4 P.M.	9 ft.	—	15
4 P.M.–6 P.M.	6 ft.	15	10
6 P.M.–8 P.M.	3 ft.	5	—
8 P.M.–10 P.M.	0 ft.	—	—
10 P.M.–12 midnight	3 ft.	5	—

seagoing ships. The water in the channel and lagoon never drops below 20 feet deep at low tide, so ships in the anchorage are in no danger of running aground, and are protected from the worst of the storm surges when monsoons blow in off the Fever Sea.

The keep of Tidewater Rock sits right on the lagoon's edge, where the water ranges from knee deep to neck deep, with powerful ebb tides and rip currents that can sweep invaders out to sea. Consult the table above to determine the depth of the water and the DC of Acrobatics or Swim checks (depending on depth) to avoid being swept 1d4x10 feet out to sea each round.

TIDEWATER ROCK

Tidewater Rock is a fortified tower house over 70 feet tall, built upon the same stone shingle that makes up the western shore of Windward Isle. The tower house is composed of reinforced masonry walls atop a 10-foot-high stone base filled with packed dirt. A stone stair rises 10 feet to the heavy front door, and at all times but the greatest ebb of low tide, the shingle below the castle is a swirling morass of tide water. At high tide, the waves lap at the very lip of the door stoop, making assailing the castle virtually impossible.

Interior floors are built of heavy oak beams 2 feet thick, and the tower roof is sheathed in lead tiles. Ceilings are 12 feet high. Doors are of strong wood but only a few have locks (Disable Device DC 25). All the windows except one (in area **B11**) are narrow arrow slits, some of which are set into deep alcoves providing a broad shelf area that can be used for seating or storage. Lighting is provided by these arrow slits during the day and thick tallow candles in wall sconces at night. The entire castle has a feeling of cramped security but still manages to convey a sense of comfort and safety for those who reside there.



TIDEWATER ROCK

1 square = 5 feet



B1. Tower Entrance: The door to the tower is kept locked and barred (hardness 5, hp 20, Break DC 30), and a guard in area **B3** carries the key. The chamber beyond is floored with the dirt filling the tower's base and is used to store assorted supplies, spare timber, kegs of nails and tar, spare sailcloth, fishing lines and nets, lengths of heavy rope, and unused furniture. A rowboat hangs from the rafters. Alcoves in the walls and below the arrow slit hold more delicate items such as tinderboxes, tallow candles, and chipped crockery. A side alcove holds a staggered wooden ladder that accesses the second floor (area **B2**). The ladder is unusual in that its rungs alternate from side to side so that someone not paying attention can easily lose his footing and fall (DC 12 Acrobatics check to climb if taking less than a full-round action).

B2. Defensive Corridor: This corridor runs along the south wall of the tower and provides access to three arrow slits overlooking the shingle. The guard from area **B3** moves here whenever a ship is spotted approaching the island. A chest at one end holds 150 crossbow bolts, and a tarnished silver ewer (worth 35 gp) holding drinking water sits on a table at the other end.

B3. Guardroom: A few chairs and a table compose the furnishings in this room. A guard is always on duty here, and carries the key to the door at area **B1**.

B4. Bunkroom: Narrow plank bunks are crammed into the room along with a few stools and an old sea chest.

Four of the guards are quartered here in rotating shifts, and Royster McCleagh bunks here when not sharing Lady Smythee's quarters. The sea chest holds the guards' collected pay, a total of 85 gp.

B5. Workshop: A small forge has been set up beneath the arrow slit, and worktables around the room are arrayed with tools for ironwork as well as carpentry and general repairs. A few wood planks are stacked against one wall, and a crate holds brass nails. Mardus the goatherd beds down beneath one of the tables here at night.

B6. Defensive Stair: This cramped stair spirals steeply up to the third and fourth floors (areas **B7** and **B11**) and serves as a choke point for invaders. A large masonry jar in the corner contains alchemist's fire that can be thrown from the arrow slit and affects a 10-foot-radius area.

B7. Privy: A stone privy has been built into an alcove on the stair landing. A clay pitcher of water rests on the floor beside it to wash any wastes down the pipe and out into the surf.

B8. Kitchen: A small fire pit has been built into the alcove below the arrow slit. A stack of driftwood rests nearby, while a kettle dangles from an iron brace above it. A table, chopping block, barrels of pickled vegetables, and alcoves holding dry goods fill out the rest of the room. Birney Siggs is usually cooking here during the day, and the scullion Clew beds down atop bags of grain in one of the alcoves.

B9. Water Stores: The door to this room is always locked, and Albers Siggs carries the key. Fresh water is

RAIDERS OF THE FEVER SEA

one of the most precious commodities on the island, and a dozen large barrels are always kept filled here in case of siege or fire. Several hogsheads of ale and rum are likewise stored here.

B10. Retainers' Quarters: At night, Albers and Birney Siggs retire to this chamber with its simple bed, chest, table, and chair. The couples' combined saving of 310 gp, mostly in silver and copper coins, is hidden in the chest beneath a false bottom (DC 19 Perception check to discover).

B11. Feast Hall: A long oaken table that can seat up to 10 fills this room, over which hangs a heavy iron chandelier. An arrow slit alcove serves as a sideboard and generally holds a tapped keg of ale for meal times and off-duty guards. A wide window—the only true window in the castle—overlooks the picturesque harbor and admits a soft southerly breeze, but has sturdy oak shutters that can be barred from within. A door to the north opens on stairs leading up to the battlements (area **B13**). To the east, a locked door leads to area **B12**, its key held by Lady Smythee herself. Albers Siggs can usually be found here during the day, serving as the lady's chamberlain. A small end table has a secret drawer (DC 18 Perception check to find) where Royster keeps his savings, consisting of 42 pp and a small jadeite Garundi idol (worth 350 gp).

B12. Master Apartment: This is the most spacious room in the castle and holds the only true fireplace, a peat-burning affair that is rarely lit in these tropical climes. A comfortable but sagging couch stands before the fireplace, along with a small writing table and pair of chairs. An old sea chest stands before an elegant bed, next to an antique armor stand. The armor stand holds Iron Bert Smythee's famed "iron shirt," a *buccaneer's breastplate* (*Advanced Player's Guide* 284), which Captain Smythee unfortunately forgot to don in his haste to depart on his last voyage. The sea chest holds the last of Agasta Smythee's fortune hidden beneath her fine, but well-worn, clothing: a *farglass* (see page 56), four *potions of water breathing*, and three additional potions (determine randomly or choose as appropriate).

B13. Battlements: Two guards are always on duty upon this parapet, day or night. The tower chimney rises 10 feet above the walkway, and the peak of the lead-shingled roof rises to a height of 7 feet. Two light ballistae, each with a barrel of 15 bolts nearby, have been set in turrets at the southern corners, overlooking the lagoon. The drop from the battlements to the ground below is 70 feet. On a clear day, a lookout with a good spyglass can see for miles out to sea from here.

EVENT 15: CRACKING THE ROCK (CR VARIES)

This event occurs the first time the PCs travel to Windward Isle and try to "crack" Tidewater Rock. When the PCs first approach the island, read or paraphrase the following description.

A tower rises like a solid block from the sea at the edge of this island. The pounding surf rolls around its base and partially covers the steps that lead up to its front gate. A few arrow slits pierce its walls here and there, and a single shuttered window opens high upon the face of the fortress. A roof of metal shingles rises from its battlements where sentries keep lookout and siege weapons stand ready on corner turrets.

Fishguts' Advice: There are several ways the PCs can attempt to take Tidewater Rock—by force, by stealth, or with diplomacy, but they might wish to peacefully meet with the inhabitants of Tidewater Rock first, in hopes of gathering information that might help the PCs choose which option to pursue in taking the Rock. An initial peaceful encounter generally plays out as described below.

Assuming the PCs approach the tower without any sign of hostile intent, the guard on the battlements (area **B13**) alerts the castle, and Lady Smythee and Royster McCleagh come up to the battlements to speak with the PCs and ask their intentions. Lady Smythee's initial attitude is indifferent. If the PCs speak of parley, trade, or other peaceful intentions, they can change her attitude to friendly with a DC 16 Diplomacy check. If the PCs mention being enemies of Barnabas Harrigan, they receive a +4 bonus on their Diplomacy check. If Lady Smythee is made unfriendly, she orders the PCs to leave Windward Isle immediately.

If the PCs succeed in making Lady Smythee friendly, she invites them to dinner in Tidewater Rock, with one condition. To ensure safe conduct, they must present one of their number as a hostage. She promises the hostage will be well treated as long as the PCs' intentions remain peaceful. The hostage must be left on the doorstep of the keep, unarmed and unarmored, and everyone else must move back at least 100 feet. Sergeant McCleagh and two guards then open the main door and usher the hostage inside before quickly shutting and securing the door behind him. They search the hostage and confiscate anything other than normal clothing (including jewelry). The hostage is given food and water and locked in area **B9** with a guard on the door. Any confiscated items are secured in the chest in area **B4**.

As soon as these conditions are met, McCleagh opens the main door and allows up to five characters (PCs and NPCs) to enter at any one time. The PCs are allowed to keep their arms, but the castle occupants do so as well, and the PCs are warned that the hostage will be executed at the first sign of hostility. Sergeant McCleagh escorts the PCs to area **B11** where Lady Smythee is waiting. McCleagh and at least four guards are always present while the Siggesses serve the meal—a feast of boiled crab, butter-simmered sturgeon, goat cheese, and hard bread, washed down with copious amounts of ale and rum. During dinner, the PCs can make small talk, extend any proposals they have,



and even ask general questions about Lady Smythee and Tidewater Rock. She does not give any tactical information about her castle but will share its general history and the tale of the loss of her husband. After dinner is over and any talk has ended, the PCs are escorted from the castle, followed shortly thereafter by the hostage—none the worse for wear—along with any confiscated gear.

There are three main options for cracking the Rock—by assault, by subterfuge, or by alliance. Depending upon how the PCs play it, any of the following strategies can be initiated at the dinner, or immediately thereafter.

Assault: If the PCs attack the Rock from outside, Sergeant McCleagh rallies the guards to man the battlements, arrow slits, and ballistae. They defend the keep to the best of their ability and attempt to kill the PCs and sink their ship if it comes in too close during high tide. If the PCs attack at dinner, the guard on the door to area **B9** immediately enters the room and attempts to execute the unarmed hostage within. If the PCs are victorious, they can do what they want with any captives, but the survivors will attempt to revolt against the PCs at an opportune moment (except for Lady Smythee, who cleaves to her word if she surrenders the castle to the PCs).

Subterfuge: The PCs might decide to use the dinner as an excuse get within the walls of the castle and then attack their hosts. Doing so places the hostage in jeopardy, as explained above. With a good plan and a little luck, however, there is a good chance the PCs can overcome the castle's defenders, who respond as described under Assault above.

Alliance: It is also possible that wise PCs will seek common cause with Lady Smythee. If they make such overtures over dinner, she remains cordial, but she will not agree to an alliance or give up her sovereignty over Tidewater Rock. However, if the PCs have amassed at least 10 points of Infamy (thus reaching the Disgraceful Infamy threshold), and make Lady Smythee helpful with a successful Diplomacy check, she proposes a counteroffer—marriage under Shackles law to the PC with the highest Charisma score or who has otherwise roleplayed the best in interactions with her.

A DC 15 Knowledge (local) check identifies this somewhat outdated tradition. Under Shackles Law, two parties can agree to a mutually beneficial marriage relationship for a set period of time. During that time, each party enjoys the full benefits of marriage to his or her spouse and concomitant resources. Once the agreed-upon time period is up, however, either party can choose to divorce simply by stating as much, and each party returns amicably to his or her own holdings with no further strings attached. This was a particularly beneficial arrangement in the turbulent politics of the Shackles, as a Free Captain could marry a rival captain for a set period of time, thus ensuring that

her rival's fleet would not take action against her own. If love developed under such an arrangement, the marriage could continue indefinitely if both parties agreed to it.

If the PC in question is agreeable to such a proposal, Lady Smythee promises to marry the PC “for one year certain,” with the future of the arrangement beyond that time to be determined at a later date. The benefit of the PC in this arrangement is lordship of Tidewater Rock and access to its resources and strategic position for that time period. In addition, Lady Smythee is nothing if not traditional, and gives her new spouse a dowry upon their marriage—her *farglass* and her late husband's “iron shirt” (see area **B12**)—though in the event of a divorce, she expects them back, of course. Sergeant McCleagh has his own feelings for the Lady of the Rock, but he is nothing if not loyal, and reluctantly accepts the marriage arrangement. He is not above giving the PC hard looks as the masters of the Rock retire to their apartment of an evening, however.

If the PCs have not yet amassed enough Infamy to elicit an offer of marriage from Lady Smythee, she hints that she might be willing to agree to an alliance once they have made more of a name for themselves. In this case, the PCs can return to Tidewater Rock once they have reached a high enough Infamy threshold, and thereby secure an alliance with the Lady of the Rock.

Treasure: If the PCs loot Tidewater Rock, they can collect only 2 points of plunder, due to the keep's current financial state.

Story Award: If the PCs succeed in taking Tidewater Rock, award them 1,600 XP, in addition to the XP for any foes they defeated. Entering into a marriage with Lady Smythee counts as “cracking” Tidewater Rock since it gives the PCs effective control of the castle for as long as the marriage lasts. Regardless of their approach, the PCs gain a 1 point of Disrepute and Infamy as word of their exploit in “cracking the Rock” gets around the Shackles.

Development: Anyone using Lady Smythee's *farglass* (see area **B12**) to watch the shipping lanes can see passing targets of opportunity (such as those described in **Event 7**). If the PCs attack such a ship, the PCs' pilot gains a +2 bonus on initiative checks for any ship-to-ship combat that occurs due to their early knowledge of the other vessel's position.

EVENT 16: RAID FROM THE DEEPS (CR 8)

This event occurs only after the PCs have become masters of Tidewater Rock. This encounter assumes that the PCs entered into an alliance with Lady Agasta Smythee and left the garrison of Tidewater Rock relatively intact. If this is not the case, you will need to modify this encounter to fit the circumstances of your campaign.

After returning to the Rock from a foray upon the Fever Sea, the PCs find that the island was attacked by sahuagin

RAIDERS OF THE FEVER SEA

on the previous night. One of the garrison's guards is dead and Mardus Siggs (or another NPC if Mardus was slain or joined the PCs' crew) languishes from a horrific wound to his thigh from a barbed sahuagin trident. Mardus's wound was treated, but the jagged barbs of the weapon caused a great deal of damage to the bone as it was extracted, and Mardus now suffers from a major infection that will kill him in 1d4 days if not cured. A DC 20 Heal check or *remove disease* spell cures the infection, but the bone must be set properly and healed with another DC 20 Heal check or cure spell or his speed is permanently reduced to 10 feet.

Questioning the Rock's inhabitants reveals that a small group of sahuagin came upon Mardus in the evening as he was with his goats. The goatherd was surprised, but the guard happened to come along to summon him back to the castle for dinner. The guard held off the sahuagin while Mardus hobbled back to the castle to get help. When the rest of the guards arrived, the sahuagin were gone—apparently back into the sea—and the guard had been torn to shreds. A somber funeral service is held for the slain guard and if the PCs helped Mardus, they are warmly praised.

Creature: The danger has not passed, however, as another assault force of sahuagin is preparing to strike Tidewater Rock on the very night that the PCs have returned. Shortly before nightfall, when the tide has ebbed, the last of the castle inhabitants are returning from their routine chores (filling water barrels, cutting peat, and the like) so that the door can be shut for the night. As the door is opened for the approaching group, eight sahuagin burst from the surf 30 feet away and charge for the door. They ignore the workers and any guards in order to get inside the castle. The PCs may be serving as guards for the incoming group or waiting within the castle. The garrison's guards assist the PCs in repulsing this attack. The sahuagin fight to the death.

SAHUAGIN (8) **CR 2**
XP 600 each
 hp 15 each (*Pathfinder RPG Bestiary* 239)

EVENT 17: A MIGHTY FORTRESS (CR 8)

This encounter occurs at 2 A.M. on a moonless night approximately 1 week after **Event 16**, at a time when the PCs are at Tidewater Rock. In their brief careers as pirates, the PCs have already made enemies—including a tribe of sahuagin on a remote island in the Shackles. When the PCs fought the sahuagin in **Event 11**, they killed the son of the tribe's chieftain, Krelloort, and likely gained possession of his totem necklace. The sahuagin now seek to recover the necklace and get their revenge. A small scouting party was dispatched to test the defenses of Tidewater Rock in **Event 16**, but now Krelloort has sent a human ally, the pirate Isabella "Inkskin" Locke and her ship *Thresher*, to destroy the PCs.

Ship Combat: The *Thresher* maneuvers into the mouth of the harbor under cover of darkness and prepares its ship's weapons to batter the PCs' ship in case it tries to sail out to assist the castle. Have any characters on watch make an opposed Perception check against the *Thresher's* Profession (sailor) check. If successful, that character gets a brief glimpse of a dark ship with black sails through the night mists. Just before the ship slips again into the concealing gloom, the character catches sight of the pirate flag upon its mainmast.

Once in position, the *Thresher* lowers two longboats full of buccaneers into the water. Captain Isabella Locke goes with the boats, leaving her first mate Knuckles Grype in command of the ship. It takes the longboats 5 rounds to quietly row to the front of the castle. If the *Thresher* was not previously spotted, guards can again make opposed Perception checks against the sailing checks of the buccaneers in the longboats to see the boats as they approach shore. The longboats get a +4 bonus on their opposed checks because of an *obscuring mist* spell cast by Isabella Locke.

This encounter contains elements of both ship-to-ship combat and normal combat. The *Thresher* only engages the PCs' ship if it enters the fray, remaining at the entrance to the harbor. Once the *Thresher's* longboats reach the castle, the focus should shift to the battle there.

THRESHER **CR 6**

Shackles junk (junk) (*Skull & Shackles Player's Guide* 23)

Init +2

DEFENSE

AC 10, touch 2; **Hardness** 5

hp 900 (sails 360)

Save +10

OFFENSE

Ranged 10 light ballistae +4 (3d8/19–20), standard catapult +7 (6d6)

CMB +16; **CMD** 26

Ramming Damage 8d8

CREW

First Mate Knuckles Grype (CE male human fighter 7 [see page 38]; Profession [sailor] +11; +1 on sailing checks to gain the upper hand)

22 buccaneers (see page 14) (minimum 10)

EQUIPMENT

Gear 10 light ballistae with 100 bolts (port and starboard), standard catapult with 20 stones (aft), narrow hull, rapid-deploy sails, silk sails

Cargo 1 point of plunder (ship's arsenal and stores)

THRESHER'S LONGBOATS (2) **CR 1**

Ship's boat (*Skull & Shackles Player's Guide* 25)

Init +2



DEFENSE

AC 13, touch 9; **Hardness** 5

hp 120 (oars 60)

Save +4

OFFENSE

CMB +5; CMD 15

Ramming Damage 1d8

CREW

Coxswain (CN human fighter 2; Intimidate +4)

14 buccaneers (see page 14)

EQUIPMENT

Cargo see Treasure below

Creatures: Each of the *Thresher's* longboats carries 15 buccaneers, and Isabella Locke is aboard one of them. It takes the longboats 5 rounds to reach the castle. During this time, Isabella casts *obscuring mist* to hide the boats' approach. Starting 2 rounds before the boats reach shore, Isabella attempts to blast open the front gate with *lightning bolts*. If the gate is still secured once the boats reach the steps, the buccaneers in the lead longboat attempt to batter it open with their boarding axes while those in the second boat fire their shortbows at any guards upon the battlements or behind arrow slits. Once through the gate, the buccaneers attack any defenders. The pirates press the attack as long as they think Isabella lives.

In general, the castle's garrison (and perhaps some of the PCs' crew) should fight the buccaneers in the background while the PCs battle Isabella. Her tactics are described in her stat block on page 50. If the PCs defeat Isabella, the castle's defenders are assumed to defeat the buccaneers as well, as in shipboard combat following a boarding action.

BUCCANEERS (30) CR 1

XP 400 each

hp 19 each (see page 14)

ISABELLA "INKSKIN" LOCKE CR 8

XP 4,800

hp 66 (see page 50)

Moto CR —

Sea snake familiar (variant viper) (*Pathfinder RPG Bestiary* 133)

N Tiny magical beast (augmented animal)

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 21, touch 15, flat-footed 18 (+3 Dex, +6 natural, +2 size)

hp 40 (9 HD)

Fort +2, Ref +6, Will +7

Defensive Abilities improved evasion

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +9 (1d2–3 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks deliver touch spells, poison

TACTICS

Before Combat Isabella casts *false life* and *invisibility* on Moto before combat.

Morale If reduced to 20 hit points or fewer, Moto retreats back to Isabella and assumes his tattoo form.

STATISTICS

Str 4, Dex 17, Con 8, Int 10, Wis 13, Cha 2

Base Atk +4; CMB +5; CMD 12 (can't be tripped)

Feats Weapon Finesse

Skills Bluff –1, Fly +15, Intimidate –1, Perception +9, Profession (sailor) +8, Stealth +15, Swim +15

Languages speak with master, speak with reptiles

SQ empathic link, hold breath, share spells

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

Treasure: One of the *Thresher's* longboats has a watertight compartment under the tiller in which six *potions of water breathing* have been hidden. Even if the pirates' longboats were sunk, their wreckage can be recovered and searched when the tide recedes.

Development: If the buccaneers in the longboats are repelled at the castle, Knuckles Grype quickly flees in the *Thresher*, leaving Isabella and any surviving pirates stranded at Tidewater Rock.

If Isabella is killed, make sure that her body is recovered. A DC 15 Knowledge (local) check reveals the map tattooed on her back to be a copy of the map to Cyrus Wolfe's lost treasure hoard at Mancatcher Cove. A DC 20 check is enough to remember the legend of Captain Wolfe as described in the Adventure Background on page 7. If none of the PCs take note of the map on her back, Lady Smythee or some other resident of the Rock recognizes it for what it is. She can also relate to them the legend. See Part Four for further details on the map and where it leads.

PART FOUR: THE TREASURE OF MANCATCHER COVE

Part Four of the adventure can occur anytime after the PCs have recovered the strange map tattooed on the back of Isabella "Inkskin" Locke (see **Event 17**), if and when they decide to go in search of the legendary treasure of Mancatcher Cove.

THE TREASURE MAP

The map tattooed on the Isabella Locke's back depicts the outlines of several small islands. A stylized half sun sits to the right of the islands, while simple images of a monstrous eye and the face of an aged, bearded king are to the left. Beneath the map are five lines of crude verse:

RAIDERS OF THE FEVER SEA

From blue bight's embrace
 Spy the Grave Lady's prize tooth
 With the Dawnflower's first kiss
 Climb the Captain's wayward orb
 To claim old king's hoard

The map shows the way to Mancatcher Cove, the site of Cyrus Wolfe's fabled hidden treasure, but it must be deciphered first. Several skill checks are listed below that can be used to identify some of the map's markings, but many of its details and instructions will not become clear until the PCs are actually present at Mancatcher Cove. Also listed below are the specific encounter locations referenced in the clues, as depicted on the map on page 40.

A DC 20 Knowledge (geography) check reveals the islands to be an unnamed archipelago in the Shackles north of the Ushinawa Isles and west of Besmara's Throne. Using charts of the Shackles (perhaps those owned by the former captain of the *Man's Promise*) grants a +4 bonus on this check. These islands lie 110 miles northwest of Tidewater Rock as the albatross flies, but the PCs will likely have to sail a bit farther through the numerous atolls and archipelagos of the southern Shackles.

The stylized sun could represent either a sunrise or sunset, though its position to the right (east) of the islands hints that sunrise is the proper interpretation. The monstrous eye represents the Beast of Mancatcher Cove, recognizable with a DC 15 Knowledge (history) or Knowledge (local) check. The strange king's image is merely reference to the root system of a tree that vaguely resembles a bearded monarch, under which Wolfe buried his treasure. The means of finding this burial place from Mancatcher Cove is revealed in the enigmatic lines of verse.

"Blue bight's embrace" means to begin the treasure hunt from within Mancatcher Cove itself (area C1).

The "Grave Lady" is the goddess of death, Pharasma, also known as the Lady of Graves, recognizable with a DC 10 Knowledge (religion) check. This line refers to a rock formation that resembles a death's head when seen from the correct angle in the correct light. Her "prize tooth" refers to a deposit of pyrite in the rock that glitters like a gold tooth in the skull's mouth when the light hits it (area C2).

"Dawnflower's first kiss" refers to the goddess of the sun, Sarenrae, called the Dawnflower, whose identity is hinted at by the stylized image of the sun on the map. A DC 10 Knowledge (religion) check also identifies the goddess. This line indicates that the PCs must be within the cove at the first light of dawn in order to see the skull-like formation and its "gold tooth," which indicates the location of the treasure.

"Climb the Captain's wayward orb" is an instruction to climb the rock formation into one of the caves that form the skull's eyes. A DC 17 Knowledge (local) check reveals that

Captain Wolfe was known to have lost an eye in battle; a DC 25 check reveals that it was his right eye. Therefore, his "wayward orb" is his right eye, and the PCs must enter the right eye of the skull formation to find the treasure (area C4).

The "old king's hoard" is another reference to the tree's roots, which look like a bearded king, designating the proper place to dig within the cave (area C5).

Let your players decipher as many of the clues as possible beforehand with the skill checks listed above. NPC allies, such as Ambrose Kroop, Sandara Quinn, or Lady Smythee, can assist them in this task if they're having trouble. Once they arrive in Mancatcher Cove, the PCs can revisit the clues in the context of the cove itself. If the players have trouble interpreting the clues on their own, you may allow appropriate skill checks to keep things from bogging down, such as successive DC 25 or 30 Linguistics checks. Likewise, NPC allies can provide ideas and thoughts to hint at the clues' meanings. While some who have found the map in the past have successfully located Mancatcher Cove, the real challenge is surviving it.

EVENT 18: LYING IN WAIT (CR 6)

Following Isabella's tattoo map eventually brings the PCs' ship to the small unnamed island in the southwest Shackles wherein lies Mancatcher Cove. The island is actually a series of small islands composed of carbonate platforms atop ancient reefs, forming a rough crescent open to the north. But another ship has come to Mancatcher Cove before them—Isabella Locke's ship, the *Thresher*.

After fleeing Tidewater Rock in **Event 17**, Captain Locke's first mate, Knuckles Grype, found himself the new captain of the *Thresher*. With Isabella's fate unknown, Knuckles realized that he would need to get the ship squibbed if he wanted to strike out on his own, but he lacked the funds to do so. However, the treasure of Mancatcher Cove would easily pay for a squibbing and more. Knuckles sailed the *Thresher* back to Mancatcher Cove, but not being allied with the sahuagin himself, he couldn't just sail in and take the treasure. Instead, he decided to wait offshore and see who came after him. If Isabella escaped and came looking for him, Knuckles would capture her and force her to hand over the treasure. If the PCs came instead, following Isabella's map, Knuckles would let them deal with the sahuagin first. If the PCs defeated the sahuagin and took the treasure, he could attack them as they left; if they failed, then perhaps the sahuagin would be weakened enough for him to claim the treasure himself.

Ship Combat: When the PCs first arrive at Mancatcher Cove, Knuckles tries to hide the *Thresher* behind one of the small islands to the east. The PCs (or any lookout on their ship) can make an opposed Perception check against Knuckles' Profession (sailor) check. If the PCs spot the



Thresher, a second DC 10 Perception check recognizes it as the vessel that attacked Tidewater Rock. The *Thresher* takes no aggressive action at this point, leaving it up to the PCs to decide whether or not to attack, though Knuckles responds in kind if attacked. If the PCs don't spot the *Thresher*, or choose not to attack at this time, Knuckles waits for the PCs to leave the cove. Once the PCs put back to sea, the *Thresher* sails out to blockade the northern entrance to the archipelago and attacks the PCs' ship.

THRESHER CR 6

Shackles junk (see page 35)
hp 900 (sails 360)

Creatures: The *Thresher's* new captain is Isabella Locke's former first mate, Knuckles Grype, an ugly plug of man who was a pit fighter before joining her crew. While the *Thresher's* buccaneers fight the PCs' crew, Knuckles takes on the PCs himself.

KNUCKLES GRYPE CR 6

XP 2,400
Male human fighter (brawler) 7 (*Pathfinder RPG Ultimate Combat* 44)
CE Medium humanoid (human)
Init +2; Senses Perception -1

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 71 (7d10+28)

Fort +9, Ref +4, Will +1; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 20 ft.

Melee +1 spiked gauntlet

+13/+8 (1d4+11 plus poison) and
+1 spiked gauntlet +13 (1d4+9 plus poison)

Special Attacks close combatant* (+2/+4), close control* +2, menacing stance* (-1/+4)

TACTICS

Before Combat Knuckles applies bloodroot poison to his spiked gauntlets before combat.

During Combat Knuckles wades into melee with his spiked gauntlets. He attempts to charge the enemy captain on the first round of combat, using his Charge Through feat to force his way through, if necessary.

Thereafter, he attempts to bull rush opponents overboard. **Morale** Knuckles has more bluster than courage, so if he is reduced to 25 hit points or fewer, he calls for parley, offering to surrender the *Thresher* to the PCs and join their crew as a loyal follower.

STATISTICS

Str 18, Dex 15, Con 14, Int 10, Wis 8, Cha 12

Base Atk +7; CMB +11 (+15 bull rush; +13 drag, overrun, and reposition); CMD 23 (27 vs. bull rush; 25 vs. drag, overrun, and reposition)

Feats Charge Through**, Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (spiked gauntlet), Weapon Specialization (spiked gauntlet)

Skills Climb +12, Intimidate +10, Profession (sailor) +8, Swim +9
Languages Common

Combat Gear bloodroot poison (4 doses); Other Gear +1 breastplate, +1 spiked gauntlets (2), belt of giant strength +2

** See the *Advanced Player's Guide*.

C. MANCATCHER COVE

Once the PCs sail into the archipelago of small, nameless islands of Mancatcher Cove, the cove itself is easy to locate, piercing the eastern flank of the westernmost isle, which is also the archipelago's largest. The islands are surrounded by nearly sheer rock cliffs with few beaches, and are buried under a shroud of prolific jungle growth. They are a haven for birds and sea mammals, and have small populations of both rodents and snakes. The largest island has a sizeable population of spider monkeys that keep up a cacophony throughout the day. There are no large predatory land beasts on the islands, as none have been transplanted there, and anything larger than a monkey would quickly fall prey to the island's primary guardian (see area C1). The cliffs of the islands range between 20 and 60 feet high and require DC 25 Climb checks to scale the craggy heights, which are slick with sea spume. The jungle growth is dense, with the average height of the tree canopies reaching 60 to 70 feet.



Knuckles Grype

RAIDERS OF THE FEVER SEA

C1. BLUE BIGHT'S EMBRACE (CR VARIES)

Mancatcher Cove forms an almost perfectly round bowl in the side of this jungle-cloaked island. The water in this circular bowl is an almost indigo hue compared to the turquoise of the waters surrounding the island, hinting at the extreme depth of the cove. Cliffs surround the bowl on all sides except the entrance, and a few small beaches have formed where the water meets the rock face. The jungle grows thickly atop these cliffs, the massive trees spreading their branches out and over the cove. From these trees a series of interlaced vines have grown like a loose net canopy 100 feet above the water, giving the cove a cavelike quality in the shadows of predawn or twilight. More vines, creepers, and roots extend down the cliffs, creating a dense maze of twisting tendrils that shroud numerous dark hollows in the rock.

The cove is actually a natural formation called a blue hole, where erosion in ancient epochs gouged a sinkhole into the soft carbonate rock that makes up these islands. This particular blue hole is approximately 300 feet wide and over 600 feet deep. Its bottom is white sand (which reflects as dark blue from the extreme depth) and is littered with the wrack of ships and the bones of sailors who attempted to locate the treasure of Mancatcher Cove and failed. Below a depth of 400 feet, the water in the hole is anoxic due to its poor circulation, so no creatures reside in these wrecks and even normal water-breathing magic does not function. These wrecks were thoroughly looted before being scuttled, so nothing of value remains among them.

The cliff walls of the cove are rough and covered in jungle growth, so they only require a DC 15 Climb check to scale them. They are pocked with scores of naturally occurring shallow caves. Treasure hunters might assume that the treasure is hidden in one of these crevices, but without a map, a systematic search would require weeks, and thus far, no one has survived the dangers of the cove for that long.

Anyone exploring the depths of the cove discovers a number of caves in the wall of the hole 160 feet down. One of these is the entrance to the sahuagin's lair (area **D18**).

Creatures: Despite the legends of a beast summoned by Captain Wolfe to protect the cove, there is no such thing. In fact, all he did was transplant an exotic plant cutting that he found aboard the Katapeshi treasure ships. The small cutting has now grown into a symbiotic plant creature called a canopy creeper that lurks in the jungle canopy around and above the cove. Though the waters of the cove itself teem with sahuagin and hammerhead sharks, they rarely breach the surface for fear of the creature's attacks. Instead, they prefer to render ships immobile by destroying their rudders from below while the canopy

creeper picks off crew members from above. The sahuagin then hack through the hull and scuttle the ship, looting it as it slips beneath the waves toward the dark depths below.

The sahuagin beneath the surface spot a ship as soon as it enters the cove. A patrol of three sahuagin riding three sharks then approach from beneath the ship and attempt to quietly disable the rudder. Anyone aboard the ship during its first hour in the cove can hear the sounds of the sahuagin disabling the ship with a DC 23 Perception check (DC 13 if belowdecks), though the perpetrators remain out of sight below the ship. Anyone who enters the water must face this patrol. After an hour, the sahuagin successfully disable the ship's rudder. They then keep watch from a distance until the canopy creeper has dealt with the ship's crew. Once the ship has been disabled, anyone on deck who succeeds at a DC 12 Perception check notices a number of shark fins in the waters of the cove, and anyone who succeeds at a DC 25 check catches a glimpse of a sahuagin watcher peeking its head above the water from 50 feet away before disappearing again.

The canopy creeper is quiescent during the day (though it does defend itself if attacked), but it attacks anyone on the deck of a ship that is in the cove during the hours of darkness.

CANOPY CREEPER CR 8

XP 4,800

hp 150 (see page 80)

SAHUAGIN (3) CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 239)

SHACKLES HAMMERHEADS (3) CR 2

XP 600 each

Sharks (*Pathfinder RPG Bestiary* 247)

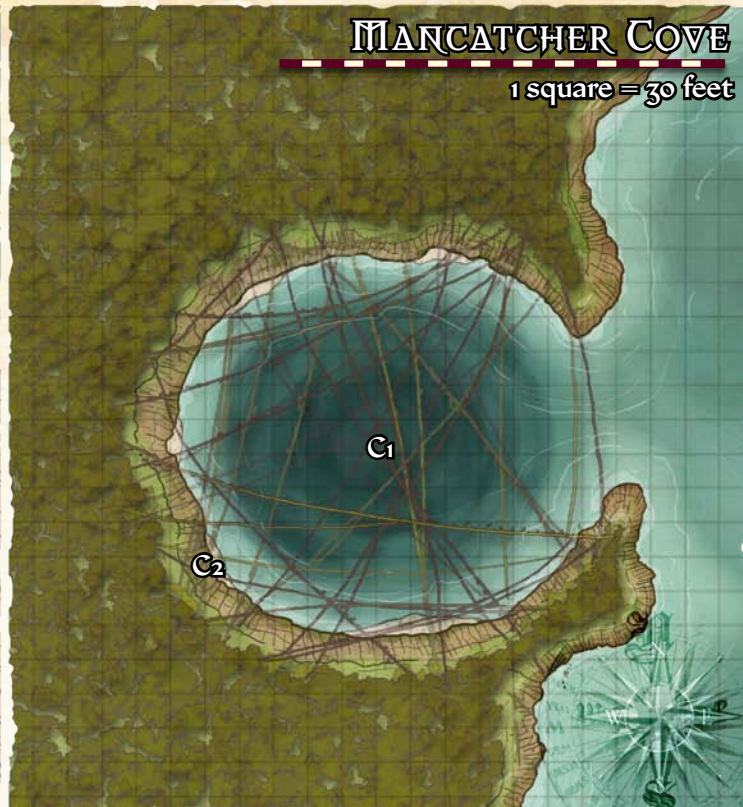
hp 22 each

Development: Once the ship's rudder has been disabled, an additional shark or sahuagin (50% chance of either) arrives every 3 rounds to help scuttle the ship, up to a total of six sahuagin and six sharks. Once the canopy creeper has killed most of the ship's crew, the sahuagin begin the job of breaking through the ship's hull and scuttling it.

Repairing the ship's rudder requires a DC 15 Craft (carpentry) or (ships) check and 20 gp worth of raw materials, or it can be repaired with magic. Any repairs must be made in the water or in a boat next to the rudder.

C2. GRAVE LADY'S PRIZE TOOTH

When the morning sun shines into the cove from the east, it illuminates a section of the cliff wall that marks where



the treasure lies. The rest of the day and night it looks just like the rest of the cove. When the PCs are within the cove as the first light of day shines in from the east, read or paraphrase the following.

As the first light of dawn peeks into the darkened cove from the east, the jungle cliffs come alive with patterns of shadow and light in a thousand fanciful, ever-shifting shapes. When the sun is fully up, the cliffs will return to their normal appearance, but for these few moments they are almost magical with this display of shadow art. In the shadowy half light, a group of caves and crevices on the cliff face takes on the appearance of a grinning skull. As the morning sun illuminates the shadow that resembles the skull's mouth, a previously unseen glint of gold sparkles brightly in the sunlight, as if the skull has a gold tooth.

The PCs can easily take positions to note the location of this shadow image so they can locate it again when it disappears a few moments later as the sun rises. A search for the "prize tooth" quickly locates a large deposit of pyrite, or "fool's gold," that has been set within a crevice so that it reflects the light when hit by the morning sun. It is obviously not a natural feature of the island. Thirty feet above the beach, two caves open into the cliff face where the skull's eye sockets would be. Ascending to these caves reveals the rotten stub of a wooden boom (invisible

from below) that was likely used to hoist heavy loads up to the caves.

C3. THE WRONG ORB (CR 7)

The right eye socket of the "skull" is the "Captain's wayward orb," but, of course, that is the leftmost cave from the perspective of the PCs. If they enter the right-hand cave instead, read or paraphrase the following.

A cave opens here beneath a screen of honeysuckle. A few large bees buzz around the fragrant blossoms.

The bees pose no threat, and beyond the vines is a dry earthen cave with a fairly level floor and a ceiling ranging from 8 to 10 feet in height.

Trap: Although this cave seems the more inviting of the two, it comes to a dead end shortly after a turn in the passage, and Captain Wolfe left a trap behind for would-be treasure seekers. When anyone enters the square marked on the map, a heavy log embedded with wooden stakes falls from a cleverly concealed hollow in the ceiling. It swings down the tunnel, striking anyone in the passage that leads out to the mouth of the cave.

SPIKED LOG TRAP

CR 7

XP 3,200

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

RAIDERS OF THE FEVER SEA

EFFECTS

Trigger location; **Reset** none

Effect Atk +15 melee (6d6 damage, plus 1d4 spikes for 1d4+2 damage each); multiple targets (all targets in a 15-foot line)

C4. THE CAPTAIN'S WAYWARD ORB

The left-hand cave (the skull's right eye) is the true cave referred to in the map.

A narrow earthen opening ascends into the cliff above. The cave mouth is a tight fit behind the screening vines and roots, but it looks accessible with a little effort.

Medium creatures must squeeze to enter the cave mouth, but the passage soon widens. The cave extends upward at a fairly steep slope (DC 5 Climb check) with an 8-foot ceiling. There are no tracks or other signs of passage within.

C5. OLD KING'S HOARD

The tunnel climbs to a point just below the island's surface. Sunlight filters faintly through a rent in the earth above, where a gargantuan tree grows down into the rocky soil, its prodigious root system blocking any further progress ahead. The fissures and crevices in the bark of the tree's trunk, just visible at the roof of the tunnel, vaguely resemble a wrinkled human visage with a craggy crown upon its brow, while the spread of roots below seems like the hoary growth of an ancient beard.

This is the "old king's hoard" referred to in the map, marking the spot where the treasure was buried. Anyone searching among the roots finds further confirmation in a humanoid skull tangled among the root tendrils, its hollow eye sockets directed toward the earthen floor.

The ground here is rocky soil that must be laboriously excavated with spades and picks. After descending 10 feet, the PCs reach the bedrock of the island and hit a 6-inch-thick layer of wooden planks laid across the pit bottom (hardness 5, hp 60, Break DC 23). Breaking through this wooden barrier reveals a dark shaft looking down into area D1.

D. SAHUAGIN TUNNELS

Since Cyrus Wolfe visited Mancatcher Cove, a tribe of sahuagin has taken up residence in the natural caves in the wall of the blue hole. They discovered Captain Wolfe's treasure and relocated it to their own treasury, and use these tunnels as a base to prey upon shipping in the Fever Sea.

The tunnels lie in the bedrock of the island, where water has dissolved the calcium content and left behind natural fissures and hollows. There is some evidence of work to enlarge chambers and tunnels, but they have otherwise been left in their natural state. The chambers and tunnels are all strikingly similar in appearance, so no read-aloud

text is provided for most of these locations. Unless otherwise noted, all of the chambers are underwater and are considered aquatic terrain with non-flowing water. Navigating these tunnels requires swimming and water breathing of some sort. See pages 432–433 of the *Pathfinder RPG Core Rulebook* for rules on underwater adventuring. The tunnels are generally tubes 10 feet in diameter, and rooms are roughly ovoid with ceiling heights averaging 20 feet. Remember that underwater is a three-dimensional environment for combat and maneuvering.

There are no light sources and no doors or furnishings within these tunnels, but curtains of seaweed have been cultivated in several places to block openings. These curtains of seaweed provide total concealment and require a move action to move through. They are fibrous and tough (hardness 3, hp 20, Break DC 23), but they can be cut with slashing weapons, which ignore their hardness. In addition, many of the passages are steeply inclined with slopes of 45 degrees: for every 10 feet of horizontal distance, they drop 10 feet as well.

D1. RANSACKED CACHE

The following description assumes that the PCs have entered from area C5 above.

The removal of the wooden planks reveals a sinkhole descending into the rock. It drops thirty feet to the still, dark surface of water below. The broken remnants of a wooden platform and stair cling to the wall, but the structures themselves have long since rotted away and dropped into the inscrutable depths.

The sahuagin discovered this chamber and removed the treasure before destroying the platform. The sinkhole descends another 20 feet below the water level, where a sloping tunnel exits to the southwest. There is no sign of Captain Wolfe's treasure here.

D2. AMBUSH POINT (CR 7)

Creatures: If the sahuagin are aware of the PCs' presence in the cove, then they have prepared an ambush here. A total of six sahuagin await their entry, three in the tunnel to area D3, and three in the tunnel to area D4. They attempt to catch the PCs in a pincer attack. If they have not been alerted to the PCs, then these sahuagin are in area D4.

SAHUAGIN (6)

CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 239)

D3. ISABELLA LOCKE'S CHAMBERS (CR 5)

The tunnel rises above sea level here, creating an air pocket in this series of chambers. The floor is sand and a few items



SAHUAGIN TUNNELS

1 square = 10 feet



Arrows indicate slope down

of furniture are scattered about, including a table, a poorly repaired chair, a bed with a sagging frame, and a crude fence of driftwood in the rear of the chamber. The entire cavern is overgrown with vines bearing tiny violet flowers that fill the room with a cloying fragrance.

Isabella Locke uses this chamber on her infrequent visits to the sahuagin tribe. She has left few personal effects in the chamber, though beneath the bed is a large glass jar filled with alcohol that holds the preserved, severed head of a vicious-looking Tian man with pock-scarred cheeks, a tattoo of a kraken on his forehead, and all his teeth broken out. A DC 25 Knowledge (local) check reveals the head to be that of the Tian pirate Soshimira, captain of the *Dragon's Dishonor*, who disappeared on the Fever Sea decades ago.

Creatures: To keep the air within her chamber fresh, Isabella cultivated a number of xtabay plants in the rearmost chamber, keeping them penned in with a small fence of driftwood and feeding them regularly. Unfortunately, a sahuagin fingerling recently wandered in here and broke the fence before succumbing to the xtabays' soporific pollen. The plants devoured the young sahuagin and have since managed to reproduce and spread throughout the chamber. There are now eight xtabays living in the cavern; they immediately attempt to anesthetize and devour any creature entering the room.

XTABAYS (8) CR 1/2
XP 200 each
 hp 8 each (*Pathfinder RPG Bestiary* 2 289)

Treasure: Hidden in the bed covers (DC 12 Perception check to find) is a *wand of web* (37 charges) that Isabella left here. Beneath the bed, a small coffer holds three *potions of water breathing*.

D4. AUXILIARY BARRACKS

Normally unused, this chamber serves as an auxiliary barracks for the sahuagin.

Creatures: If the sahuagin have not been alerted to the PCs' presence, then the ambushers from area D2 are quartered here instead.

D5. OLD ARMORY (CR 4)

This chamber, once used as an armory for the auxiliary barracks, has been abandoned by the sahuagin.

Creature: A giant rock crab has taken up residence in the armory. It attacks if cornered.

GIANT ROCK CRAB CR 4
XP 1,200
Pathfinder RPG Bestiary 50
 N Large vermin (aquatic)
 Init +0; Senses darkvision 60 ft.; Perception +4

RAIDERS OF THE FEVER SEA



DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)
 hp 42 (5d8+20)
 Fort +8, Ref +1, Will +1
 Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 20 ft.
 Melee 2 claws +6 (1d6+4 plus grab)
 Space 10 ft.; Reach 10 ft.
 Special Attacks constrict (1d6+4)

STATISTICS

Str 19, Dex 11, Con 18, Int —, Wis 10, Cha 2
 Base Atk +3; CMB +8 (+12 grapple); CMD 18 (30 vs. trip)
 Skills Perception +4, Swim +12
 SQ water dependency

Treasure: A single masterwork trident with the broken condition rests on the floor, half buried in silt.

D6. GUARDROOM (CR 5)

This guardroom defends the approaches to the breeding hatchery (area D7) and the lower level of the sahuagin tunnels.

Creatures: Two sahuagin guards and a hammerhead shark occupy this chamber. They assume that the PCs are another rescue party for the captive in area D8, and fight to the death to prevent them from rescuing the captive held there.

SAHUAGIN (2) CR 2
 XP 600 each
 hp 15 each (*Pathfinder RPG Bestiary* 239)

SHACKLES HAMMERHEAD CR 2
 XP 600
 Shark (*Pathfinder RPG Bestiary* 247)
 hp 22

D7. BREEDING HATCHERY

Numerous strange, organic filaments fill this chamber, running from floor to ceiling like columns. Fist-sized pink ovoids float from the filaments, bobbing in the lazy current.

Closer inspection reveals the ovoid spheres to be slightly translucent and to contain small tadpole-like creatures twitching within. A DC 25 Knowledge (local) check identifies the spheres as locathah eggs. There are a total 47 eggs within the room, all still at least a week away from hatching. The captive locathah matriarch in area D8

laid the eggs. When the eggs hatch, the sahuagin plan to eat the majority of the locathah hatchlings and raise the rest as captive slaves.

D8. CAPTIVE QUEEN (CR 1)

Rusty shackles scavenged from a shipwreck hang from the wall of this small cave.

Creature: The sole occupant of this room is a locathah matriarch, a fishlike humanoid with crested fins and an orange coloration, shackled to the far wall. The matriarch is queen of a migratory locathah band that the sahuagin successfully raided. The sahuagin savagely removed the creature's legs, crudely stitching them up with ragged scars, and carved crude tattoos into her scaly flesh before forcing her to lay eggs. The matriarch is listless and does not help in her own release attempt, unless her eggs in area D7 were destroyed, in which case she goes into a crazed battle rage, fighting until slain.



Locathah Matriarch

LOCATHAH MATRIARCH CR 1
 XP 400

Female advanced locathah (*Pathfinder RPG Bestiary* 2 179, 292)
 hp 13, currently 2
 Speed 5 ft., swim 10 ft.

Development: If freed, the locathah matriarch tries her best to collect all of her eggs in area D7 and escape with them back to her tribe.

Story Award: If the PCs rescue the locathah and help her escape with her eggs, award them 1,000 XP. In addition, her surviving tribe members track the PCs down a week later and reward them with a *helm of underwater action* recovered from a shipwreck.

D9. FEEDING HALL (CR 5)

The water in this cavern is murky with the haze of fresh blood, and gobbets of flesh float in the water.

The sahuagin use this chamber for their feeding frenzies. The current menu is the remains of six locathahs and three giant moray eels, a rescue party sent to recover the matriarch held in area D8.

Creatures: Three sahuagin warriors and eight noncombatants (the elderly, infirm, or young) are currently feeding in this chamber. They are in a feeding frenzy and their Perception checks are treated as if they rolled a 0, so they are relatively easy to surprise. The warriors fight to



the death, while the noncombatants attempt to flee to the common chamber (area **D10**). Noncombatants do not put up any fight and do not grant XP awards.

SAHUAGIN (3) **CR 2**
XP 600 each
 hp 15 each (*Pathfinder RPG Bestiary* 239)

D10. COMMON CHAMBER

This dismal chamber serves as the quarters for the almost three dozen noncombatant members of the tribe, old or young sahuagin that are little more than slaves for the warrior caste. They anxiously await the hatching of the locathah eggs in area **D7**, as they believe their lives will become immensely easier with a multitude of locathah slaves to bully. They know about the eggs and the layout of the lower tunnels (areas **D9** through **D18**, with the exception of area **D16**) and the secret to safely leaving through area **D18**. They are weak and malnourished (the warriors take the lion's share of the

food) and make no attempt to fight. Do not award the PCs XP for defeating them.

D11. MATRON'S CHAMBER

The Matron of the sahuagin tribe occupies this chamber. She can normally be found in area **D12**, but responds violently to any sounds coming from this room.

Treasure: A DC 17 Perception check allows the PCs to find a loose rock in the floor. Hidden beneath it is the Matron's personal treasure stash consisting of a string of tiny pearls (worth 500 gp) and a small soapstone statuette crudely carved in the likeness of a wide-mouthed sea dragon. A DC 20 Knowledge (religion) can check allow the PCs to recognize the dragon as a depiction of Kelizandri, Elemental Lord of Water, also known as the Brackish Emperor. The crude statuette is worth only 20 gp at most.

D12. HATCHERY (CR 4)

This room swarms with sahuagin fingerlings and newly hatched sahuagin fry. The seaweed curtains in this room are thick enough to generally keep these hatchlings contained and prevent them from wandering loose through the lair where they would be at risk of predation by the other sahuagin, and the tribe's Matron herself keeps an eye over them as well (though she is not above a snack now and again). These immature sahuagin are their own greatest threat, as the larger tend to feed on the smaller. The hatchlings in here range in size from newly hatched fry no larger a human's thumb to fingerlings the size of a human toddler (almost large enough to be allowed to reside with the tribe in area **D10**). Beyond the eastern seaweed curtain is a chamber with muddy walls to which thousands of marble-sized, milky eggs have been attached. There are hundreds of fingerlings in the larger chamber and hundreds of eggs in here, but most will not survive to adulthood.

Creature: The Matron is an ancient sahuagin grown to massive size from age (she is several hundred years old) and the blessings of Kelizandri. The price she has paid for her exceptional age and size is that she is sterile and unable to produce eggs for the tribe. She is responsible for protecting the tribe's eggs and fingerlings from danger and predators (including hungry adult sahuagin). The sahuagin fear her, and she wields exceptional influence in the tribe. She fights to the death to defend the eggs and hatchlings, and if she calls for help, 1d4+1 warriors from area **D14** arrive in 1d3 rounds.

THE MATRON **CR 4**
XP 1,200
 Female advanced giant sahuagin (*Pathfinder RPG Bestiary* 239, 294, 295)
 hp 23



The Matron

RAIDERS OF THE FEVER SEA

D13. LARDER

These caves hold the tribe's food stores. Currently, the larder holds a recently slain giant moray eel hung on an iron hook; the upper torso, arms, and head of a locathah (part of the rescue party described in area D9); a dead sahuagin (killed by the rescue party); and the slightly bloated corpses of three large mackerel floating near the ceiling. Any PCs or members of their crew who fell victim to the sahuagin in Mancatcher Cove (area C1) will also be found here, along with all their equipment.

Treasure: Stacked in one corner are seven locathah longspears, four light crossbows, and cases holding 47 bolts. A DC 18 Perception check allows the PCs to find a *wand of produce flame* (41 charges) jumbled among the crossbow bolts in one of the cases.

D14. BARRACKS (CR 8)

This chamber serves as the primary barracks for the warriors of the tribe. The room is completely choked with seaweed from the dozens of beds that grow throughout the room from floor to ceiling. The entire room is considered difficult terrain, and the seaweed provides concealment beyond 5 feet and total concealment beyond 10 feet.

Creatures: Those sahuagin who are not out patrolling, feeding, or otherwise on duty can be found here relaxing. There are currently eight sahuagin warriors in this chamber. Unless the lair has been alerted, there is a 50% chance that the warriors are asleep. If the sahuagin become aware of intruders, they remain in this chamber and attempt to ambush the PCs as they enter. If hard pressed, they retreat to area D15 to regroup with their hammerhead sharks.

SAHUAGIN (8) CR 2
XP 600 each
 hp 15 each (*Pathfinder RPG Bestiary* 239)

Treasure: An assortment of sahuagin crossbows, cases of bolts, tridents (including one masterwork trident), and battle harnesses are scattered about this chamber. In addition, several nuggets of raw gold and silver ore worth a total of 270 gp can be collected with a DC 21 Perception check. Finally, a DC 24 Perception check discovers a decomposed human hand wrapped in seaweed like a sushi roll, still wearing a *ring of animal friendship*.

D15. SHARK CORRAL (CR 6)

The tribe's trained hammerhead sharks swim about in the chummed waters of this chamber when not on duty elsewhere. The secret door to the west is actually a crevice in the wall that has been almost completely buried behind an accumulation of sediment. A DC 25 Perception check

allows the PCs to notice the narrow opening in the wall. It can be dug out with 2 hours of labor.

Creatures: There are currently four sharks in this room fighting over the remains of a locathah. They attack any non-sahuagin that enter. The sharks do not leave this room unless accompanied by a sahuagin.

SHACKLES HAMMERHEADS (4) CR 2
XP 600 each
 Sharks (*Pathfinder RPG Bestiary* 247)
 hp 22 each

Development: If any of the PCs is wearing the strange deep platinum necklace found in **Event 11**, that character feels drawn toward the western end of the cavern, and receives a +4 bonus on Perception checks to find the secret door there.

D16. HIDDEN CRYPT (CR 6)

Neither Captain Wolfe nor the sahuagin were the first to discover the blue hole of Mancatcher Cove. A hundred years before Wolfe's time, a foul captain of the Shackles was overthrown by his mutinous crew. The mutineers fed him a *potion of water breathing* and chained him here to his ship's anchor to await the expiration of the potion.

Creature: Near the back wall of this darkened cave, a ship's anchor has been driven into the ground. Its heavy chain has been coiled about the skeletal remains of the murdered captain. The rotten remains of a captain's coat still hang from the skeleton's frame, and a silvery pendant dangles from the captain's neck. Who this betrayed captain was and why he was left here remains a mystery, as well as why his pendant was left with him. He plays no further part in this Adventure Path beyond this encounter, but his story can be fleshed out for your own campaign as you see fit.

The ancient mariner is no longer dead and is no longer bound by the anchor chain. He has risen as a mummy of the deep, and can free himself from the chain as a move action that does not provoke attacks of opportunity. He waits to activate his aura of despair until he has revealed himself to be animate. The creature's cursed waters are so foul that its curse of the deep ability works even if its victim has the ability to breath underwater.

THE ANCIENT MARINER CR 6
XP 2,400
 Male advanced mummy of the deep (*Tome of Horrors Complete* 439)
 NE Medium undead (aquatic)
Init +0; **Senses** darkvision 60 ft.; Perception +12
Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)



DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 67 (9d8+27)

Fort +7, Ref +3, Will +8

DR 5/—; Immune undead traits; Resist fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +12 (1d6+7 plus grab)

Special Attacks curse of the deep

Spell-Like Abilities (CL 8th; concentration +10)

1/day—control water

STATISTICS

Str 21, Dex 10, Con —, Int 6, Wis 14, Cha 15

Base Atk +6; CMB +11 (+15 grapple); CMD 21

Feats Great Fortitude, Power Attack, Skill

Focus (Perception), Toughness, Weapon

Focus (slam)

Skills Disguise +10, Perception +12, Stealth +10,

Swim +18

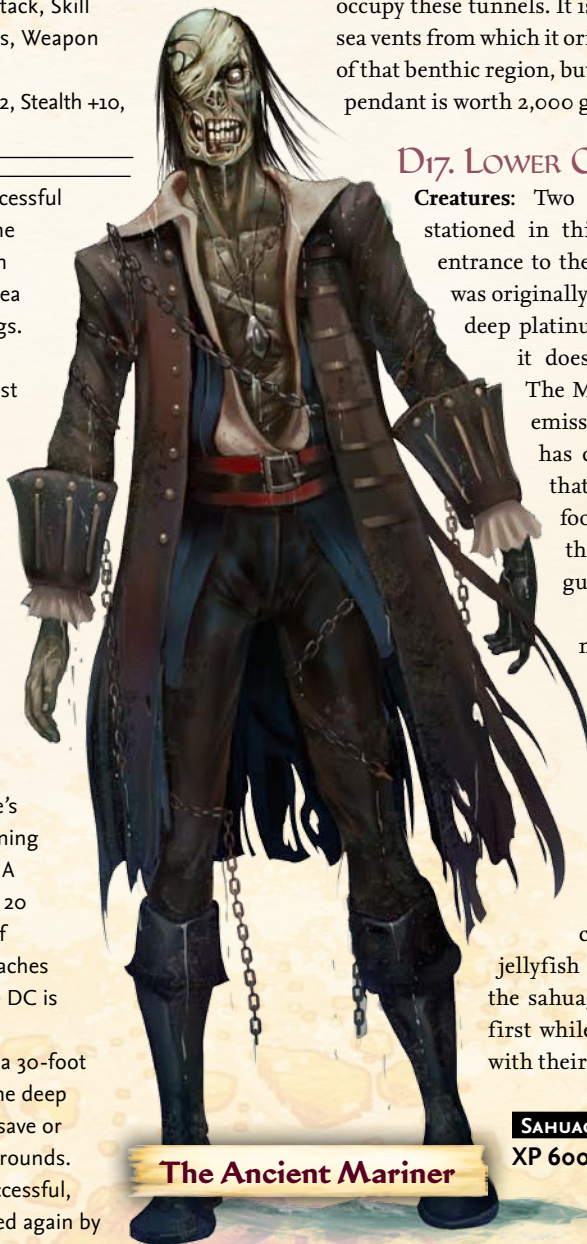
SPECIAL ABILITIES

Curse of the Deep (Su) On a successful grapple check, a mummy of the deep presses its lips against an opponent's and regurgitates sea water into the opponent's lungs. Each round thereafter, for the next 10 rounds, the victim must succeed at a DC 16 Fortitude save or be dazed and take 1d4 points of damage that round. Three consecutive successful saves means the victim has coughed up enough water to shake off the effects of the attack and takes no further damage. When a victim reaches 0 or fewer hit points, it falls unconscious. In the next round, it drowns. Holding one's breath does not prevent drowning (water is already in the lungs). A *remove curse*, *heal* spell, or DC 20 Heal check halts the damage if applied before the creature reaches 0 or fewer hit points. The save DC is Charisma-based.

Despair (Su) All creatures within a 30-foot radius that see a mummy of the deep must succeed at a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by

that mummy of the deep's despair ability for 24 hours. This is a paralysis and mind-affecting fear attack. The save DC is Charisma-based.

Treasure: The pendant around the ancient mariner's neck is made of deep platinum (see the sidebar on page 22) with queerly shaped blue-and-black whorls. The pendant is cast to resemble a chaotic cluster of tentacles and fluke tails, and though it does not radiate magic, anyone who examines it for a full round must succeed at a DC 15 Will save or be shaken for 1d4 rounds (this is a mind-affecting fear effect). The pendant tends to subtly draw those who possess other samples of the tainted platinum into its general vicinity, which probably explains why the sahuagin tribe chose to occupy these tunnels. It is somehow connected to the deep sea vents from which it originated and the strange denizens of that benthic region, but how exactly is left up to you. The pendant is worth 2,000 gp.



D17. LOWER GUARDROOM (CR 6)

Creatures: Two sahuagin and a tojanida are stationed in this chamber to guard the lower entrance to the sahuagin tunnels. The tojanida was originally drawn to Mancatcher Cove by the deep platinum pendant in area D16, though it does not know what drew it here. The Matron believes the tojanida is an emissary of Kelizandri, and the tojanida has done nothing to dissuade her of that notion. In exchange for fresh food and occasional conversation, the tojanida has agreed to help guard the sahuagin's home.

The sahuagin guards here do not react to alarms elsewhere in the lair, as they are under orders to defend the lower entrance at all costs. The guards have also been ordered to listen for the sound of the conch horn from area D18. If they hear it, they send the tojanida down the tunnel, where it expels its ink cloud to temporarily disperse the jellyfish swarm. If faced with intruders, the sahuagin send the tojanida into battle first while they try to pick off spellcasters with their crossbows.

SAHUAGIN (2) CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 239)

The Ancient Mariner

RAIDERS OF THE FEVER SEA

TOJANIDA

CR 5

XP 1,600

hp 51 (*Pathfinder RPG Bestiary* 3 270)

D18. LOWER ENTRANCE (CR 6)

This tunnel opens into the wall of the blue hole 160 feet below the surface of the cove. Set in a niche in the wall of the blue hole 30 feet away is a conch shell (DC 18 Perception to spot).

Creature: The sahuagin seed the area with plankton in order to keep a jellyfish swarm happily immobile there, blocking entry to the caves. When the sahuagin need to enter the lair, they blow on the conch to summon the guards and tojanida from area **D17**. The jellyfish dislike the tojanida's ink cloud and disperse until the cloud dissipates, at which point the swarm reforms in its habitual spot in front of the entrance. If a PC blows on the conch, the tojanida in area **D17** disperses the swarm, assuming the summons must be from returning members of the tribe.

JELLYFISH SWARM

CR 6

XP 2,400

hp 54 (*Pathfinder RPG Bestiary* 2 170)

D19. UNOCCUPIED QUARTERS (CR 4)

This room served as quarters for the sahuagin chieftain Krelloort's son, who also served as Krelloort's bodyguard until he was slain by the PCs in **Event 11**. A simple seaweed bed grows near one wall.

Creature: Krelloort's own pet hammerhead shark now guards the room and attacks any intruders until reduced below 15 hit points, at which time it retreats to area **D20** to defend the chieftain.

GREAT HAMMERHEAD SHARK

CR 4

XP 1,200

Advanced giant shark (*Pathfinder RPG Bestiary* 247, 294, 295)

hp 38

D20. THRONE ROOM (CR 8)

Curtains of golden seaweed block either end of this room. A crudely chiseled dais sits against the back wall, supporting a stone throne of massive proportions. The throne's eroded appearance, darkly stained stones, strange runes, and images of one-eyed beasts make it evident that it had sat in the slime at the bottom of the sea for long ages before being dragged up and placed here.

This chamber serves as the throne room for Krelloort, chieftain of the sahuagin tribe of Mancatcher Cove. Beyond the western seaweed curtain is Krelloort's personal bedchamber, containing a seaweed bed, a few personal

items, and a long iron rod that once served as a handle for a capstan. Behind the eastern curtain are the chambers for Krelloort's two favored concubines.

A DC 23 Perception check reveals that a hollow space lies beneath the throne. The throne can be moved with a DC 30 Strength check (use of a proper lever, such as the iron capstan rod in Krelloort's bedchamber, grants a +10 bonus on this check), revealing a passage leading to area **D21**.

Creatures: The chamber is currently occupied by Chief Krelloort, a mutant four-armed sahuagin monstrosity, and his two concubines, massively muscled female sahuagin with vile tattoos covering their bodies. They fight to the death to defend their chieftain.

KRELLOORT

CR 7

XP 3,200

Male four-armed sahuagin mutant fighter 4 (see page 84)

LE Medium monstrous humanoid (aquatic)

Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.;

Perception +10

DEFENSE

AC 22, touch 12, flat-footed 20 (+5 armor, +2 Dex, +5 natural)

hp 67 (6d10+34)

Fort +10, **Ref** +6, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee *Zul* +13/+8 (1d8+10), bite +9 (1d4+2), 2 claws +11 (1d4+5) or bite +11 (1d4+5), 4 claws +11 (1d4+5)

Ranged *Zul* +10 (1d8+8)

Special Attacks blood frenzy

TACTICS

During Combat Krelloort closes in to concentrate his attacks on those who are less armored, delighting in watching his opponents slowly turn into coral from his magical trident's attacks. If hard pressed, Krelloort enters a blood frenzy and tries to take down as many opponents as possible.

Morale If Krelloort survives his blood frenzy but finds he still has substantial opponents remaining, he attempts to flee out of the lair through area **D18** and down into the depths of the blue hole. He hopes his high Constitution score will allow him to survive in the anoxic waters until his pursuers have succumbed to suffocation. If pursuers instead wait for him above the anoxic level, he eventually swims upward to meet them, fighting to the death to defeat his foes.

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 23

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Multiattack^B, Power Attack, Toughness^B, Weapon Focus (trident), Weapon Specialization (trident)



Skills Handle Animal +5, Intimidate +8, Perception +10, Ride +5, Stealth +9, Swim +15

Languages Aquan, Common, Polyglot; speak with sharks

SQ armor training 1, multiweapon mastery

Combat Gear *potions of cure moderate wounds (2)*; **Other Gear** masterwork scale mail, *Zul (+1 human bane trident, see page 57)*, eel leather and coral war harness (worth 75 gp), deep platinum necklace worth 3,000 gp (see the sidebar on page 22)

KRELLOORT'S CONCUBINES (2) CR 3

XP 800 each

Advanced female sahuagin (*Pathfinder RPG Bestiary* 239, 294)
hp 19 each

Treasure: Among the personal items in Krelloort's bedchamber is gold-plated conch shell engraved with images of sea elves and hippocampi (worth 1,200 gp) that holds a selection of putrid fish and humanoid livers (a sahuagin delicacy), a gilt tattooing kit that he uses on his slaves and concubines (worth 50 gp), and a burnished brass

hand mirror (worth 20 gp). In the seaweed bed there is also a gold Varisian music box (no longer functional) that holds the ivory image of a dancing harrower (worth 400 gp). Inscribed on the underside of the lid are the words "For my darling Isabella."

The massive stone throne is an artifact of the ancient cyclops empire of Ghol-Gan and can be identified as such with a DC 25 Knowledge (history) check. It was discovered at the bottom of the blue hole by the sahuagin. Unknown to Krelloort, the throne bears a potent curse from the ancient days of lost Ghol-Gan. Anyone who sits upon the throne must succeed at a DC 15 Will save or be seized by the lust for empire—the desire to conquer and subjugate all neighboring kingdoms at any cost. If the creature fails the save, it acts on these plans (often provoking it to rash acts of hostility) for 1 week, after which a new save is allowed. If the save is successful, the creature is immune to the effects of the throne for 1 week. Krelloort has failed his save many times, prompting his campaign of overt attacks on shipping and the surrounding peoples, which has increased the risk of discovery and assault on his own tribe. The curse cannot be removed short of destroying the throne (hardness 8, hp 1,020, Break DC 80), but if the 8,000-pound chair can be transported, it could be sold to certain antiquities buyers with megalomaniacal tendencies for up to 5,000 gp.

D21. TREASURE CHAMBER (CR 8)

The chamber hidden below the great throne is empty save for two chests. One is a iron-banded chest decorated with skulls that seems to have held up remarkably well considering its immersion in seawater. The other is a stone box with the image of a fish-headed demon carved onto its lid, whose seams appear to have been sealed by lead.

The two chests hold the sahuagin tribe's treasure, and the trap that protects the hoard. The stone box is watertight with a seal of soft lead around its lid. It has been cemented to the floor, so it cannot be moved without actually breaking the chest. The lead seal can be removed with a little effort (hardness 3, hp 20, Break DC 23). If the seal is broken or removed, the box can be opened, but doing so activates the trap.

Trap: The stone box is itself a trap, and is difficult to disable. If its seal is broken and the lid removed, a blood-red cloud issues forth from the box and immediately diffuses throughout the entire room. This cloud is a derivative of several rare sponges and functions as an inhaled variety of sassone leaf residue that affects any water-breathing creature (including those breathing magically). The diffusion does not spread beyond the room, and the cloud clears after 3 rounds.



Krelloort

RAIDERS OF THE FEVER SEA



POISON CLOUD TRAP

CR 8

XP 4,800

Type mechanical; Perception DC 25; Disable Device DC 30

EFFECTS

Trigger touch; Reset none

Effect poison cloud (inhaled sassone leaf residue); multiple targets (all targets in room)

Treasure: The locked sea chest is a *captain's locker* (see page 56). The lock can be opened with a DC 30 Disable Device check, but a DC 28 Perception check allows the PCs to discover the key hidden in a concealed hollow in the wall. Within is what is left of Cyrus Wolfe's hoard, as well as the tribe's own treasures. Besides the variety of luxurious silks, fine furs, exotic spices, raw gold and silver ore, and other plundered pirate booty worth a total of 10 points of plunder, the treasures include a ship's figurehead called *Besmara's Bones* (see page 56), two *fan feather tokens*, *slippers of spider climbing*, an ornate crown with undersea motifs crafted of deep platinum (see the sidebar on page 22) worth 5,000 gp, and a jeweled box (worth 500 gp) containing assorted jewelry worth 2,500 gp, as well as 2,083 gp, 18,900 sp, and 25,050 cp.

CONCLUDING THE ADVENTURE

By the completion of this adventure, the PCs should have created a new identity for their stolen ship, gained control of a secure base of operations in Tidewater Rock, and engaged in some successful piracy upon the Fever Sea. If the PCs successfully braved the Beast of Mancatcher Cove and recovered the lost treasure of Captain Wolfe, they gain 1 point of Disrepute and 1 point of Infamy from the boost to their reputations. If the PCs still need to acquire more plunder and Infamy, you can use the encounters in Part Two as the basis for additional encounters to challenge them.

Once the PCs have acquired an Infamy score of 20 or more (thus reaching the "Despicable" Infamy threshold—see pages 63–64 of *Pathfinder Adventure Path* #55), they are infamous enough to sail into the well-traveled waters and ports of the Shackles as respected, perhaps even feared, pirates. To be truly recognized as Free Captains, however, the PCs must present themselves to the Hurricane King of the Shackles in Port Peril. The PCs' quest for this recognition, as well as their continuing lives of piracy, are the topic of the next volume in the *Skull & Shackles Adventure Path*, "Tempest Rising."



ISABELLA “INKSKIN” LOCKE

An inhuman murderer and pirate, Isabella Locke is the foul captain of the *Thresher*, a ship known for its crew’s rapacious cruelty and soulless disregard for life. Captives of Captain Locke are fed alive to the sharks more often than not, and those are the lucky ones.

ISABELLA “INKSKIN” LOCKE CR 8

XP 4,800

Female human sorcerer (tattooed sorcerer) 9 (*Pathfinder*)

Campaign Setting: *Inner Sea Magic* 40)

CE Medium humanoid (aquatic, human)

Init +2; **Senses** blindsense 30 ft. (when immersed in water); Perception +1

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 natural)

hp 66 (9d6+32)

Fort +4, **Ref** +7, **Will** +5

DR 10/magic (vs. ranged weapons); **Resist** cold 5

OFFENSE

Speed 40 ft. (downhill 50 ft., uphill 30 ft.), swim 50 ft.

Melee *Brine’s Sting* +7 (1d6+3/18–20)

Ranged mwk dagger +7 (1d4+2/19–20)

Spell-Like Abilities (CL 9th; concentration +13)

3/day—*acid splash*

1/day—*geyser* (DC 18; CL 11th)

Sorcerer Spells Known (CL 9th; concentration +13)

4th (5/day)—*charm monster* (DC 18), *geyser** (DC 19; CL 10th), *summon monster IV* (CL 10th)

3rd (7/day)—*aqueous orb** (DC 18; CL 10th), *fly*, *lightning bolt* (DC 17), *vampiric touch*

2nd (7/day)—*blindness/deafness* (DC 16), *false life*, *invisibility*, *protection from arrows*, *slipstream** (DC 17; CL 10th)

1st (7/day)—*grease* (DC 16; CL 10th), *hydraulic push** (CL 10th), *mage armor* (CL 10th), *magic missile*, *obscuring mist* (CL 10th), *ray of enfeeblement* (DC 15)

0 (at will)—*bleed* (DC 14), *daze* (DC 14), *detect magic*, *light*, *message*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)

Bloodline aquatic*

TACTICS

Before Combat Isabella casts *false life*, *mage armor*, *protection from arrows*, and *slipstream* on herself before combat, and casts *false life* and *invisibility* on her familiar Moto (already included in its stat block on page 36) before transforming it into its tattoo form. She also creates a spell tattoo of *vampiric touch* on herself.

During Combat Isabella casts *obscuring mist* to hide her longboats’ approach to Tidewater Rock, then casts *lightning bolts* to breach the castle’s door. While the pirates press their

attack, Isabella casts *fly* and *invisibility* and flies to the top of the tower in an attempt to infiltrate it from above, casting *summon monster IV* to summon a salt mephit to cover her entrance into the tower. Once inside, Isabella calls forth her familiar Moto from its tattoo and designates it to deliver a *vampiric touch* spell. She then seeks out the leader of the tower forces and attempts to assassinate that character before attacking the tower’s defenders from the rear. If attacked in the water, Isabella casts *summon monster IV* to summon fiendish sharks to attack foes.

Morale Isabella believes in neither giving nor receiving quarter. She refuses to retreat, and if captured alive, she swallows a poison sea urchin spine hidden in a compartment in her false teeth, causing her death 1 round later.

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 10, **Wis** 8, **Cha** 18

Base Atk +4; **CMB** +6; **CMD** 18

Feats Alertness, Combat Casting, Eschew Materials, Lightning Reflexes, Martial Weapon Proficiency (rapier), Skill Focus (Profession [sailor]), Spell Focus (conjuration), Varisian Tattoo (conjuration)**

Skills Bluff +13, Craft (tattoos) +10, Fly +10, Intimidate +10, Linguistics +1, Perception +1, Profession (sailor) +12, Sense Motive +1, Swim +14

Languages Aquan, Common

SQ amphibious, aquatic adaptation, bloodline arcana (summoned monsters with a swim speed or aquatic or water type gain a +1 morale bonus on attack and damage rolls), bloodline tattoos**, create spell tattoo** 1/day, enhanced Varisian Tattoo**, familiar tattoo** (sea snake named Moto [as viper])

Combat Gear *spell tattoo of vampiric touch***; **Other Gear** *Brine’s Sting* (+1 rapier; see page 56), masterwork daggers (2), *amulet of natural armor* +2, *headband of alluring charisma* +2, *Svingli’s Eye* (see page 57), deep platinum shark brooch (see sidebar on page 22; worth 1,000 gp), wooden false teeth with hidden compartment containing poison needle, treasure map tattoo (see page 36)

SPECIAL ABILITIES

Bloodline Tattoos (Ex) Isabella’s bonus bloodline spells are represented by tattoos on her body and are enhanced by her Varisian Tattoo feat, even if they belong to a different school.

NPC GALLERY

Create Spell Tattoo (Su) Isabella can create a *spell tattoo* (*Inner Sea Magic* 16) with a touch as a standard action once per day. The recipient must be willing to receive the tattoo, which is a silent, spell completion item that only the bearer can activate with a touch. The *spell tattoo* must be of a spell she knows that has no material or focus component. The *spell tattoo* vanishes when activated.

Enhanced Varisian Tattoo (Su) Isabella gains Varisian Tattoo (*Pathfinder Campaign Setting: The Inner Sea World Guide* 289) as a bonus feat. Drawing on her tattoos, she can cast *geyser* as a spell-like ability once per day at caster level 11th.

Familiar Tattoo (Su) Isabella gains a sea snake familiar named Moto as an arcane bond. Her familiar can transform itself into a tattoo on her body or back to its normal familiar form as a move action. In tattoo form, her familiar does not count as a separate creature, but it continues to grant its special familiar ability. It has no other abilities and can take no other actions except to transform from a tattoo into a creature.

* See the *Advanced Player's Guide*.

** See *Inner Sea Magic*.

*** See *The Inner Sea World Guide*.

Isabella “Inkskin” Locke wears little in the way of clothing, the better to show off her many tattoos, including a large stylized sea snake tattoo on her left hip and abdomen. More crudely rendered tattoos crowd the rest of her flesh, principally sharks and other creatures with gaping maws filled with jagged teeth. Most interesting, however, is the large tattoo of a map inscribed between her shoulder blades. Isabella wears a large set of wooden false teeth that have been sharpened into points like the maw of a shark. Years spent living among the ichthyic sahuagin have purged any lingering remnants of human compassion or mercy from Isabella, who is as cruel and remorseless as the namesake of her ship, the *Thresher*.

HISTORY

Isabella's life has been one of cruel hardship and misery that she only too gladly bestows upon those who fall within her clutches. Isabella was born in Varisia, and her talents as a sorcerer had already emerged and her mystical tattooing begun when she was taken at the age of 12 in a raid by the Tian pirate Soshimira and made his personal slave. Isabella was subjected to the pirate's every cruel whim, including the defacement of her flesh with crude tattoos and having all of her teeth knocked out with a cobbler's hammer. When Soshimira came into possession of a copy of Cyrus Wolfe's map to Mancatcher Cove, he took great delight in painfully tattooing the map across Isabella's back to ensure he never lost it.

Soshimira met his match in cruelty as the sahuagin of Mancatcher Cove scuttled his ship, *Dragon's Dishonor*, and slaughtered his crew. Isabella's life was spared thanks to

her timely use of a *charm monster* spell upon the sahuagin chief Krelloort, who took her as concubine and advisor. Eventually, Isabella manipulated Krelloort into helping her capture and outfit a pirate ship of her own, which she christened the *Thresher*.

CAMPAIGN ROLE

Krelloort sends Isabella to Tidewater Rock to avenge the death of his son and, more importantly, recover the totem necklace his son wore. Isabella cares nothing about the PCs or their motivations and seeks only their deaths and the recovery of the necklace. If she somehow survives, she gathers a new crew or rallies her sahuagin allies to hunt down the PCs and viciously murder them at the first opportunity.





MERRILL PEGSWORTHY

Duty's call is a strong voice, but when that voice changes to one of rejection, that which is left must become even stronger. A disillusioned former patriot, Merrill Pegsworthy now answers to his own code as he plies the waters of the Fever Sea.

CAPTAIN MERRILL PEGSWORTHY CR 5

XP 1,600

Male human fighter 6

N Medium humanoid (human)

Init +3; Senses Perception +6

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +3 Dex, +1 dodge)

hp 55 (6d10+18)

Fort +8, Ref +5, Will +1; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *greatsword* +12/+7 (2d6+8/19–20)

Ranged shortbow +9/+4 (1d6/x3)

Special Attacks weapon training (heavy blades +1)

Spell-Like Abilities (CL 1st; concentration +1)

1/day—*bless*, *sanctuary* (DC 11; if reduced to 0 hit points)

TACTICS

During Combat If possible, Captain Pegsworthy focuses his attacks on spellcasters first. He uses cooperative tactics, such as trying to gain flanking positions with an ally.

Morale If a fight becomes hopeless, Captain Pegsworthy makes a tactical retreat, even leaving allies behind if necessary in order to gather reinforcements to get his revenge, knowing that if he dies futilely he will have no chance to make his enemies pay.

STATISTICS

Str 16, Dex 16, Con 13, Int 12, Wis 8, Cha 10

Base Atk +6; CMB +9; CMD 23

Feats Dodge, Fleet, Great Fortitude, Quick Draw, Toughness, Vital Strike, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

Skills Acrobatics –1, Climb +6, Diplomacy +6, Intimidate +6, Perception +6, Profession (sailor) +8, Swim +9

Languages Common, Polyglot

SQ armor training 1

Combat Gear *potion of barkskin*; Other Gear +1 *mithral chain shirt*, +1 *greatsword*, shortbow with 20 arrows, *golden eagle epaulets* (see below), *ring of swimming*, blue greatcoat, peg leg*

SPECIAL ABILITIES

Golden Eagle Epaulets These decorative golden shoulder braids grant Captain Pegsworthy a +2 competence bonus on Diplomacy and Perception checks. In addition, they

allow him to cast *bless* once per day. Finally, if Captain Pegsworthy is reduced to 0 or fewer hit points, the epaulets automatically cast a *sanctuary* spell (Will DC 11) on him.

Golden eagle epaulets are fully detailed on page 26 of *Pathfinder Companion: Andoran, Spirit of Liberty*.

* See *Pathfinder Player Companion: Pirates of the Inner Sea*.

Merrill Pegsworthy was once a military man of Andoran, bound by honor and duty to a cause, but he has since found his faith in such things to be based on illusions—the greater causes all being made of individuals who themselves define the causes to which they cling. As such, he is much less interested in “the greater good” and much more focused on individual honor and loyalty. He defines his own code of conduct and sticks to it. He is a ruthless but fair adversary and is prone to holding prisoners of worth for ransom and letting those without such means go free. For this he is a Free Captain both popular and reviled among his peers. That he stills wears his Eagle Knight coat and epaulets makes his fellow captains nervous, but his skill and knowledge of naval combat along with his willingness to engage in battle with ships of Andoran make them recognize his value as an ally. For his part, he goes his own way making few enemies and fewer friends. Captain Pegsworthy controls four ships: the *Bonaventure*, the *Drale*, and the *Hound*, and the Chelish galleon *Strix*, which he has just captured at the start of this adventure.

HISTORY

Merrill Pegsworthy began his career in the Andoren navy as Merrill Tantrey, eventually becoming an Eagle Knight of the Steel Falcons and joining the infamous fleet of the Gray Corsairs. As a loyal patriot, Captain Tantrey and his ship the *Bonaventure* faced down the Chelish navy and Inner Sea slavers alike through dozens of missions on behalf of Andoran and the precepts of liberty. He unflinchingly watched many comrades die in action, and even lost his younger brother in a storm off of Yanimere Island, yet never swerved from his duty or his oath to serve the cause of freedom and democracy with his last breath.

In the end, it was not Tantrey who turned away from the cause, but the cause that turned away from him.

NPC GALLERY

In an engagement with Katapeshi slave galleys off the Scorpion Coast, his right leg became fouled in fallen rigging lines as one of the *Bonaventure's* masts broke from a hurled catapult stone. As the mast fell into the sea, it carried Captain Tantrey with it to what would have been his watery grave, had not his first mate and best friend, Carson Drale, dived in to save him. Lieutenant Drale swam down but was unable to free the trapped leg from the tangled lines. Quickly using his famous blade *Steeltooth*, Drale severed the captain's leg and pushed the feebly struggling Eagle Knight back toward the surface, where a ship's boat was waiting. The lieutenant's own metal cuirass weighed him down too much, however, and he never made it back to the surface. Even as a naval cleric stanchied the blood flowing from the bleeding stump, Captain Tantrey swore an oath to the memory of his first mate, who had given his life to save him, that he would not allow the injury to keep him from the sea.

Captain Tantrey was transported back to Augustana to recover, but lacked the funds and the clout to have his leg magically regenerated. Instead, he had it fitted for a peg and joked that he would be the first one-legged captain in the Andoren fleet. The admiralty did not take his injury so lightly, however. Tantrey was told that he was no longer fit to command a ship of the line and was reassigned to desk duty in the shipyards. Captain Tantrey appealed his reassignment to the admiralty and ultimately to the People's Council. For over 2 years he wrote letters and made overtures without headway until he chanced upon the Admiral of the Fleet one day on the street. Referring to Tantrey's continued doggedness, the admiral laughingly remarked to a member of the Council that Lieutenant Drale should have let Tantrey drown: "Of more value to the cause of liberty is a foolish mate than the honorable 'Captain Pegsworthy.'"

This insult not only to himself but also to the sacrifice of Lieutenant Drale, along with the sure knowledge that the Council took his appeals no more seriously than did his superior officers, caused something to snap in Captain Tantrey. His oath to Drale now seemed to outweigh his loyalty to the Eagle Knights. Tantrey began quietly recruiting others who had been drummed out of the navy for supposed infractions and used his extensive knowledge of the shipyard's routines to make his plan. On the next occasion that the *Bonaventure* was in port for repairs, the ship's sentries were found tied up in a carpenter's shack—the ship was back under the command of the one-legged captain and making for the open sea. Thus was born the infamous Free Captain Pegsworthy of the Shackles.

CAMPAIGN ROLE

Merrill Pegsworthy could prove to be either a valuable ally or a bitter enemy of the PCs, depending upon their

interactions with him at Rickety's Squibs. Even if this first encounter devolves into combat, if the PCs comport themselves with valor and prove themselves to not be overly cruel, Captain Pegsworthy can still be eventually won over to their cause. He has no love for Barnabas Harrigan, having skirmished with the underhanded pirate on more than one occasion in the past, and so has a common enemy with the PCs. What's more, he realizes that his unintentional intrusion was the cause of any initial hostilities with the PCs at the outset, and is willing to let bygones be bygones if any friendly overtures are made. After that, it is up to the PCs to prove their worth as loyal and honorable comrades in his eyes if they wish to enjoy a lasting alliance with the veteran captain.





WHALEBONE PILK

For some, unbridled obsession can lead to death and even the deaths of those who follow them. But for a cursed few, obsession reaches beyond the grave and drags them into an eternal torment of striving without rest or reward.

WHALEBONE PILK

CR 6

XP 2,400

Male breath taker fighter 1 (*Dead Man's Chest* 79)

CE Medium undead (aquatic)

Init +8; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 69 (9 HD; 8d8+1d10+28)

Fort +7, **Ref** +6, **Will** +8

Defensive Abilities rejuvenation; **Immune** undead traits

OFFENSE

Speed 20 ft., swim 50 ft.

Melee 2 claws +11 (1d4+3) or
incorporeal touch +11 (steal air)

Ranged +1 *seeking harpoon** +12 (1d8+4/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with incorporeal touch)

Special Attacks steal air (DC 17)

TACTICS

During Combat Pilk attempts to skewer an opponent with his harpoon, which is tied off to the mainmast. He then attacks the impaled victim with his steal air attack.

Morale Pilk knows he cannot be permanently killed unless his ship's bell is first destroyed, so he fights recklessly and without fear. If attacks are made against the bell, he panics and focuses all of his attention upon that individual in order to prevent the bell's destruction.

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +7; **CMB** +10; **CMD** 25

Feats Dodge, Exotic Weapon Proficiency (harpoon*), Exotic Weapon Proficiency (heavy ballista), Improved Initiative, Skill Focus (Profession [sailor]), Weapon Finesse

Skills Climb +10, Intimidate +14, Perception +14, Profession (sailor) +16, Sense Motive +6, Stealth +13, Swim +15

Languages Common

Gear chain shirt, +1 *seeking harpoon**

SPECIAL ABILITIES

Rejuvenation (Su) Whalebone Pilk and his ship *Deathknell* cannot simply be defeated in combat. If "destroyed," Pilk (and his gear) dissolve into mist. Both captain and ship reappear in 1d3 weeks, fully healed and repaired. The only way to permanently destroy Pilk and the *Deathknell* is to destroy the ship's bell

(hardness 9, hp 30, Break DC 28). Doing so instantly slays Pilk and all his crew, and causes the *Deathknell* to sink to the bottom of the sea, never to sail again.

Steal Air (Su) A breath taker can cause a ghostly, incorporeal hand with a reach of 10 feet to emerge from its own hand. If it makes a successful incorporeal touch attack, the breath taker's hand plunges into the chest of its victim, who must succeed at a DC 17 Fortitude save or take 1d4 points of Constitution damage and become fatigued as he begins to suffocate. On a successful save, the hand is harmlessly expelled. The breath taker must make a touch attack each round as a move action to maintain the connection. As long as the breath taker maintains the connection, the victim must continue to make a Fortitude save each round to expel the hand. On the second failed save, the victim falls unconscious and is reduced to 0 hit points. One round later, the victim falls to –1 hit points and is dying. One round after that, the victim dies. Each round, the victim can delay that round's effects from occurring by making a successful Fortitude save, but each time a victim fails his Fortitude save, he moves one step further toward suffocation. As this happens, the breath taker's rotted chest visibly expands as it draws the victim's air into itself. To escape the touch, the victim must either make a successful Fortitude save and move (or be carried) out of the breath taker's reach, or the breath taker must be destroyed. The save DC is Charisma-based.

* See *Pirates of the Inner Sea*.

On nights when Whalebone Pilk and his ghost ship *Deathknell* take to the waters, none are safe on the Fever Sea. Crewed by a company of brine zombies (the undead remnants of the ship's original crew) and captained by Pilk himself, an undead abomination capable of stealing the very breath from the body of a living soul, the *Deathknell* is a ragged, mud-choked Magnimarian whaler that looks like it has spent years at the bottom of the sea.

No one knows how Captain Pilk chooses his victims during his infrequent jaunts upon the waves—perhaps it is nothing more than a chance encounter—but once he selects his target, the hunt always plays out the same. When first sighted, the *Deathknell* is always some distance off, difficult to identify and not overtly threatening, but those who witness it feel its unnatural aura of menace,

NPC GALLERY

and the sound of its clanking ship's bell carrying across the water never fails to unnerve those that hear it. For 3 nights the *Deathknell* stalks its prey, the ship getting ever closer and always accompanied by the sound of its raspy bell, until the third night when Captain Pilk attacks and attempts to board his victims' vessel with his deathly crew. Those who stay to face this rush of cutlass-wielding undead find themselves overwhelmed and taken below to the processing hold, where their flesh is stripped from their bodies for its blubber and is consumed by the crew in a ghoulish feast. The victims' still-living bodies are then beheaded before the ship's bell, their souls becoming one with the ship to fuel it in its eternal hunt.

HISTORY

Captain Jeremiah Pilk took the whaler *Belle Dame* to sea from the port of Magnimar in 4631 AR. The *Belle Dame* could take a whale in far waters, skin it, render its blubber in the tryworks, and store its meat, all without seeing land for weeks at a time. Such was Captain Pilk's success that he became known as "Whalebone" among Magnimarian seafarers after the rumor that all he left of his prey were the picked-clean bones, and his ship became known simply as the *Bell* for Pilk's habit of sounding the ship's bell with a furor every time he caught sight of a whale's spout.

Whalebone Pilk's success proved to be his own undoing on his last voyage. For 2 weeks, pickings were frustratingly slim on the Steaming Sea, until a pod of bowhead whales was finally sighted off the shoulder of Hermea, heading south. Pilk nearly beat his knuckles bloody that night striking the ship's bell, but the pod always stayed elusively ahead of the *Belle Dame*. For days, the pursuit led ever south and west into the Arcadian Ocean—almost as if the whales were luring the ship onward. Home fell farther behind, and supplies dwindled, until some of the starving crew decided to mutiny. Pilk had the ringleader tied to the mast and ordered the mate to give him lashes for as long as Pilk rang the ship's bell. The mate's arm grew tired before Pilk's did, but by then the mutinous sailor was dead from the beating. To keep the rest in line, Pilk had the mutineer skinned and rendered in a try-pot and his cleaned skull nailed to the mainmast as a warning.

The ship continued on until the 23rd day, when a dense fog rolled in. An indistinct shape loomed large in the water ahead and the mate ordered the helmsman to steer hard to port to avoid collision, but Pilk countermanded the order and began ringing the bell, ordering the men to the harpoons. When the huge bull bowhead came out of the fog, it rammed the ship, breaching the hull. Pilk cursed the whales and cursed his men and continued to ring the ship's bell as the foundering ship slowly slipped beneath the waves with all hands aboard, 2,000 miles from home.

CAMPAIGN ROLE

Whalebone Pilk is now the captain of a ghost ship that haunts the Fever Sea. Occasionally rising from the bottom of the deeps, Pilk continues his hunts in the aptly renamed *Deathknell*, stalking his prey and striking his ship's bell for 3 nights until he brings them down. Pilk always waits until the third night to strike, so the PCs can find some measure of safety by staying off the water after sighting the *Deathknell*. As soon as they take to the sea again, however, Pilk resumes his hunt where he left off.

For dragging his crew to their deaths far from home, Pilk has been cursed to endure an undead existence until he has taken the skulls of 1,000 victims, 50 for each of his dead crew. When the last skull is taken, the crew will turn on Pilk and render his fat into oil, nailing his skull to the mainmast as the *Deathknell* sinks to its final repose upon the ocean floor.





SKULL & SHACKLES TREASURES

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

BESMARA’S BONES

Aura faint necromancy; **CL** 5th
Slot see text; **Price** 10,800 gp; **Weight** 300 lbs.

DESCRIPTION

Named for the goddess of piracy, strife, and sea monsters, this figurehead must be mounted on the prow of a ship function. Once per day, a ship carrying *Besmara’s Bones* can inflict a curse on an enemy ship struck with a successful ramming attack. The target ship must succeed at a DC 14 Will save or its pilot takes a –4 penalty on Profession (sailor) checks to control the ship. In addition, the cursed ship can never gain the upper hand in ship-to-ship combat (*Skull & Shackles Player’s Guide* 9). The curse inflicted by the figurehead cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. In addition, once per day, *Besmara’s Bones* can be used to cast *false life* (CL 5th) on the captain of the ship carrying the figurehead. A ship may not have more than one figurehead, magical or otherwise, mounted on it at one time.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*, *false life*;
Cost 5,400 gp

BRINE’S STING

Aura moderate necromancy; **CL** 8th
Slot none; **Price** 10,320 gp; **Weight** 2 lbs.

DESCRIPTION

Brine’s Sting is a slim +1 rapier with a hilt guard in the shape of a writhing purple sea snake. On a successful hit that deals damage, the target must succeed at a DC 14 Fortitude save or take a –1 penalty on attack and damage rolls for 1 round as salty brine drips painfully onto the wound. A new saving throw must be made each time the weapon deals damage. On a successful critical hit against a creature with the aquatic or water subtype, the target takes an additional 3d6 points of damage as its flesh cracks and withers from dehydration as salt crystals form around the wound.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *horrid wilting*;
Cost 5,320 gp

CAPTAIN’S LOCKER

Aura strong conjuration; **CL** 13th
Slot none; **Price** 30,000 gp; **Weight** 150 lbs.

DESCRIPTION

This iron-banded sea chest is 2-1/2 feet by 3 feet by 4 feet in size and is decorated with chains and brass skulls. The chest has no lock, but any standard lock can be easily attached to its hasp. The interior of a *captain’s locker* functions similarly to a *type IV bag of holding*, and can hold up to 2,500 pounds or a volume of 250 cubic feet. The chest’s weight remains the same, regardless of what it is holding. A *captain’s locker* does not rot or take any other damage from immersion in water and is watertight, even if opened underwater.

When a *captain’s locker* is placed within the hold of a ship or some other enclosed cargo-carrying vehicle (such as a freight wagon with a cargo box), the chest warps the dimensions of the cargo hold so that the area’s cargo capacity increases by 50% without changing the weight of the vehicle. The cargo area remains attached to the vehicle, however, so outside conditions that affect the vehicle can also affect the cargo hold. If the *captain’s locker* is removed from the cargo area while the hold contains more cargo than it could contain on its own, any excess cargo is forcibly expelled through hatches or other means of egress, dealing 3d6 points of damage to anyone standing within 5 feet of the means of egress.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage’s magnificent mansion*, *secret chest*; **Cost** 15,000 gp

FARGLASS

Aura faint divination; **CL** 5th
Slot none; **Price** 6,400 gp; **Weight** 1 lb.

DESCRIPTION

This telescoping brass spyglass functions as a normal spyglass and allows clear vision to the horizon 3 miles away at sea level. From atop a typical crow’s nest or 70-foot-tall tower like Tidewater Rock, this vision extends to over 10 miles. Once per day, the user of a *farglass* can activate a *clairaudience/clairvoyance* effect upon any location seen through the *farglass*’s lens. As long as the location is kept in sight through the lens, the *clairaudience/clairvoyance* sensor can move with the location. This effect lasts for up to 5 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, *clairaudience/clairvoyance*; **Cost** 3,700 gp

SKULL & SHACKLES TREASURES



Besmara's
Bones



Svingli's Eye



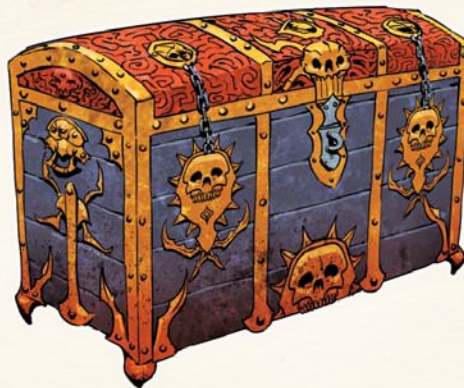
Zul

Brine's
Sting

Farglass



Captain's Locker



SVINGLI'S EYE

Aura moderate divination; **CL** 10th
Slot none; **Price** 28,800 gp; **Weight** 6 lbs.

DESCRIPTION

Unlike the heavy cast-brass mariner's astrolabes normally used at sea, this astrolabe is of the more common type found on land (*Pathfinder RPG Advanced Player's Guide* 185), made of flat discs of brass. The famed navigator-astrologer Svingli of Morm, a drowned settlement of old Lirgen, was said to have sacrificed her eye to the instrument to grant her knowledge of things beyond mortal sight, thus giving the astrolabe its name.

In addition to an astrolabe's normal +2 circumstance bonus, *Svingli's Eye* grants a further +2 competence bonus on Knowledge (geography), Profession (sailor), and Survival checks when used to navigate on land or sea. Once per day, the user can make a DC 20 Perception check while using *Svingli's Eye* as a move action to catch a glimpse of how things really are for 1 round, as if with a *true seeing* spell. While using the astrolabe's *true seeing* ability, the user can also see through concealment caused by smoke or fog and gains a +10 competence bonus on Perception checks to spot hidden or disguised creatures or objects.

CONSTRUCTION

Requirements Craft Wondrous Item, *know direction*, *true seeing*; **Cost** 14,600 gp

ZUL

Aura moderate transmutation; **CL** 8th
Slot none; **Price** 18,395 gp; **Weight** 4 lbs.

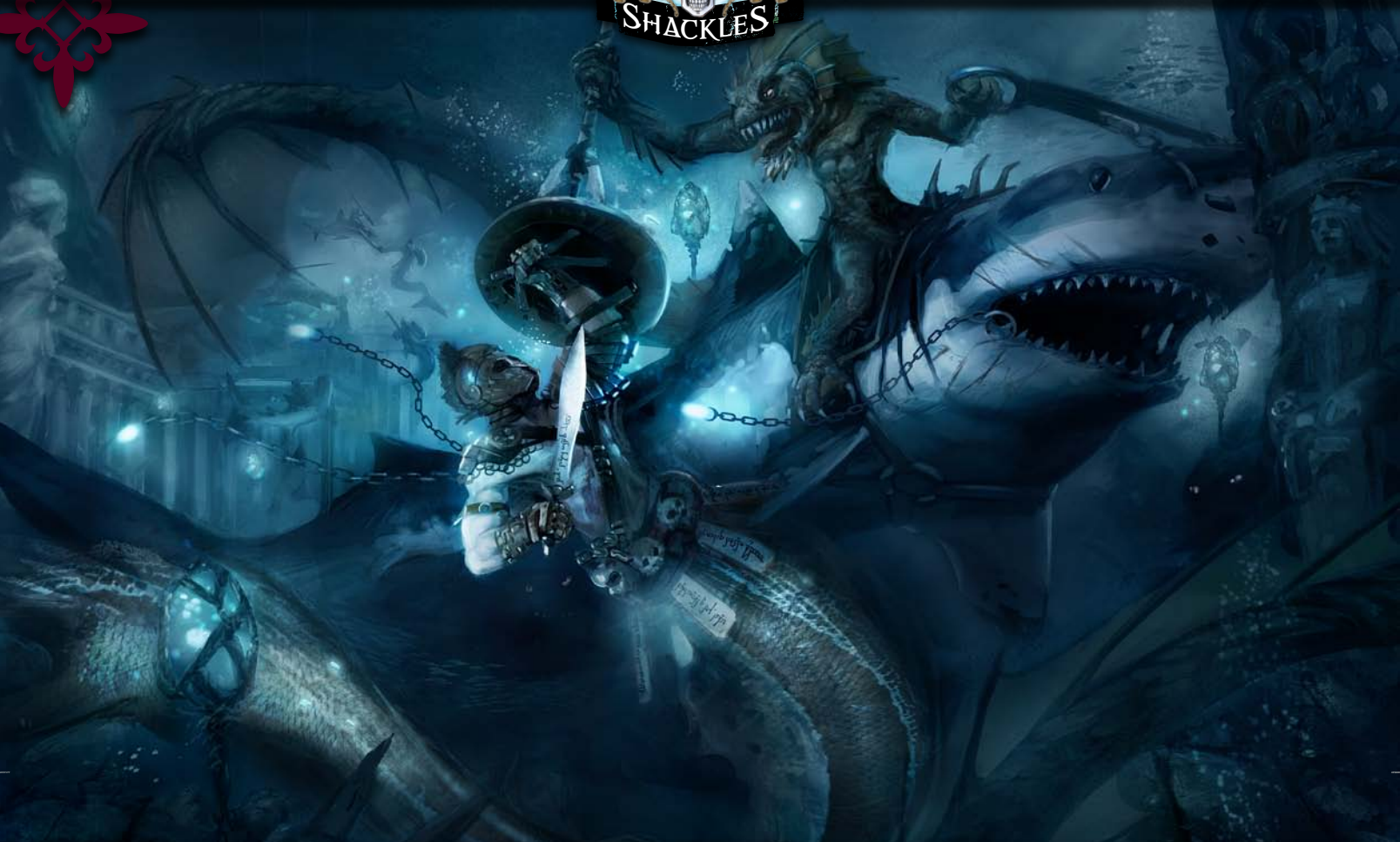
DESCRIPTION

Zul is a +1 *human bane trident* that has been passed down from chieftain to chieftain in Krelloort's tribe for generations. *Zul's* three-pronged head is crafted of magically strengthened seashells, and its haft is composed of rough, twisted coral that deals 1 point of damage each time it is grasped, unless the wielder has a natural armor bonus or is wearing gauntlets.

As an immediate action after a successful melee attack with the trident, *Zul's* wielder can transmute the substance of the target creature into rigid coral. This attack deals 1d4 points of Dexterity damage and slows the target (as the spell) for 1 round as its flesh calcifies. A DC 16 Fortitude save negates the *slow* effect but not the ability damage. A target reduced to 0 Dexterity is permanently petrified, transformed into inert, mindless coral. *Break enchantment* or *restoration* reverses all of the effects of this calcification. This ability can be used up to 7 times per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *calcific touch* (*Advanced Players Guide* 208), *summon monster I*; **Cost** 9,355 gp



OCEANS OF GOLARION

We live by the grace of the sea, and we die by her wrath.
When she gives we celebrate, and when she takes we beg forgiveness.
But we never disparage her claims, for when she gives her gift, we gain life.
When she takes from us, we know we have mistreated her.

When we sail the open sea, we are in her embrace alone,
And we long for her to rock us to sleep
Instead of breaking our bodies against the rocks
Or taking our breath to the cold depths.

Gathered, we ask the sea to take our brother into her bosom
As she has taken his life from us.

May he be blessed, and the sea as well.

—Common passage from a sailor's funeral

OCEANS OF GOLARION

The oceans and seas rule the planet by creating clouds, orchestrating weather, and maintaining the easy breath of tides. In the open ocean, ripples grow to swells before being reborn as waves lapping against every shore on Golarion. From specks of plankton to massive whales and millions of creatures in between, Golarion's oceans and seas support a rich ecosystem, which in turn becomes an exciting frontier for adventure. Filled with strange undersea landscapes and even stranger aquatic races, the seas hold ancient cultures, dangerous creatures, and fantastic treasures just waiting to be discovered.

LIFE UNDER THE SEA

Despite the sometimes harsh environments, the seas teem with life—in fact, there is more life below the waters at any given moment than the surface has ever seen. Coastal regions support a diverse selection of flora and fauna, and as travelers go deeper into the dark seas, creatures become even more specialized and strange.

Below are some of the major intelligent races dominating the world beneath the waves.

ABOLETHS

Ancient masterminds of the deep

Favored Environment: Cold and temperate deep waters

Areas of Influence: Arcadian and Obari oceans; Inner, Sightless, and Steaming seas

Allies: Skum, some gillmen and merfolk

Enemies: Some gillmen, humans, and merfolk

Additional Information: *Pathfinder Campaign Setting: Into the Darklands* 53, *Pathfinder RPG Bestiary* 8

While aboleths work their ways through various waters across Golarion, they congregate in the Arcadian Ocean, where they once manipulated the Azlanti Empire. Still residing in the waters below the ruins of that once-great civilization, they fiercely protect their magical tunnels linking the Arcadian Ocean above to the Sightless Sea deep in Orv, which holds the largest concentration of these creatures on Golarion. From their underwater cities they plot and wait for the day when they can rise again and conquer the humanoids of the surface, but for now, they largely wait, sending their skum thralls to the surface to snatch specimens for twisted experiments.

ADAROS

Storm-worshipping and carnivorous sharklike humanoids

Favored Environment: Warm oceans, seas, and coasts

Areas of Influence: Arcadian, Embaral, Obari, and Okaiyo oceans; Fever and Valashmai seas

Allies: Grindylows, sahuagin, scrags, sharks

Enemies: Caealias, gillmen, humans, locathahs, merfolk

Additional Information: *Pathfinder* #38 80; *Pathfinder RPG Bestiary* 37

Aggressive and brutal, adaros keep to small tribes, but that doesn't make them any less dangerous. They attack ships' crews with their poison spears, then dive back into the protection of the waves. Adaros love storms and often coordinate attacks on ships and coastal communities during these times. A particularly large and violent nation of adaros makes the turbulent waters of the Valashmai Sea its home, calling the place the Womb of Storms. These adaros worship a creature they call the Tempest Wife, and claim they breed storms with her and send them across all the oceans and seas of the world to gather sacrifices. Since the formation of the Eye of Abendego, some tribes of adaros have also migrated to the Fever Sea, where they watch the great storm with patient expectation.

AQUATIC ELVES

Elves of the storms and waves

Favored Environment: Warm oceans, seas, and coasts

Areas of Influence: Arcadian Ocean, Steaming Sea

Allies: Elves

Enemies: Aboleths, gillmen, humans

Additional Information: *Pathfinder Campaign Setting: The Inner Sea World Guide* 25, *Pathfinder Player Companion: Elves of Golarion* 13

Even more aloof than their land-dwelling brethren, the amphibious elves of the Arcadian Ocean care little about the lives and desires of surface dwellers. They claim to have renounced the limited perspectives of the land in favor of an environment brimming with life and added dimensions of mobility and possibility. While some live nearly as hermits, others defend their families behind the coral palisades of living estates. In the rare cases of settlements like Irim and Quolonrihil, sea elves unite in more traditional communities, largely for shared defense against persistent threats and not out of any particular feelings of brotherhood. The strange surface elves of the Mordant Spire are among the only land dwellers to maintain regular, cordial contact with aquatic elves, who prove invaluable allies in exploring the ruins of Azlant. More than raiders, the aquatic elves have vast knowledge of submerged Azlanti ruins, but also occasionally bring elven artifacts of incredible age to the surface—much to the delight of their Mordant Spire cousins.

CECALIAS

Unpredictable aquatic traders and mercenaries

Favored Environment: Warm waters and coasts

Areas of Influence: Arcadian, Embaral, Obari, and Okaiyo oceans; Inner and Steaming seas

Allies: Humans, locathahs

Enemies: Devilfish, grindylows, iku-tursos, krakens

Additional Information: *Bestiary* 3 49

Proud to the point of arrogance and prone to exaggeration, caealias claim to be the heirs of a vast aquatic culture that



once spanned the depths of the Embaral Ocean, centered around a great nautiloid city known as Sihuw. Why their empire ended they don't deign to say, but cecaelias suggest they grew bored of ruling the depths and willingly descended into the nomadic groups they now favor. Regardless of the truth of these claims, cecaelia bands roam the depths of the sea, where they load their pack rays with salvage and curiosities, then swim back to the coast to trade tales and wonders with the pitiable land dwellers. Some bands adopt the life of brigands and mercenaries rather than traders, conducting all manner of submarine piracy. Cecaelias tend to elicit strong opinions from land dwellers, most of whom think of them as liars and bandits, though some find their bravado charming. Despite their similar cephalopodic physiologies, cecaelias loathe krakens and are quick to point out the differences between their own handsome octopoid forms and the disgusting shapes of squidlike krakens.

CERATIOIDI

Dual-minded rulers of the deep trenches

Favored Environment: Deep ocean trenches

Areas of Influence: Arcadian Ocean, River Kingdoms (Outsea)

Allies: Aboleths, merfolk, skum, tritons

Enemies: Gutaki, sahuagin

Additional Information: *Bestiary* 3 50, *Pathfinder Adventure Path* #32 80, *Pathfinder Campaign Setting: Guide to the River Kingdoms* 34

The strange humanoids called ceratioidi bear many similarities to deep-sea anglerfish, including both the fleshy forehead lure that they use to draw in prey and their singularly unusual mating habits. Highly sexually dimorphic, ceratioidi females are huge, 300-pound humanoids, while the males are rat-sized intelligent fish. When it's time to mate, the female invites a male to affix himself to her back, where he is slowly absorbed into her body, linking his organs to hers and creating a single entity with two distinct but inextricably interwoven minds. This dual nature allows a ceratioidi to specialize in several different pursuits, and their legendary witch/wizard combinations are so powerful that few dare challenge them in the forbidding ocean trenches where they build their mysterious cities. Ceratioidi have little concern for the activities of other races, and thus are willing to deal with almost any race that respects their privacy.

GILLMEN

Servitor descendents of a shattered empire

Favored Environment: Temperate waters

Areas of Influence: Arcadian Ocean, Inner and Steaming seas

Allies: Some aboleths, humans, and merfolk

Enemies: Some aboleths, humans, and merfolk; sahuagin

Additional Information: *The Inner Sea World Guide* 310, *Pathfinder Player Companion: Guide to Absalom* 11

Known in some circles as Low Azlanti, these former Azlanti were "saved" by their aboleth controllers and repurposed for slave stock. Because of this shameful past, gillmen keep isolated and surround themselves in mystery. Most gillmen encountered by surface races are proud they have thrown off the yoke of their creators, but others are simply thralls spying on humanity for their deep masters. Without a doubt, sinister gillmen still live below the shattered continent of Azlant.

GRINDYLOWS

Violent aquatic abominations

Favored Environment: Any shoreline or shallows

Areas of Influence: Arcadian, Embaral, and Obari oceans; Inner, Ivory, Songil, and Steaming seas

Allies: Octopuses

Enemies: Cecaelias, giant eels, sharks, squids, other aquatic races

Additional Information: *Pathfinder RPG Bestiary* 2 148

In terms of both appearance and behavior, grindylows are the goblins of the seas. They are eternally hungry, cruel, and sadistic. Grindylows delight in causing mayhem and attack ships and other seagoing vessels with no reservations. Under cover of thick fog or heavy thunderstorms, whole warbands of grindylows surge into port cities, breaking as much as possible and killing anything in sight. As they crash through the community, they take as much as they can hold and then, like a wave, retreat back into the sea.

GUTAKI

Demon-worshipping descendents of evil

Favored Environment: Deep ocean trenches

Areas of Influence: Arcadian, Embaral, and Obari oceans; Inner, Ivory, Songil, and Steaming seas

Allies: Devilfish, krakens

Enemies: Aboleths, cecaelias, ceratioidi

Additional Information: *Bestiary* 2 88, *Pathfinder Adventure Path* #7 81

Barbed, seven-tentacled sadists descended from kraken stock, the gutaki are an advanced breed of devilfish that inhabit the lightless depths of the ocean. There they release air and blood in the name of Dagon, their foul demonic patron. In unsettling cities built vertically along deep-sea trenches and within geothermal vents, the gutaki live lives of cloistered fanaticism, reading their monstrous lord's will in omens that drift down from the surface, or serving the plots of krakens, which they view as Dagon's chosen. Gutaki rarely leave the deepest parts of the ocean, as their bodies are well adapted to the incredible pressures there, meaning they rarely come into contact with surface dwellers.

OCEANS OF GOLARION

IKU-TURSOS

Sadistic aberrations delighted by disease and torture

Favored Environment: Cold and temperate deep waters

Areas of Influence: Embaral, Obari, and Okaiyo oceans; Ivory, Shining, and Songil seas

Allies: Aboleths, sahuagin

Enemies: Surface races and most other aquatic races

Additional Information: *Bestiary* 3 153

The eel-like iku-tursos live in small cities scattered across Golarion's sea floors. There they have air-filled chambers housing thousands of captives who they torture for news of the surface, new knowledge, and entertainment. They maintain a slave trade with nearby aboleths, swapping humanoids like collectables. A slave of a rare race or ethnicity can be worth as many as 20 average slaves.

The largest iku-turso city rests just inside the Sintos Trench where the Songil Sea merges with the greater Okaiyo Ocean. Thousands of these evil creatures raid coasts and torment sailors, sometimes dragging away whole villages in the night or plucking ships clean of crew in a flash.

KRAKENS

Fearsome lords of the depths

Favored Environment: Temperate or warm deep waters

Areas of Influence: Arcadian, Embaral, Obari, and Okaiyo oceans; Songil, Steaming, and Valashmai seas

Allies: None

Enemies: All coastal, surface, and deep-sea creatures and races

Additional Information: *Bestiary* 2 179

Most krakens live in the deep sea along fathomless rifts in the sea floor, yet sometimes they come to the surface. These ancient and massive creatures use their keen intellects and special abilities to bend humanoid races to their whims and machinations. Some demand tributes to stay their wrath, and when the flow of tributes cease, they batter the negligent seaside settlements with storms and tentacles alike. Other krakens lurk along shipping lanes and pull entire vessels to their watery graves, sucking the flailing sailors from the sea as tasty morsels.

LOCATHAHS

Unpredictable piscine people of the deep

Favored Environment: Temperate or warm waters

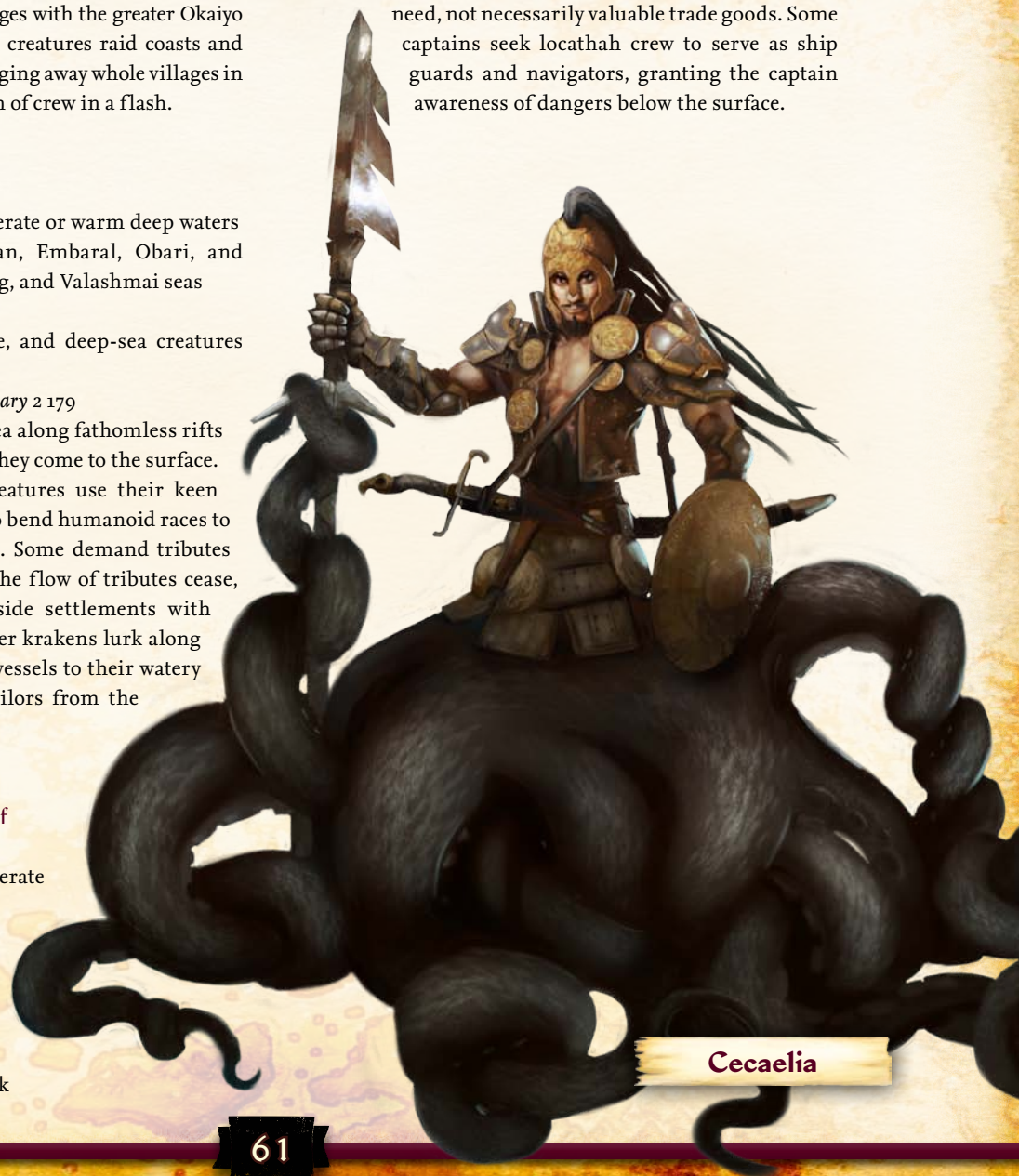
Areas of Influence: Arcadian and Obari oceans, Inner and Steaming seas

Allies: Cecaalias, dolphins, giant moray eels, humans, humpback whales, some merfolk

Enemies: Aboleths, grindylows, merrows, sahuagin

Additional Information: *Bestiary* 2 179

Locathahs may be monstrous in appearance, but they are also inquisitive creatures eager for contact with other races—though they not are necessarily interested in maintaining such contact if those they find prove boorish or have nothing interesting to offer. Stories tell of whole tribes of locathahs aiding ships stalled in doldrums and taking on water by surrounding the vessels and swimming them to shore. In some versions of the story, though, the fish-folk demand the ship's cargo after saving the crew—and when refused, push the vessel back out to sea to sink. Locathahs actively trade with those plying their wares through the ocean's shipping lanes, bringing up rare corals carved into elaborate pieces of art, and exchanging such treasures for what their communities need, not necessarily valuable trade goods. Some captains seek locathah crew to serve as ship guards and navigators, granting the captain awareness of dangers below the surface.



Cecaalia



Siyokoy



MERFOLK

Beautiful and graceful sea race embracing a dark mystery

Favored Environment: Temperate waters and coasts

Areas of Influence: Arcadian and Obari oceans, Inner and Steaming seas

Allies: Aboleth

Enemies: Intelligent creatures entering their territories

Additional Information: *Bestiary* 204, *The Inner Sea World Guide* 11

Rumors claim merfolk as a whole are just puppets of their aboleth masters, but some scholars believe their strings are pulled by a far more sinister source. Reclusive and suspicious creatures, merfolk keep to themselves and almost never ally with other races unless forced by circumstance, though they sometimes keep large fish and other sea animals for companionship and for hunting.

Most ship captains do well to avoid the merfolk, as entering merfolk territory without permission brings sinister retribution.

SAHUAGIN

Cruel and prosperous fishlike humanoids

Favored Environment: Temperate and warm waters

Areas of Influence: Arcadian, Embaral, Obari, and Okaiyo oceans; Songil, Steaming, and Valashmai seas

Allies: Some adaros, but sahuagin rarely ally with others

Enemies: Aboleths, merfolk, other aquatic humanoid races

Additional Information: *Bestiary* 239, *The Inner Sea World Guide* 32

Fiercely territorial, sahuagin fight an endless war with all other undersea races for power and territory. They see aboleths as one of their greatest enemies, as the slimy puppet masters are always seeking to enslave other races. Sahuagin's expansionist attitude has led some of them to emigrate to the Plane of Water, where they maintain a blossoming empire. Sahuagin society establishes a king or queen who rules over each ocean, granting seas and other territories to various barons, dukes, and vassals. Yearly, during the summer season, a worldwide council of sahuagin kings and their trusted advisors and dukes meet and hear each other's experiences from over the past year. There they plan their domination of the waters beneath the waves.

As sahuagin are prone to mutation, various forms of sahuagin exist, and entire communities of these offshoots may find themselves in positions of power in the sahuagin empire. Two of the most prevalent are the four-armed behemoths and the elflike malenti; the latter are used as spies and saboteurs in establishing new territories, while the former serve as specialized fighting forces in sahuagin armies and elite protectors of sahuagin cities.

SEA HAGS

Hideous crones cursing sailors and seafolk alike

Favored Environment: Cold, temperate, and warm coasts and waters

Areas of Influence: All oceans and seas

Allies: Other hags

Enemies: Sailors, nearby intelligent aquatic humanoids

Additional Information: *Bestiary* 243

OCEANS OF GOLARION

While solitary, these creatures wreak havoc on sailors and other denizens of the waves. Most creatures who know of a sea hag coven and the waters it claims steer clear of such places except in the most dire of circumstances. Some sea hags, through the use of disguises, find their way onto ships and turn the crews to mutiny before exploiting and eating the bulk of the sailors. Sister Scale, a strange hag plaguing sailors who sail too near her ruined island in the Arcadian Ocean, delights in spreading curses. Among her favorite punishments is turning a sailor's skin to scales or webbing his fingers and toes with thick mucous.

SIYOKOYS

Eel-like humanoids plundering sea ruins

Favored Environment: Cold, temperate, and warm waters

Areas of Influence: Embaral, Obari, and Okaiyo oceans; Ivory, Songil, and Valashmai seas

Allies: Cecaels, locathahs

Enemies: Aboleths, iku-tursos, evil aquatic races

Additional Information: *Bestiary 3 246*

Shaped like humanoid electric eels, these creatures live in two separate environments, each divergent of the other. Siyokoys generally possess more benevolent attitudes the closer they live to the surface. Those making their homes in great coral reefs seek a friendly relationship with those who live above and below the surface, while siyokoys living in the caves and rifts of the sea floor are generally more morose, somber, and aggressive. Scavenging sea captains sometimes pay hefty tributes to these creatures in exchange for directions to shipwrecks and submerged ruins to exploit.

TRITONS

Benevolent aquatic outsiders adapted to the Material Plane

Favored Environment: Any waters except the depths

Areas of Influence: Arcadian, Embaral, and Okaiyo oceans; Inner, Shining, and Songil seas; River Kingdoms (Outsea)

Allies: Locathahs, merfolk

Enemies: Aboleths, krakens, sahuagin, skum

Additional Information: *Bestiary 2 270*

Tritons are kind and cultured outsiders who long ago came to the Material Plane's oceans from the Plane of Water, and have since adapted to Golarion's largest bodies of saltwater. Though they maintain cordial relationships with other good undersea races, tritons have a strong hatred for evil creatures that would seek to despoil the bounty of the waters or spread their corrupting influence. Tritons train in tactical squadrons to fight their most disdained enemies, krakens and aboleths, and use dolphins and other aquatic creatures as mounts in their underwater wars. They distrust those land dwellers who venture too

far into the sea, taking them for trespassers more often than not—but any outsiders who prove their opposition to great evils such as aboleths or krakens quickly earn tritons' respect.

UNDERWATER STRUCTURES

Just as the people of the dry lands cover their hills and fields with structures ranging from small villages and isolated temples to great sprawling metropolises, so too do the people of the seas and oceans make a corresponding mark on their world. Because of the differences in their respective environments, however, the architecture created by those beneath the waves can be significantly different from that of the lands above.

For the majority of land-bound adventurers, the most familiar underwater cities are those that once came from their own realm. Islands swallowed by earthquakes or cliff-side cities borne into the sea by terrible landslides, these locations are often ripe for scavenging and exploration by races from both sides of the waves. Such cities are often eerie, silent ruins, encrusted by barnacles and aquatic flora and guarded by everything from simple sharks to the greatest of krakens.

More common than these, however, are buildings constructed by native water-breathers, which may be wildly different from the structures terrestrial explorers are used to. At the very least, the buoying nature of the water and careful choice of materials allow for architecture that would be impossible to maintain in air, from gargantuan spires to delicate, sweeping spans over undersea trenches. Inside, these structures have none of the stairs or flat floors required by surface-dwellers—a hallway may slant at any angle, and ascending to a tower is as simple as swimming up an access shaft. Ironically, the same features that make underwater dwellings feel comfortable and convenient to their builders are often their greatest defenses against armor-wearing terrestrial adventurers who insist on stomping their slow way across the sea floor.

In many cases, aquatic buildings themselves may be partially or completely alive. Some patient races enjoy the quiet art of guiding and sculpting coral into living palaces, while the seemingly organic and utterly alien cities of the aboleths are enough to drive a human mad just looking upon their shapes. City walls and roofs may be carefully woven from thick stalks of still-living bull kelp, or their structures may be rambling, labyrinthine affairs stitched together from the cylindrical bodies of monstrous tube worms. In the case of the legendary trade city Alohmag, in the heart of the Embaral Ocean, the entire settlement is housed within the curving walls of the World Snail's shell; creatures of all races are welcome within its spire so long as they respect the city's peace and



A PARTIAL GUIDE TO GOLARION'S MAJOR WATERWAYS



do no harm to Belimehu the Blind Mother, the enormous gastropod who still pulls her home slowly across the ocean's floor, devouring the emerald-shelled crabs that are the city's chief export.

Many of the races who live on the sea bottom choose their city locations carefully, incorporating such natural features as bountiful and nutritious kelp beds, easily defensible undersea caverns, or life-giving geothermal vents that provide both heat and valuable nutrients in even the deepest trenches, as well as power easily harnessed by mechanical or magical means. Yet not all races are so sophisticated, and some undersea settlements—such as those of some savage sahuagin tribes—may be little more than the aquatic equivalent of huts, with a few air-filled domes to house prisoners.

To imagine all underwater structures sitting on the ocean floor, however, is a distinctly terrestrial mistake, and ignores the vast majority of the sea's usable space. For those used to the freedom to travel any direction, restricting themselves to the muck and the company of bottom-feeders seems needlessly barbaric. Instead,

many cultures take advantage of the principle of neutral buoyancy, and construct palaces or whole cities that float at a given depth, held there by pressure and density. These grand structures may be anchored to a given site, or may drift freely on the currents. Some cultures even harness great whales and other beasts to their floating settlements, actually towing their cities along with them. Certain nomadic tribes of sahuagin and merfolk have been known to create the aquatic equivalent of roaming caravans, their communal structures pulled by enormous sharks or giant turtles.

OCEANS GAZETTEER

Trade is the lifeblood of civilization, and ships follow seasonal currents on their way to visit faraway shores. These ships follow the winds and currents as they wrap themselves around the world, and carry not only wealth and trade goods from shore to shore, but also the essence of diverse cultures. Sailors are among the most adventurous land-born creatures, risking life and limb on the lonely sea. They bring with them stories of their homes, along

OCEANS OF GOLARION

with their best goods, and share the former freely even as they seek their fortunes. Foreign cultures absorb the stories or incorporate the goods and are forever changed, transformed and made stronger through exposure to new ideas. In this way, the ocean enriches a people's spirit and sense of community, in addition to granting and perpetuating life above and below the waters.

Numerous bays, gulfs, small seas, and waterways exist across Golarion, but this section focuses on the world's largest bodies of water.

ANTARKOS OCEAN

The great southern ocean

Temperature: Cold waters

Hazards: Dangerous currents, icebergs, storms

Resources: Ice, whaling

Thick ice covers much of the great ocean at the planet's southern pole. Dangers lurk below the ice shelf, and storms batter its surface. This ocean is the largest on Golarion, and is easily the most dangerous as well. As seasons change and ice breaks off from the frozen mass, immense icebergs float away, some barely perceptible above the turbulent waves. When moving too quickly into warmer waters, these icebergs are known to explode, sometimes throwing gigantic splinters of ice miles away. The captains of ice ships hook ropes to small icebergs and tow them to port, allowing the wealthy of southern Garund to enjoy harvested ice year-round.

The storms and unpredictable waters get stronger in the region where the Antarkos Ocean gives way to the Valashmai Sea. In this region, thunderheads hang low, clinging to the icy sea and hovering over the tops of massive icebergs.

The Antarkos Ocean is home to a large number of spirits, ghosts, and animate dreams, leading to its other name—the Ocean of Frozen Dreams. Many of the ghosts are neither from the area nor killed there, but still somehow prowl this frozen ocean and its permanent ice shelf. Sages agree that something draws spirits and dreams to the bottom of the world, but never agree on what is to blame. Some say a portal lies below the ice, accessible only to the incorporeal, while others posit a powerful magical device that is collecting the past lives and experiences of Golarion's sentient creatures.

When the heavens are not veiled by storm clouds or fog, colorful auroras dance in the sky and play upon the ice. Tribes of degenerate ice trolls revere these lights in the sky, and their shamans interpret the patterns and colors to determine the tribe's actions. In places near the edge of the central ice shelf, currents melt away holes in the ice. Here aquatic mammals come up to breathe, and surface predators dive into these holes to hunt in the deeps. In the seasons when there are no whales, the ice trolls and

other intelligent creatures trade with an enigmatic race of aquatic giants. It is said these aquatic giants can read minds and control a creature's thoughts and dreams. Many say they use this knowledge to provide the bounty of their hunts below the ice to the inhabitants above, but also that they take advantage of this situation and practically enslave the creatures of the surface.

ARCADIAN OCEAN

Dynamic ocean cradling a shattered continent

Temperature: Cold, temperate, and warm waters

Hazards: Aboleth schemes, lost magic, piracy on the western shores, shallow submerged ruins, unpredictable currents

Resources: Fishing, scavenging

The eastern and western shores of this ocean teem with life and activity, while the center, which contains the remains of Azlant, is largely unexplored. This once-calm ocean now has erratic seasonal surface currents due to the ruined continent. Beneath the waves, cities of aquatic elves, merfolk, gillmen, and sahuagin fight for space. Deeper below rests an old aboleth empire. It is there that the Sightless Sea flows upward into the Arcadian Ocean; the aboleths fiercely protect the area with powerful magic and a seemingly limitless number of enslaved soldiers.

The Arcadian Ocean is relatively shallow, and some sailors make a good, but dangerous, living scavenging shipwrecks and Azlanti ruins. These scavengers must evade the eye of the elves who protect these ruins and defend themselves against the creatures that make the ruins their dens. Despite the danger, strange and powerful artifacts from lost Azlant surface from time to time, and many a sailor has retired early from the proceeds of just a single find.

EMBARAL OCEAN

The prize and power of the east

Temperature: Temperate and warm waters

Hazards: Doldrums, marine deserts, seasonal cyclones

Resources: Fishing, rich trade

In the open ocean, the Embaral falls dead. Few fish swim through the region and the winds die down, leaving miles of glassy ocean pulsing with low swells. Outside of this marine desert, strong currents move north and south along the shores of the continents. This pattern facilitates trade up and down the coasts of Tian-Xia and Casmaron, but presents difficulties for those wishing to cross the ocean east or west. Twice a year, in spring and autumn, the currents dig into the open ocean, stirring life into the marine desert and kicking up winds that make crossing the ocean through the middle more reliable. At these times, fleets of vessels take to the open seas, bringing the treasures of their homelands to foreign shores.



Though it is the second smallest ocean, the Embaral boasts varied climates and a vibrant ecology. Whales are common in its waters, and their great migrations bring fleets of ships trailing behind them for the hunt. Most whaling takes place in northern waters, as the creatures are protected in the equatorial region: an ancient dragon turtle named Calan attacks whaling ships that enter his warm waters. The cecaelias claim they once ruled an empire in the northern depths of these oceans, the discarded ruins of which might still exist today—if they ever existed at all.

OBARI OCEAN

Deadly ocean passage

Temperature: Cold, temperate, and warm waters

Hazards: Dangerous sea creatures, doldrums, sudden storms

Resources: Fishing, trade

Despite being the smallest of the oceans, the Obari may well be the richest. Exotic trade goods cross its waters to and from Casmaron and Garund, eventually making their way north to the Inner Sea. Trade vessels from Vudra and other nations hug the coasts, as sailors report that sea dragons, living islands, and aquatic fiends claim territories in the open ocean. The central region of this ocean is also prone to sudden cyclones and thunderstorms—the sky will be clear and bright one moment, then an hour later black as night and streaked with flashes of lightning. Only the foolhardy or those desperate to make good time point their ships across the Obari Ocean's treacherous expanse.

A powerful azi named Kasperri controls hundreds of square miles of the central Obari Ocean. Stories tell of this gandareva maintaining a dozen secret caches of treasures plucked from ships crossing his territory. For the past 900 years, Kasperri has worked this region, collecting fantastic wealth and generating a rich legend that draws treasure hunters to the Obari Ocean. While no one but Kasperri and his minions know the location of these caches, shady mapmakers frequently produce maps of the Obari Ocean with marked locations for the Twelve Vaults of Kasperri. These undersea vaults are certainly shrouded in magic and protected by powerful aquatic beasts.

OKAIYO OCEAN

Vast and mysterious sea lapping upon faraway shores

Temperature: Cold, temperate, and warm waters

Hazards: Cyclones, doldrums, sea monsters

Resources: Exploration, fishing

The Okaiyo Ocean is the second largest ocean on Golarion, after the frozen Antarkos. Because of the relatively sparse population along the western coast of Arcadia, this ocean is largely unexplored. Unpredictable winds make travel through the widest part of this ocean dangerous,

and many explorers and trade vessels have been lost to its waters—or worse, have perished and returned to their home shores as undead creatures to raid their own ports and terrorize the coastal waters. Some wealthy merchants and noble houses sponsor exploration fleets on a yearly basis, but few if any of these parties return to report on their journeys.

A deep trench splits the sea floor running nearly from pole to pole. Called the Sintos Trench, this massive rift supports thousands of undersea cities of varied aquatic creatures. Iku-tursos fight with siyokoys for territory, using merrows as soldiers, and both fight back against the ever-expanding sahuagin empire.

Years ago, a fishing fleet witnessed a flumph seedpod crashing into the Okaiyo Ocean that nearly capsized one of the boats. With no recent sightings of flumphs in the area, sages wonder if the larval creatures even survived.

SEAS OF GOLARION

When the vast oceans break along the continents, their world-spanning currents churn into gulfs and large seas. These are the waterways traveled most frequently by natives of Avistan and Garund, or spoken of by the most frequent visitors to those shores. Other more distant and mysterious waterways certainly exist.

CASTROVIN SEA

Untamable heart of an ancient continent

Temperature: Temperate waters

Hazards: Keleshite navy, piracy, rocs, sea stacks, storms

Resources: Rich trade

This rough inland waterway pulses at the heart of the continent of Casmaron. Trading vessels from the glittering markets of Kelesh, the rugged frontiers of Iobaria, and stranger lands endlessly skirt the coasts, their bulging holds making tempting targets for pirates and ship wreckers—especially along uncivilized coasts. Many of these dangers could be avoided by sailing deeper waters, but only the most able and daring crews make the attempt. The interior waters of the Castrovin Sea prove notoriously treacherous, the brewing place for many dangerous storms, and the territory of many viciously rocky islets and difficult-to-chart sea stacks like Casador's Maw, Citadel Allatro, and the Pillars of Trajheir. While the surfaces of many of these dangerous sea-bound structures appear smooth and featureless above the water, below they bear the icons, totems, and legends of tribes about territorial locathahs and pale-scaled merrows knowledgeable of many connections between the Castrovin's depths and the Darklands.

FEVER SEA

Hunting ground of pirate lords, sea monsters, and worse

Temperature: Tropical waters

OCEANS OF GOLARION

Hazards: Dangerous creatures, piracy, storms

Resources: Ruins, trade

On the waters known as the Fever Sea, furious nature, canoe-bound cannibals, and the merciless greed of deadly pirate lords unite in a tidal crush of danger and despair. From the Eye of Abendego, these dangerous waters slither south along the jungle coasts of Garund, encompassing the whole of the Shackles and numerous islands beyond. Upon hundreds of treacherous islands and beneath uncaring waves sprawl the hunting grounds of primeval hunters, the ruins of foul Ghol-Gan, the secrets of strange and ancient magic, and the corpses of generation after generation of explorers, imperialists, and pirates who failed to claim the treasures of these rich waters. Upon the maps of leaders across Avistan, the Fever Sea looks like a path to incredible riches, choked only by the Shackles and the Eye of Abendego. Those who ply its waves, however, know it for what it is: a sea of ancient mysteries, hungry terrors, weird legends, unscrupulous sailors, and boundless ambitions—which is to say, a pirate's paradise.

Many of the most exciting locations, creatures, and inhabitants of the Fever Sea are detailed in *Pathfinder Campaign Setting: Isles of the Shackles*.

INNER SEA

Hub of western civilization and power

Temperature: Temperate waters

Hazards: Naval warfare between competing nations, piracy

Resources: Fishing, trade

The youngest major waterway in the world—formed only a few thousand years ago by the same cataclysm that sank Azlant—the Inner Sea holds the City at the Center of the World and acts as a cradle for humanity. The nations ringing the shores of the Inner Sea are among the wealthiest and most powerful nations of the world. Many of these nations boast formidable navies, and conflicts at sea are common.

IVORY SEA

An icy inland sea rich with whaling

Temperature: Cold waters

Hazards: Icebergs, predators, weather

Resources: Ivory, sealing, whaling

The changing seasons bring aquatic mammals like seals, walruses, and whales to the waters of the Ivory Sea to feed and mate. Humanoids and other opportunists hunt the waters and coastlines for meat, ivory, and blubber. In the winter, some whales find themselves trapped as parts of the sea freeze over with expansive ice sheets. Small melt holes in the ice bring whales to the surface to breathe while they wait out the spring thaw. In these vital places, they are most vulnerable.

AQUATIC ARMAMENTS

The weight and restrictiveness of metal, and the difficulty of forging it, significantly alter its usefulness as a material for crafting weapons and armor beneath the waves. While many cultures make use of volcanic vents and cold forging techniques to perform metalworking, others prefer to use naturally occurring materials in their crafts. Some races make fragile but still-deadly weapons from bone, stone, and obsidian (as detailed on page 146 of *Ultimate Combat*). Still others, like aquatic elves and merfolk, know ways to harden shells, coral, or even forms of flawed pearl to the strength of steel. These techniques allow for the creation of weapons and armor that are treated as being mithral (functioning and costing the same), though their appearances vary widely, with crustacean shells and specially grown corals proving popular among some of the more martial aquatic races. Some have also perfected methods that allow for the creation of armor similar to agile breastplates (400 gp) and agile half-plate (850 gp; see the *Advanced Player's Guide*) that impose only a -1 and -4 armor check penalty on Swim checks (rather than Climb and jump checks). Likewise, eel, ray, or squid leather might be used to create analogs of surface-made leather goods.

SHINING SEA

A strange icy sea where the auroras dance upon the ice in the long night

Temperature: Cold waters

Hazards: Ice, weather

Resources: Fishing, fur trading, whaling

Erratic currents churn the waters of this small and turbulent sea. All-too-common storms make travel in these waters a treacherous experience in the spring and summer, and ice sheets choke the waterway in the winter. Polar bears prowl the ice, hunting fish and aquatic mammals.

Auroras give the sea its name as their wispy colors dance across the swells and glisten on the ice. Luminescent plankton seem to echo the aurora's display, and natives claim the colonies communicate with the cosmic colors in a strange, light-based language.

SIGHTLESS SEA

A vast underground waterway spanning the depths of Golarion's Vaults

Temperature: Cold and temperate waters, some pockets of thermally heated waters

Hazards: Dangerous creatures, harsh conditions

Resources: Strange artifacts



This water-filled Vault of Orv covers nearly the same area as the Arcadian Ocean, but lies miles below the sea floor. In the center of this sea, a feature known as the Braid rises up to the ceiling of the cavern, where it pools slightly before emptying via a network of tunnels into the bottom of the Arcadian Ocean. Aboleths first used these tunnels to pass between the surface world and the Darklands, and fiercely protect the area and the magic used to keep the two bodies of water in equilibrium.

While aboleths certainly inhabit these dark waters, all manner of Darklands creatures live in and around the Sightless Sea. Urdefhans and drow sail these waters, and a small nation of sahuagin have established a toehold below the waves. As the Darklands are rife with horrific monsters, unearthly aquatic monstrosities surely dwell on the sea floor. Despite its strangeness and the dangers that lurk beneath its unpredictable tides, the Sightless Sea is the

lifeblood of numerous coastal communities and facilitates trade between merchants from numerous shadowy ports and beyond.

SONGIL SEA

Rich northern sea

Temperature: Cold and temperate waters

Hazards: Dangerous creatures, storms

Resources: Fishing, whaling

Few know where whales breed, but a number of species of whales are known to come to the Songil Sea to birth their calves. These waters make for rich fishing grounds, fed as they are by a warm current from the south that enriches the sea with nutrients, supporting abundant life in the upper latitudes. A teeming ecology exists here, and with it comes vicious predators.

Sharks prowl these waters, sometimes whipped into a frenzy by the sahuagin who hunt here. Giant squid stalk the same whales the surface races hunt, and every so often one of these horrors of the deep pulls down a whaling vessel instead of its intended prey.

Old sailors speak of the terrible kraken called Tupta-Wa, who they say surfaces every dozen summers and feeds voraciously. Fishermen and sailors know the legend and fear the outcome, and all but the most foolhardy sailors remain in port as much as possible every twelfth summer. Fishermen must work close to shore to provide food for their families during these periods, and rarely have enough to sell. But even on shore they are not safe from Tupta-Wa. One summer 36 years ago, the creature destroyed an entire port town, plucking people from the streets as they fled.

STEAMING SEA

Cold and rocky sea

Temperature: Cold and temperate waters

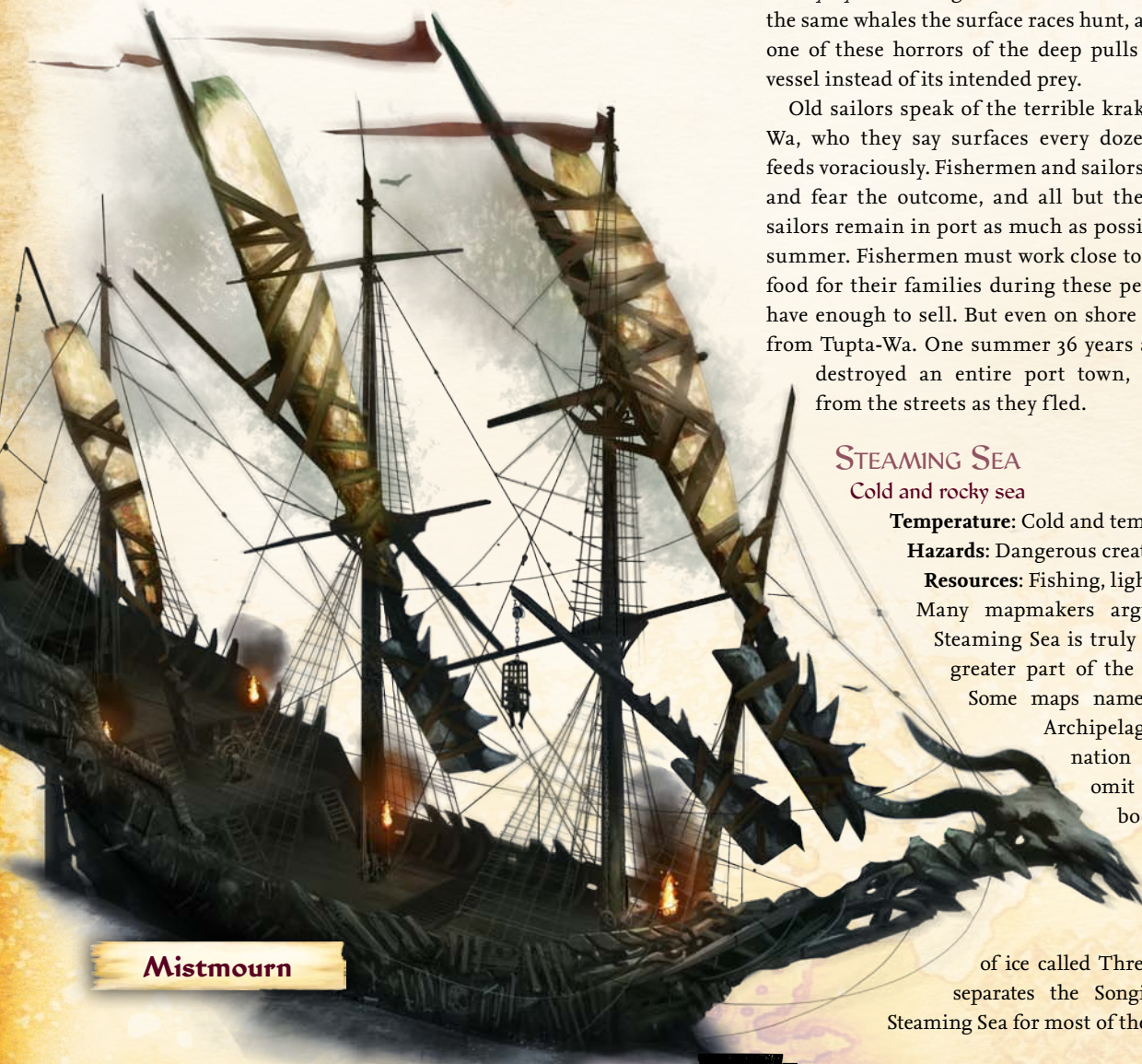
Hazards: Dangerous creatures, storms

Resources: Fishing, light trade

Many mapmakers argue whether the Steaming Sea is truly a sea or simply a greater part of the Arcadian Ocean.

Some maps name the Ironbound Archipelago and the island nation of Hermea, but omit a name for the body of water. Ice creeping south from the Crown of the World creates a belt

of ice called Thremyr's Shield that separates the Songil Sea from the Steaming Sea for most of the year.



Mistmourn

OCEANS OF GOLARION

Mordant Spire elves operate out of the Steaming Sea, acting as protectors of the Azlanti ruins. While strange and harsh, their presence here helps police threats to the sea and results in relatively safe travels. Although the elves rarely overtly threaten those who travel through their territories, most northern sailors know to give their sleek vessels a wide berth and avoid their island homes. Rumors also tell of standoffs between treasure hunters plumbing half-sunken ruins and the Mordant Spire ships that come upon them seeking to drive them off, confrontations that are said to end with the sea's weed-shrouded assassins rising up from the deep to claim the intruding souls. Of course, human sailors aren't the only ones with tales, and among the Mordant Spire elves pass stories of the *Mistmourn*, a human-made ship from southern ports that raided elven vessels, taking both their hard-won relics and their crew members' lives. Fourteen elven vessels sank before the pirate ship finally joined them in the depths, but supposedly that briny fate didn't last for long. It's said the *Mistmourn*, its crew lost to the depths, hunts elves upon the Steaming Sea once more, seeking the plunder it was denied.

VALASHMAI SEA

Sea of strange creatures and savage storms

Temperature: Cold and temperate waters

Hazards: Deadly creatures, erratic currents, savage storms

Resources: None

Easily the most dangerous waterway in all of Golarion, the Valashmai Sea is wracked with persistent storms and fantastic creatures. Its waters threaten to claim the life of any sailor who dares venture far from the coastline of southern Tian Xia. People crossing this violent body of water must hug the southern coastline of Tian Xia if they hope to pass from the Okaiyo Ocean into the Embaral or Obari Oceans.

Seafarers in southern Tian Xia sometimes venture into the Valashmai to pass through to the lost lands of Sarusan. These skilled sailors, who live their whole lives on the water, charge a hefty rate for such passage. Any vessel straying too far into the churning sea of storms not only risks destruction from wind and waves, but also risks falling victim to a plethora of sea creatures. While many of these beasts are unknown to the civilized world, sailors report a large population of fanatical adaros who relish the stormy weather. Sailors also claim the sea is full of whirlpools—including one so large you cannot see the other edge.

THE PLANE OF WATER

Gates to the planes, while exceedingly rare, appear across Golarion at “thin points” in reality, areas of intense

planar influence, and magically opened tears. Beneath the waves, at the bottoms of eternal whirlpools and abysses of crushing depths, open several planar rents leading into the endless oceans of the Plane of Water. The portals typically appear as torrents of water, gushing into or out of nothingness. In many cases, they open near areas of particular interest and danger in the vast planar sea.

Floodships: Travel and trade prove just as important to life on the Plane of Water as they are upon the seas of the Material Plane. Ambitious air-breathing traders long ago discovered ways to reach the submerged markets of the plane, creating what have come to be known as floodships. These floodships employ ornate figureheads permanently imbued with the effects of the *submerge ship* spell (see page 70). This practice has led to bustling shipping lanes winding in three dimensions through the eternal sea, which in turn encourages whole fleets of subaquatic pirates. The pirate fleets known as the Scaldsoul Covenant, led by the human Auradonna and her ship the *Mooncalf*, and privateers from the Plane of Fire, commanded by the efreeti Grand Admiral Razinnazul from his vessel, the *Buraq*, pose the greatest threats to interplanar trade.

Fulgurate Marble: This moon-sized sphere of glass drifts through the Plane of Water, a mystery to all who encounter it. Those who look within can clearly see the vast vineyards and silver-gilded cities of a paradisiacal civilization of strangely masked humanoids, yet little more has ever been discerned. There appears to be no entrance into the great marble, attempts to shatter it leave not even a scratch, and magical efforts to intrude fail. For their part, the isolationist residents pay no heed to those outside, being far more concerned with their own eerie leisure and daily visits to great domed temple-spires that flicker with strange electricity.

Jungle of Worms: Corals and sea anemones of incredible size, shade, and splendor cluster in this gigantic, three-dimensional forest of symbiotic creatures. Aimless paths wind through the jungle's weird strata, the twitching boughs of one level forming the floor of the next. Hungry things make up the entire wilderness, and what the tentacled and polyp-covered wildlife can't consume hunts amid the vibrant undergrowth. Numerous luscas (see *Isles of the Shackles*), sea cats (see page 86), and other aquatic megafauna prowl the jungle, but still several tribal merfolk communities make pleasant lives for themselves, hidden from the greater dangers of the vast open sea.

Kelizandrika, the Brackish Empire: The domain of the foul elemental lord Kelizandri, the Brackish Emperor, this is a realm of aquatic ruins and buoyant bits of long-shattered continents, which float through the black



seas like asteroids through space. Upon many of these drifting islands sprawl whole sahuagin kingdoms, which rise, war, and regularly face destruction at the whim of Kelizandri himself and his hordes of elemental slaves. The elemental lord appears as a sea serpent of incredible size, with scales like dark crystal and a maw capable of creating vast whirlpools. He spends decades at a time basking among his servants and riches held in Vorarro, the City of Salt, which floats in the middle depths, an amalgam of colossal buildings of countless styles dragged from disparate Material Plane worlds.

Vialesk: Neutral ground for numerous planar races, the vast trade city of Vialesk climbs the sides of a submerged island of floating coral. This exterior holds populations of marid seers, iku-turso air-takers, and tojanida traders. The city's foundations hold numerous pockets of air, where the undines who rule the city and compose its largest population encourage air-breathers from across the planes to visit and do business.

UNDERWATER ADVENTURING

Going on quests and adventures beneath the surface of an ocean or sea can be an exciting but somewhat complicated affair. What follow are some considerations and important tips to keep in mind while exploring the watery depths.

Deep-Sea Equipment: Various apparatuses both mundane and magical exist to make underwater adventuring easier, from the practical and relatively inexpensive *bottle of air* to the exotic *apparatus of the crab*. *Everburning torches* and fishing nets provide light and access to seafood, and sunrods and fishing hooks can prove just as useful beneath crashing waves. A folding boat can be a lifesaver in a pinch, and anyone wearing a *cloak of the manta ray* would be hard pressed to find a more convenient garment. *Helms of underwater action* are highly prized among travelers who frequent the ocean floor, as are *necklaces of adaptation*, *pearls of the sirines*, and *rings of freedom of movement*.

Oceanic Magic: Spells are a requirement for most adventurers going underwater for extended periods, and anyone visiting the briny depths should have access to at least a few of the following spells. *Water breathing* is an obvious choice for anyone who can't breathe water already, while *endure elements* staves off the icy chill of colder oceans. At extreme depths, the inky blackness of a large body of water can be utterly impenetrable, making light spells invaluable to creatures without darkvision. PCs with access to *planar adaptation* and *touch of the sea* (see the *Pathfinder RPG Advanced Player's Guide*) will benefit greatly from these spells, as well as any others that grant swim speeds, and characters in need of a quick escape would do well to prepare *teleport* or *water*

walk. The following new spell, *submerge ship*, also proves helpful for exploring the ocean depths, but its high level means that few explorers will have access to it—and even then, it only allows travel underwater for a few hours per casting at most.

SUBMERGE SHIP

School transmutation; **Level** cleric 7, sorcerer/wizard 7

Casting Time 1 minute

Components V, S, M/DF (a glass marble or piece of soap)

Range touch

Target 1 sailing vessel

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** no

When this spell is cast upon a vessel, the ship is surrounded by a protective bubble of constantly replenishing, breathable air and sinks beneath the waves. For the duration of the spell, the ship can travel beneath the water as easily as it did above. While under the effects of this spell, the ship has magical propulsion that gives it a maximum speed of 120 feet and an acceleration of 30 feet (see the *Skull & Shackles Player's Guide* for details). The ship's pilot uses the normal sailing skill to control the ship while under this spell's effects, and can command it to dive and ascend as part of the vessel's normal movement. Despite the magical propulsion, the ship still requires its crew to perform its normal functions.

The spell protects the ship and all aboard from the dangers of drowning and pressure, but not from damage from outside obstacles or creatures. The bubble cannot be used offensively and prevents an affected ship from rising into a space that won't accommodate it (like a sea cave too small to contain it or under another vessel). Creatures can enter or leave the bubble at will, but those outside the sphere cannot be forced inside against their will, the sphere proving substantial enough that such creatures may choose whether to enter or to slip away along its sides. At the end of the spell's duration the bubble pops, causing a ship still underwater at that time to gain the sinking condition. This spell has no effect if cast upon a ship in water that cannot cover the vessel entirely.

Although largely beneficial, this spell can be cast on a ship whose pilot does not want to submerge her vessel. The ship itself uses its Will saving throw to resist this effect.

Underwater Combat: Creatures accustomed to maneuvering on land usually don't fight as well underwater, and must take several factors into consideration when doing battle with aquatic foes. Rules for aquatic terrain as well as underwater combat are detailed on page 432 of the *Pathfinder RPG Core Rulebook*. In addition, creatures that have trouble swimming or that cannot breathe underwater face additional water dangers, as detailed on page 445 of the *Core Rulebook*.

OCEANS OF GOLARION

WANDERING MONSTERS OF THE OCEANS

The oceans are among the least explored and most dangerous places on Golarion. Presented below are but a few of the most common threats sailors might face. GMs eager to add some variety to their results should feel free to add threats from adjoining seas, or the various vessels detailed in the introductions to bestiaries throughout the Skull & Shackles Adventure Path. While this chart deals with the residents of the different oceans, any of these threats might also wash ashore and terrorize coastlines, or target vessels sailing above the waves.

Antarkos Ocean	Arcadian Ocean	Embaral Ocean	Obari Ocean	Okaiyo Ocean	Creature	Avg. CR	Source
—	—	—	01–05	—	1 enraged hippocampus	1	<i>Bestiary</i> 2 155
—	01–05	—	—	01–04	1d4 hanivers	1	<i>Pathfinder</i> #25 76
—	06–18	—	06–10	—	1d6 merfolk warriors	1	<i>Bestiary</i> 204
—	—	—	—	05–08	1 ningyo	1	<i>Pathfinder</i> #37 80
—	19–26	01–20	11–23	09–19	1 sahuagin	2	<i>Bestiary</i> 239
01–15	27–30	—	24–26	—	1 common shark	2	<i>Bestiary</i> 247
—	—	21–25	27–30	20–25	1 adaro	3	<i>Bestiary</i> 3 7
—	31–33	—	31–33	—	1 bunyip	3	<i>Bestiary</i> 2 50
—	34–36	—	—	26–31	1 ceratioidi	3	<i>Bestiary</i> 3 50
—	37–39	—	34–36	—	1d8 grindylows	3	<i>Bestiary</i> 2 148
16–25	—	—	37–39	32–36	1 crab swarm	4	<i>Bestiary</i> 50
—	40–43	26–29	40–42	—	1 devilfish	4	<i>Bestiary</i> 2 88
—	44–46	—	—	—	2d10 gillmen	4	<i>Inner Sea World Guide</i> 310
26–30	—	—	—	—	1 orca dolphin	5	<i>Bestiary</i> 88
—	—	30–36	—	37–41	1 giant moray eel	5	<i>Bestiary</i> 119
31–40	47–49	—	—	—	1 globster	5	<i>Bestiary</i> 3 131
—	50–54	—	43–46	—	1d10 skum	5	<i>Bestiary</i> 253
—	55–57	37–41	47–49	42–45	1 saltwater merrow	6	<i>Bestiary</i> 2 189
—	58–59	42–43	50–51	46–47	1 sea scourge	6	<i>Isles of the Shackles</i> 58
—	60–61	—	53–54	—	1 aboleth	7	<i>Bestiary</i> 8
—	—	44–46	55–59	48–51	1d4 cecaelias	7	<i>Bestiary</i> 3 49
41–50	—	47–51	—	52–57	1 huge water elemental	7	<i>Bestiary</i> 126
—	—	—	60–64	—	1 young brine dragon	7	<i>Bestiary</i> 2 94
—	—	52–56	65–68	58–61	1 giant octopus	8	<i>Bestiary</i> 219
—	—	57–62	69–71	62–65	1 dragon turtle	9	<i>Bestiary</i> 112
—	62–66	63–68	—	66–68	1 giant squid	9	<i>Bestiary</i> 259
—	—	69–74	72–73	—	1 marid genie	9	<i>Bestiary</i> 142
—	67–72	—	74–76	—	1 sargassum fiend	9	<i>Bestiary</i> 3 235
51–60	73–75	75–77	—	69–71	1 dire shark	9	<i>Bestiary</i> 247
—	—	78–83	77–80	—	1 ghawwas	10	<i>Bestiary</i> 3 87
—	—	84–86	—	72–75	1d4 iku-tursos	10	<i>Bestiary</i> 3 153
—	—	87–89	81–84	76–79	1 siyokoy	10	<i>Bestiary</i> 2 246
61–70	76–79	90–93	—	80–82	1 whale	10	<i>Bestiary</i> 2 282
—	—	—	85–87	83–85	1 adult imperial sea dragon	12	<i>Bestiary</i> 3 96
—	80–84	—	—	—	1 clockwork leviathan	12	<i>Bestiary</i> 3 55
—	85–88	—	88–91	86–88	1 sea serpent	12	<i>Bestiary</i> 244
—	—	94–95	92–93	—	1 charybdis	13	<i>Bestiary</i> 2 56
71–80	89–92	—	—	89–91	1 shipwrecker crab	13	<i>Bestiary</i> 3 60
81–90	93–94	—	—	—	1 great white whale	14	<i>Bestiary</i> 2 282
91–99	—	96–97	94–95	92–95	1 scylla	16	<i>Bestiary</i> 2 241
—	95–96	98–99	96–97	—	1 lusca	17	<i>Isles of the Shackles</i> 53
—	97–99	100	98–99	96–99	1 kraken	18	<i>Bestiary</i> 184
100	100	—	100	100	1 deep sea serpent	19	<i>Bestiary</i> 3 240



BUTCHER'S ROCK

Pathfinder's Journal: The Treasure of Far Thallai 2 of 6

A report of cracking wood echoed through the devastated town. The burned husk of a warehouse collapsed in on itself. Black dust mushroomed from it, joining the shelf of smoke overhead.

Otondo and Rira hove into view through the resulting cloud, skirting the bodies of murdered townsfolk. They dragged with them the elf who had tried to kill me less than an hour before. Rira carried his spell-spitter, tucked into a belt. For a moment, I asked myself if it was wise to leave it in her hands. But then, she could cast spells at least as potent as the device could store, with only gesture and speech. I would rely, as always, on the strength of the geas that my sword held over her.

Instead I trained my attention on the captive: "What is your name?"

"I'll not say," the ragged elf hissed. His lip was split, the left side of his face scraped raw.

"Do you not know who my first mates are?" I asked.

"What do I care?"

"You are either not very bright, sir, or new to these pirate isles."

"The last is true, and I have heard the other." He stuck out a defiant, pointed jaw. On closer examination I identified him as merely half elven. "What of it?"

"But even as a fool, and a new fish, it did not give you pause to be chased by an ogre and a woman in a mask. It did not occur to you that it might be Otondo and Rira on your heels?"

His impudence dropped away. "Otondo? Rira?"

"And this is Seagrave. And Adalbert Aspodell."

BUTCHER'S ROCK

"Aspodell the Lash?"

"Now that you know their names, perhaps you'd share yours, my friend."

"They call me Landson," he gulped.

"Kered Firsk left you behind, didn't he?"

"Yes."

"To see if anyone was after him."

"He said a lousy busybody of a Pathfinder was asking questions about him back in Hell Harbor. If she poked her nose here, I was to burn it off."

"And then make your way back to him?"

"We made no specific arrangement."

A gobbet of drool fell from Otondo's lip, striking Landson's shoulder and soaking into the silk fabric of his shirt. "Shall I soften 'im up some, Cap'n?"

"I'm not lying!" Landson said. "I don't know where the *Slicer* will dock next. That's what you're asking..."

"Keep talking," Aspodell said.

The man complied. "After serving on that hellish ship, I was happy to part ways with him. Me and Firsk didn't get along. This way I could leave and it wouldn't be desertion."

"And without him flaying you," Aspodell said.

"That as well."

"So you thought you'd sign on with Josiah Common and the *Whelk*?" I asked.

"Until some other, better chance came my way."

Seagrave roamed the lens of his spyglass along the coastline. "The *Whelk* has sailed," he said.

"Let me sail with you then, Pathfinder," said Landson. "I finally have my sea legs under me, and continue to master sails and rigging. Give me any magical device, and I can work it for you. Your ship is rigged with arcane flamers, I'm sure. Well, when I aim them for you, their blasts will fall upon your enemies straight and true."

"You would serve me with the same loyalty you showed to Kered Firsk?"

"Whoever you order me to kill, I will kill. Whoever you ask me to cut, I will cut. I am slaughter itself, remorseless and without quaver."

"I like him," said Aspodell.

"And," I asked, "you killed and cut and slaughtered as Firsk required?"

"All that and more besides. Yet he did not pay me fair due."

"What else can you tell about him?"

"His men—creatures more like—they're crazed and feral things, who treat the act of killing as treasure unto itself. They're no company for an honest privateer."

I queried him further, yielding nothing worth recording in this journal. Finally I turned from him.

"So am I in?" he called.

Cold Bendani, one of our healers, appeared at my side. "He has awakened," he said.

The young man, whom Firsk had suspended from the temple rafters and then partially flayed, sprawled on the building's steps. By cleaning his wounds, our healers had revealed their grotesque extent.

I knelt next to him. "What is your name, friend?"

"Aglund."

"Twill Ninfingers. You said the man who did this to you came here looking for him. He didn't find Twill. But he had been here at one point, you said."

Aglund made his best attempt at a nod.

"When he left, did he say where he was going?"

He gathered in air, then spoke in a burst of exhalation. "Butcher's Rock."

"Why there?"

"Someone would shelter him," Aglund coughed.

"Who?"

"He kept saying the name..." Aglund's eyes drifted shut.

"The name, Aglund."

"Megeus. The name was Megeus."

"Did you give this name to Kered Firsk?"

"I would not tell him." Aglund went still. At first I thought him dead, but then I saw his chest rise and fall.

Cold Bendani took me aside. "He won't last long. And there's dozens of other wounded survivors. We can't heal them all, or look after them. Also we must decide what to do with the corpses. Many dozens dead."

I issued the necessary orders. We would bury the dead at sea, in accordance with the rites of Gozreh. The living we could take as far as Port Peril. They'd likely not prosper there, but it was what was within our power.

Otondo still held a squirming Landson. "What do we do with this one?"

"He willingly served Kered Firsk," I said.

"And so...?" the ogre asked.

"Kill him and take his stuff."

Butcher's Rock took its name from the great flat slab of gray sedimentary stone that lay atop the rest of the isle. Through the spyglass it indeed resembled a behemoth's cutting block. At a thirty degree angle, this rectangular shape leaned over a vast mound of stone that might have been limestone or ancient coral. This block extended from the waterline to reach a terminal point perhaps a thousand feet above it. Below the waters it continued. From its top edge to about its midway point, a fissure split the stone. One could imagine it as the scar left behind by the strike of a cleaver, as might have been wielded by some titanic god.

The rest of the isle, large portions of which the block permanently shaded like an overhanging awning, arranged itself in layers. A ring of jagged rocks composed the shore. Beyond this lay a rising slope of gravel, a patrolling ground for red-shelled crabs the size of ponies. This led to a cliff side perforated by dozens of cave mouths. Above



the cliff sat a network of crags and rock shelves. Some were vegetated by nothing but moss, while others held enough soil to grow twisted trees and sharp-leaved bushes. Gray, billowing shapes flapped behind them. After a moment of study I identified them as oilskin tents.

An absence marked the isle: Though its shelves and crannies seemed perfect rookeries for nesting seabirds, Butcher's Block stood bare. Someone hungry lived here.

After ordering the rest of my crew to keep watch for the approach of Kered Firs's ship, I put ashore in a single boat, along with my adjutants.

Aspodell wrinkled his nose. "This Twill must be a peculiar fellow, to think this forlorn place a shelter."

"Would you want to seek someone in those caves?" I asked. "Or, for that matter, up on one of those shelves where the tents are?"

"Isn't that exactly what we're doing?"

"Each of us, then, must concede the other's point."

As we approached the shore, eddies seized the boat, threatening to dash it against the rocks. Seagrave and Otondo worked the oars, pushing furiously against them. We found a break in the stony shoreline, where gravel spilled down to the water's edge. After we scrambled from the boat, Otondo picked it up and moved it up the slope single-handed.

Blocks of worked stone, a foot long on each side and nearly three inches thick, dotted this pebbled beach. Ducking down to examine them, I saw that they were covered with carved figures. The crude images spoke through the ages with a terrible clarity. Each stone depicted a scene of violence. Large figures, their frames distorted and not entirely humanlike, attacked, mutilated, or sacrificed humans half their size. Several standard images dominated. In one, the giants stood before an altar, holding aloft a severed human head. In another, a big-bellied man roasted on a spit, as giants danced nearby. The giants displayed a common aspect: in the middle of each massive forehead, a single eye bulged.

"Cyclopes," Seagrave groaned.

"It doesn't mean there are cyclopes here," I said.

"Nor does it mean there aren't, ma'am."

The stones survived as remnants of a cannibal empire, Ghol-Gan, which ruled the region uncountable millennia ago. Traces of this primeval civilization could be found throughout the islands of the Shackles, and beyond, especially to the south. Found among them would be the degenerate descendants of their cyclops rulers, who sometimes gathered around themselves the relics of their forgotten past.

I'd known a few of them in my day, but they were the acculturated ones, who drifted to cities and learned their ways. There was a bouncer, Eriboe, at the Faded Seahorse in Hell Harbor, who told dirty jokes and was pleasant

enough—until she had to cave a skull in. Eriboe would never speak of her early life on an island of her kinfolk. I wondered if it was Butcher's Rock. I tried to imagine her lurking in a cave mouth up ahead, and couldn't quite bring the image into focus.

Reality mimicked imagining: Movement blurred in the closest cavern, about a hundred yards off. Before I could command otherwise, the others had their weapons out.

"We're not here to fight," I said.

"Never assume a warm welcome, Challys Argent," replied Rira.

I took point, clambering up the slope, cutlass still stowed in my scabbard. I called out to the figure in the cave. "We mean you no harm."

A round object arced from the darkness. As it came at me, tumbling end over end, I could see that it was a rusted cook pot. It fell a yard short and half a yard wide.

With an exultant howl, Otondo charged the cavern.

"No, hold!" I called.

He surged past me, his rippling muscles a fury of forward motion.

"Otondo!"

He did not stop, so I gripped the hilt of Siren Call, centering my mind on its power of command. The gear crystal attuned to the ogre captain glowed. Its heat suffused my palm. Otondo slid to a halt, spraying shards of broken coral before him. The sudden stop overbalanced him, sending him to his knees. When I walked past him, his face knotted with humiliated rage.

I had to keep the hand on the hilt of my sword to maintain magical discipline over Otondo. To show that I did not mean to draw it, I wrapped my hand over the pommel. It was not the clearest gesture of peace but I hoped it would make the statement I needed. The other hand I held extended, with open palm. "See? You needn't fear me. If I meant you harm, I'd not have prevented my man from coming at you." I kept moving, at what was meant to read as a calm and deliberate pace. "A cook pot is not such a terrible weapon. I do not think you are a warrior. Please, step into the sunlight so we can talk."

I could now see the outline of the figure in the cave. If I was seeing her right, she was nearly nine feet tall. A glimpse of a wrinkled, nut-colored hand flashed into a beam of light. It held a sword, which in her grip looked more like a knife.

"I know that one." The voice crackled like a fire. "He is a bad one."

With a twist of my shoulder, I indicated the ogre. A backward glance told me that he'd returned to his feet. "Otondo?"

"No, the fat one." A pointing finger emerged from the dark. Evidently, she meant Seagrave. "He is a pirate captain. When I lived on Undersquare Isle, he attacked us, killing for gold we did not have."

BUTCHER'S ROCK



"I have no doubt that he did. But he is under my command now, by the might of a legendary sword. You have perhaps heard of Siren Call?"

"I have not," the cyclops croaked.

"You saw me use it to stop Otondo. He is also a bad one, but you saw me bring him to heel." As I said this, I felt the ogre's loathing as a hot prickle on the back of my neck. "Your fear is understandable, but you need not worry."

"Until you decide to unleash your dogs."

"Which I will not do. If you wish to be left in peace, I will leave you. But I have coin for you, if you have use of it here."

She stepped an inch or so beyond the threshold of her cave. "There is nowhere so distant in this world that a bit of gold won't help." The cyclops was nearly bald, with only odd wisps of bent and wiry white hair encircling her head. Each was anchored by a raised mole the size of a human thumb. Her skull ended in a bumpy point. Drooping lobes swung from the bottom of her sharp-tipped ears, and a collection of rags covered her torso, leaving her arms and legs bare.

I tossed a purse at her feet. The coral gravel muffled the pleasing clanking sound I'd aimed for. She reached down to pick it up, and thick fingers teased open the neck of the purse. Her single eye slowly blinked. She touched the coin and trembled. "I see your future," she said.

"I am Challys Argent. Tell me your name."

"Come closer, so they will not hear."

I did as she asked. Up close, she smelled of dried fish, coconut milk, and curdling sweat.

The croak left her voice when she whispered. "I have not used a name in years, but when I did, I was Xanae."

"Xanae, we are here to find someone named Megeus. I guess from the sound of the name that he is a cyclops, too."

She closed her eye to me. "That's not what I will tell you."

"And we seek Megeus to find a human, a man who unpuzzles locks: Twill Ninefingers. We believe that he came here to be sheltered by Megeus. We bring no danger to either. In truth, hazard surely comes their way—and perhaps to all on this island. We're here to warn them, and fight against their enemy if needed."

With a surprisingly gentle touch, Xanae reached out to pull me into her cave. Puddles of brackish water seeped up through its natural flooring. "I am an oracle," she said.

"As are many of your people."

Her tongue swept out to wet her rubbery lips. "A doom is upon you."

"I am thankful for your—"

"I see your death, Challys Argent. I see it in threads and possibilities. Unlike most, you have many possible deaths. But none are good."

"Are any deaths good?"

"Yes, but not those that await you. Through pride you have sealed your fate." Her gentle fingers became a clamping vice around my wrist. "You hold a dragon by its tail. When you let go, the dragon will devour you. You cannot outlast it. The conclusion is foregone. Only the circumstances remain in doubt. And the number of waves that will wash against the shore until it happens."

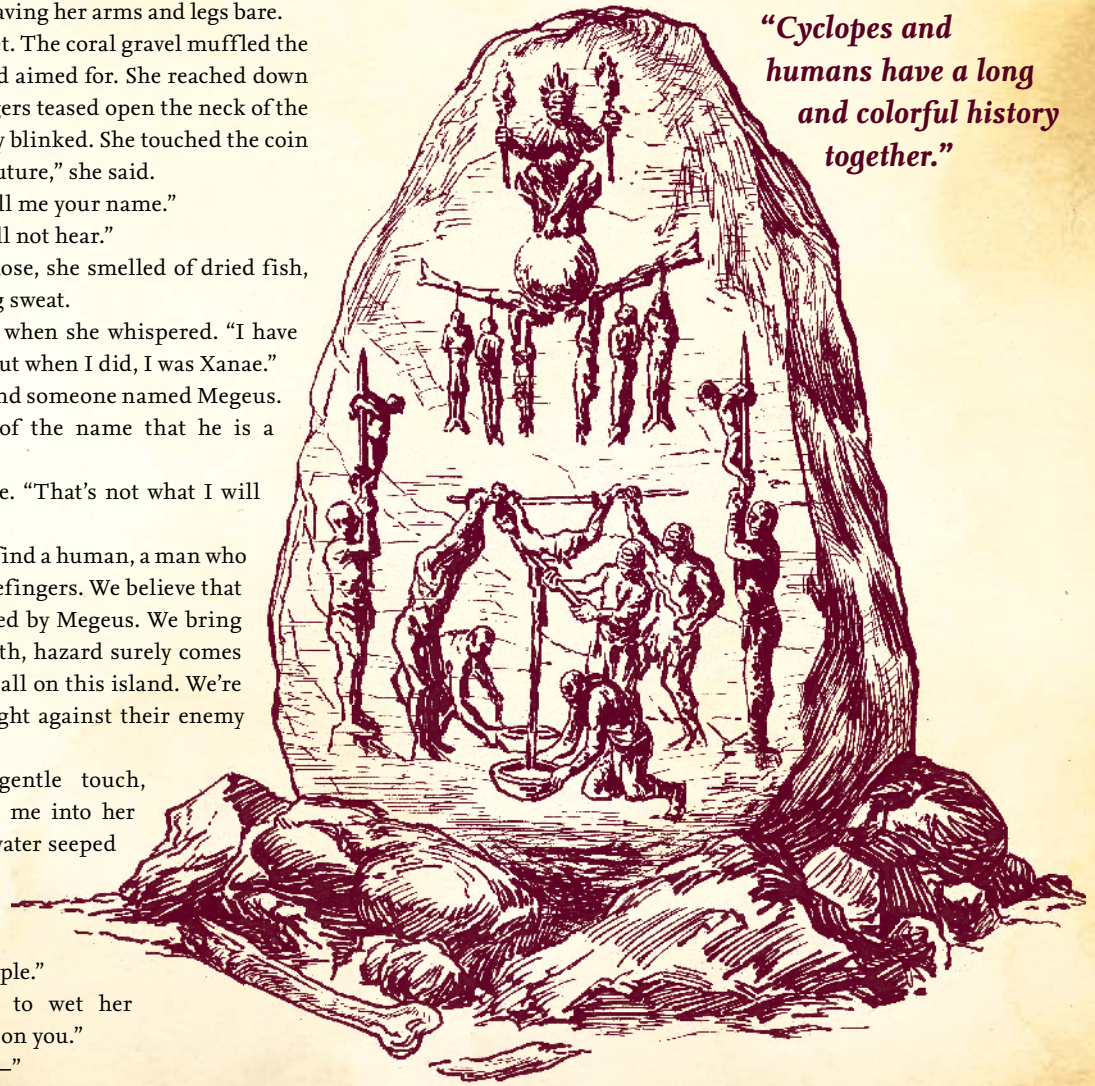
"You are concerned for me."

"Yes."

"Could I not then convince you to tell me what I need to know?"

"One of those four outside—one of them is the one who will kill you. Sometimes they kill by inaction. More often, by piercing you with blade, dosing you with poison, or

"Cyclopes and humans have a long and colorful history together."





scourging you with magic. You have done a terrible and foolish thing, and have left yourself without means of escape."

I have never been the sort to justify myself. Had this lumbering oracle provoked an urge to unburden, I might have shared the mathematics of my choice. By entralling the four, I had saved countless innocents from their depredations. Hundreds, perhaps thousands, would survive because my adjutants were occupied obeying me, and no longer plied the seas as free-willed captains of their own vessels. Would I prefer to have killed them? Perhaps. But had I not used the magic of Siren Call, each would have killed me. If one day my time runs out, and I pay the price for all those lives with my own, there will be no disputing the value of the trade.

So instead I asked: "If my die is already cast, why are you telling me this?"

"So you might best spend your remaining time."

Aspodell's continental accent reverberated down the tunnel. "Is all well down there?"

"Leave us be, Adalbert."

Silhouetted by the sky behind him, he cocked an insouciant hip. Whether at me, or the cyclops, I could not venture to guess. "I've been listening."

Xanae whispered into my ear, her breath as hot as a Rahadoumi sirocco. "He might be the one to do it."

"That he might," I said.

She shrank back as Aspodell swaggered in. "Tell me, oracle: when you see a person's doom, as you see my captain's, is it your usual impulse to share it?"

The oracle hid behind me, the difference in height rendering the action sadly absurd. "Go away," she said.

"That we shall, as soon as we learn where Megeus is. You may simply nod, which is not the same as telling. Deeper in the caves? Up in one of the tents?"

"You might be the one," she said.

"The one who kills her?" Aspodell smiled at me. "I harbor no more fervent hope. But to the business at hand, my dear. Megeus."

Xanae clutched my shoulders and said nothing.

"Let me explain why you needed to spill your poisonous omens. You are a

pathetic and frightened creature, on an island where all are mightier than you."

"I said go away."

"Your only power is the power to frighten. Your only weapon, your dim peerings into the future. Yet none of your one-eyed brethren fear you, do they? I am no oracle, but these truths I see plainer than the blue sky above."

"I don't like you."

"Then send us on our way, never to bother you again. Or I'll tell you more about yourself."

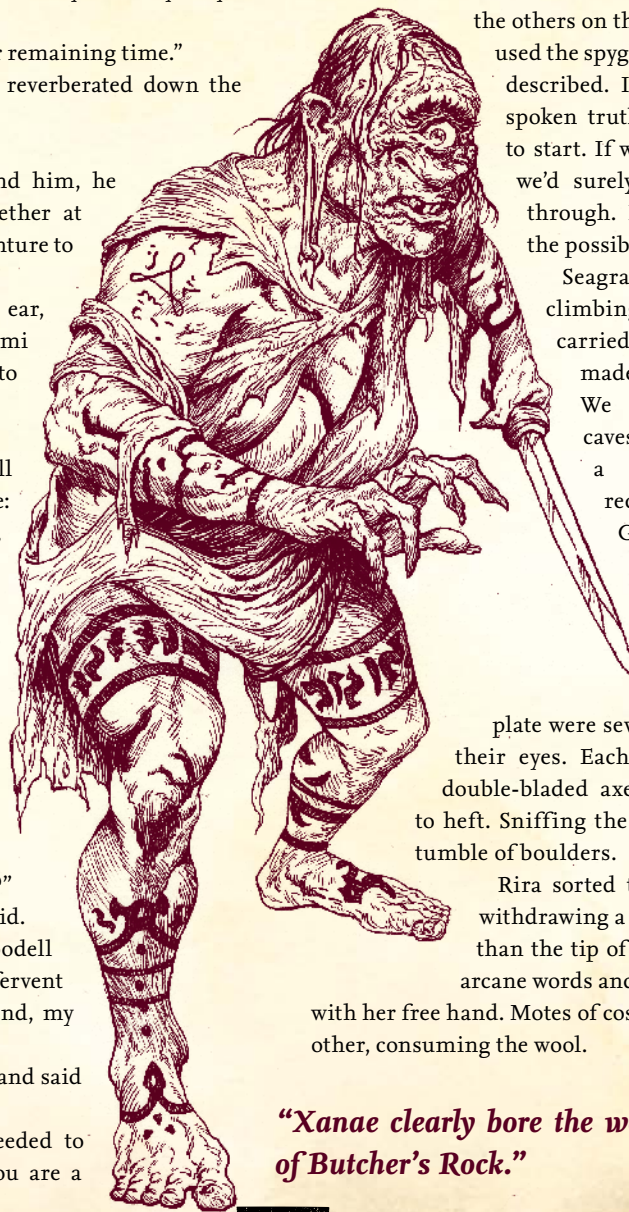
She turned her back on us. Scars, some old, others fresh, crisscrossed the patches of flesh visible through the rags. Xanae clearly bore the worst of Butcher's Rock. "He dwells on the island's highest shelf, shadowed by the top of the block. Purple protea flowers ring his camp."

We took a wordless leave of her and rejoined the others on the graveled slope. Seagrave used the spyglass to find the spot Xanae described. I could not assume she'd spoken truthfully, but it was a place to start. If we combed the caves first, we'd surely have to fight our way through. Here we enjoyed at least the possibility of stealth.

Seagrave and Otondo unfurled climbing gear from the boat and carried the heavy ropes as we made our way to a spot below. We saw movement in the caves and hunkered behind a low wall haphazardly reconstructed from Ghol-Gan stones.

A trio of cyclopes ventured out into the sun. They wore motley hide armor, into which jagged pieces of metal plate were sewn. Leather visors shaded their eyes. Each dragged behind him a double-bladed axe too large for a human to heft. Sniffing the air, they jumped down a tumble of boulders.

Rira sorted through a leather pouch, withdrawing a section of fleece no larger than the tip of her thumb. She muttered arcane words and made fluttering motions with her free hand. Motes of cosmic force surrounded the other, consuming the wool.



"Xanae clearly bore the worst of Butcher's Rock."

BUTCHER'S ROCK



Cyclopean heads turned as an albatross—or rather, the consummate image of one—alighted down the shore. It preened the feathers of its fat and inviting breast. The cyclops trio pushed and shoved one another to be the first to give chase. As they bounded jostling toward it, it took flight, rounding the isle on a low trajectory suggesting that it would land again, just out of sight.

As soon as their view of us was obstructed, we ran toward a section of the cliff face adorned with promising footholds. Seagrave swung a grappling hook, wrapping it around the trunk of a thorny tree. We were already well up the rock wall—Seagrave in the lead, Otondo bringing up the rear—when the sound of a fight arose from down on the shore. We were exposed to the three, if they'd thought to look up. Instead they gave their attention to an axe-swinging brawl: they'd failed to catch the nonexistent bird and blamed it on each other.

We hauled ourselves up, nearing the first of several rock shelves we would have to traverse to reach Megeus's supposed dwelling place. As Seagrave neared the trunk bearing his grapple, the line swung wildly, dashing me against the cliff. My elbow struck rock, sending shivers of pain through the bone and into my shoulder. I looked below: Aspodell had lost his grip on the rope and slid down.

Below him hung Otondo. The ogre had never learned to mask his expressions. Each of his thoughts played clearly across his great ball of a face, and remained readable even from my precarious angle above. I could see him deciding whether to catch Aspodell if he landed on him, or to do nothing and allow the nobleman to fall to his death. My adjutants extended little more affection to each other than they had for me. I'd given them a blanket command against actively lashing out at their fellows. But acts of omission, especially those requiring instantaneous decision, introduced unfortunate ambiguities into the operation of their binding geases.

Before I could cry out or attempt to communicate a command through Siren Call's hilt, Aspodell's boots gained purchase on the cliff, slowing his descent. He brought himself to a halt mere feet above Otondo. The ogre twitched, as if he'd decided what to do and just as quickly forgotten it.

With the rope steady again, Seagrave hauled himself onto the rock shelf. He pulled us up: me, then Rira, then Aspodell. Otondo required no help; he raised himself onto the ledge in a flourish of bulging muscle.

Foliage now hid us from the view of onlookers from the shore below. We had four ledges to cross in all. The same leaves that concealed us veiled what might or might not lurk on the other shelves.

Seagrave beckoned me close for muttered advice. "Time to make noise."

"Why?"

"These ledges are easier to defend than attack. Soon as we try to enter one with an enemy on it, we're in a scrap. If they come at us while we're still crossing, they can push us off. Make them charge us, and we can take solid positions and hit at them while they're crossing. They'll be jumping down, so their disadvantage won't be so great as we'd face, defending against repelling action while climbing up. But so it goes."

I conferred with the others, assigning Otondo to the forward edge of the shelf, where he could grab attackers and hurl them down the cliff. Rira found a vantage behind the bushes. Seagrave and I took spots in the middle of the ledge, with Aspodell lurking to one side, ready to score opportunistic blows.

"Megeus!" I called. "Ho, Megeus! We would speak with you!"

The brush of the ledges ahead stirred instantly into lashing motion. We braced ourselves, as we would for a boarding.

One-eyed heads emerged from the foliage. There were at least three cyclopes. Otondo anticipated their angle of arrival and crouched down. The first cyclops leapt across the gap between ledges with distressing ease. He landed on Otondo's back. The ogre thrust himself up like a lever, sending the cyclops tumbling over the edge and out of sight. In the meantime, his mates made it onto the ledge. One seemed young and hale, his flesh unmarred, his fangs gleaming and sharp. His companion looked old and worn, the tufts hair surrounding his ears as white as sea-foam. Something about his bearing, perhaps the way the younger one looked to him for cues, told me that he was Megeus.

I shouted that we hadn't come to fight—words soon swallowed by the clash of combat. Lightning arced from Rira's hiding spot to course around the younger cyclops's body. Aspodell took advantage of the creature's convulsions to leap behind him and stab him in the back. The cyclops dropped down into a crouch of surrender, scuttling from the fray.

Loosing a string of imprecations in the ancient Ghol-Gan tongue, Megeus swung his fist wide. I reared, avoiding the blow's full force, yet was thrown to the ground nonetheless. Butcher's Rock spun around my addled head. I saw Seagrave thrown through the air. He landed in the bushes that concealed Rira, ruining the casting of her next spell. Aspodell subjected Megeus to a blur of rapier-stickings, to no visible benefit. A backhanded blow sent him staggering.

Otondo roared at him, flailing his great cutlass. Megeus deftly ducked into the blow, grabbing and twisting the ogre's arm. The cutlass dropped. Ogre and cyclops wrestled, each trying to lock the other in a chokehold. Their grappling took them to the shelf's crumbling edge. As I tried to muster a warning cry, Otondo let Megeus place him in a bear hug from behind. Then he pushed off, the two disappearing over the side.



BESTIARY

We'd thought the island deserted—except for perhaps a few gaudily plumed birds—and so set into the marshy interior without fear, in search of the fresh water we so desperately needed.

Damarco fell first, swept away in a rustle of undergrowth. Ignavari died where she stood, the tatters of her throat tracing the path of a claw that moved too swiftly to see. Their deaths sent the rest of us clambering for the safety of the beach—exactly where their hunters had intended.

The seas have their fangs, which are not always content to stay below water.

—First Mate Balvpulo,
Log of the *Thirsty Dog*

BESTIARY

Varied denizens of the tropical seas and beyond fill out this month's entry into the Pathfinder bestiary. From the balmy Shackles coasts prowl ambush hunters like the elusive canopy creeper, but also familiar foes like sahuagin mutants and the sea cat.

SHIPS, SAILORS, AND OTHER VICTIMS

Numerous vessels might cross the PCs' path as they ply the Fever Sea, some easy prey for piracy, others death ships in disguise. GMs seeking an appropriately nautical random encounter might have any of the following vessels appear on the horizon. Each of these ship entries lists where GMs can find the stats for their crews, whether they be monsters from various Bestiaries or repurposed NPC stat blocks from the *Pathfinder RPG GameMastery Guide*. GMs looking for more tools to help them conduct their boarding raids and shipboard battles should also be sure to check out *GameMastery Flip-Map: Pirate Ship* or *GameMastery Map Pack: Ship's Cabins*.

Honey Snake: Once owned and crewed by the Aspis Consortium, the *Honey Snake* is rumored to have been lost on a mission up the Vanji River. Its existence officially disavowed by the Consortium and forgotten by the few who knew of it, the ship reappeared years later floating at the edge of the Eye of Abendego. While the ship appears to be abandoned, few have dared board it, and those who have decline to speak of it. Tall tales of the ghostly spirits and unnatural creatures that the *Honey Snake* brought back from the Mwangi Expanse can be heard in ports throughout the Inner Sea region. Unsettling and atmospheric as well as lethal, the denizens of the *Honey Snake* include a poltergeist (*Pathfinder RPG Bestiary* 2 211), a draugr pirate (*Pathfinder Campaign Setting: Isles of the Shackles* 62), and a wight (*Pathfinder RPG Bestiary* 276).

The Red Mariah: Captained by the notoriously volatile Aspogar Astian, the *Red Mariah* is the flagship of a swift and reckless pirate flotilla. Nicknamed "the Switch of the North" for his abrupt mood swings, Captain Astian is as likely to free his captives as he is to lethally torture them, depending on his mood. This unpredictability makes all sailors, including other pirates, leery of his fleet. Known to prey on ships from Desperation Bay all the way to Conqueror's Bay, the *Red Mariah* is crewed by 15 shipmates (use the stats for a drunkard on page 303 of the *GameMastery Guide*), 2 bodyguards (use the stats for a slaver on page 266 of the *GameMastery Guide*), and the Switch (use the stats for a pirate captain on page 56 of the *Isles of the Shackles*). Only the bodyguards, the Switch, and 1d6 of the shipmates are sober enough to fight, making this a CR 7 encounter.

Rule of Law: The *Rule of Law* was originally crewed by silk merchants from Rahadom. Unfortunately for them, however, they ran afoul of a band of sahuagin, who swiftly ate them and commandeered their vessel. The *Rule of Law*

MID-LEVEL OCEAN ENCOUNTERS

%	Result	Avg. CR	Source
1–5	1d6 dolphins	2	<i>Bestiary</i> 88
6–9	1 incutilis	2	<i>Pathfinder</i> #55 84
10–13	1 tidepool dragon	3	<i>Pathfinder</i> #55 82
14–18	1d4 reefclaws	3	<i>Bestiary</i> 2 234
19–22	1 seaweed leshy	3	<i>Bestiary</i> 3 180
23–27	1 draugr captain	4	<i>Isles of the Shackles</i> 62
28–32	1d4 tritons	4	<i>Bestiary</i> 2 270
33–35	1 kelpie	4	<i>Bestiary</i> 2 172
36–39	1 archelon	5	<i>Bestiary</i> 3 192
40–46	1d6 pirate smugglers	5	<i>Isles of the Shackles</i> 57
47–50	1 cecaelia	5	<i>Bestiary</i> 3 49
51–53	1 giant moray eel	5	<i>Bestiary</i> 119
54–59	1d6 weresharks	6	<i>Isles of the Shackles</i> 54
60–63	1 darkforest anemone	6	<i>Bestiary</i> 3 238
64–69	1d6 adaros	6	<i>Bestiary</i> 3 7
70–74	1 sea scourge	6	<i>Isles of the Shackles</i> 58
75–78	1 giant sea snake	7	<i>Isles of the Shackles</i> 59
79–83	1d6 devilfish	7	<i>Bestiary</i> 2 88
84–88	1 shark-eating crab	7	<i>Bestiary</i> 50
89–92	1 giant octopus	8	<i>Bestiary</i> 219
93–97	2d4 saltwater merrows	8	<i>Bestiary</i> 2 189
98–100	1 young sea dragon	8	<i>Bestiary</i> 3 96

is now essentially a floating outpost for the normally deep-sea-dwelling sahuagin. The ship is not so much crewed as garrisoned, by both the aquatic raiders and the sharks that patrol the nearby waters. The run-down vessel also acts as bait for opportunistic passers-by, and several crews have been lost attempting to board the *Rule*, thinking it abandoned or disabled. If a party should be lured into the waters near the wallowing ship, it will likely meet 2d4 sahuagin (*Bestiary* 239), 2 sharks (*Bestiary* 247), and a sahuagin lieutenant (advanced sahuagin; *Bestiary* 239, 294), making this a CR 8 encounter.

Sea Lash: Once a Chelish slaving ship, the *Sea Lash* recently changed hands during a slave uprising. The ex-slaves—a mishmash of halflings, tieflings, jinx eaters, and humans—now form the motley crew. The *Sea Lash* has since been converted into a raiding ship, and its vengeful halfling leader, Captain Slip, specializes in terrorizing slavers on the Arcadian Ocean and Inner Sea. The crew of the *Sea Lash* prefers to avoid combat with non-slavers, but will fight to the last hand if assailed. In combat, the *Sea Lash* fields two jinx eaters (*Isles of the Shackles* 50), one prisoner (*GameMastery Guide* 270), 1d6 tieflings (*Bestiary* 264), and Captain Slip (use the stats for a wanderer on page 290 of the *GameMastery Guide*). This makes the *Sea Lash* a CR 6 encounter.



CANOPY CREEPER

What at first appeared to be nothing more than a tangle of thick, twisted vines growing among the canopy of the trees suddenly coils itself into a large mass dangling high above. A large beaklike maw emerges from the center of the fecund mass, numerous thick, grasping vines whipping through the air.

CANOPY CREEPER

CR 8



XP 4,800

N Huge plant

Init +7; Senses low-light vision, scent; Perception +13

DEFENSE

AC 23, touch 11, flat-footed 20 (+3 Dex, +12 natural, -2 size)

hp 150 (12d8+96); fast healing 2

Fort +12, Ref +9, Will +8

Immune electricity, plant traits; Resist fire 10

Weaknesses cold

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +16 (2d6+12)

Ranged 4 vine tendrils +10 (grab plus feed and pull)

Space 15 ft.; Reach 10 ft. (100 ft. with vine tendrils)

Special Attacks aerial attack, pull (vine tendril, 30 feet)

STATISTICS

Str 26, Dex 16, Con 26, Int 2, Wis 10, Cha 10

Base Atk +9; CMB +19 (+23 grapple); CMD 32 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Initiative,

Lightning Reflexes, Multiattack, Skill Focus (Climb)

Skills Climb +19, Perception +13, Stealth +4 (+20 in forests);

Racial Modifiers +4 Perception, +16 Stealth in forests

SQ camouflage, vine tendrils

ECOLOGY

Environment warm forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aerial Attack (Ex) A canopy creeper gains a +2 bonus on attack rolls when battling a creature that is not touching the ground or otherwise braced on a solid surface (such as a ship's deck). This bonus applies on combat maneuver checks and to CMD.

Camouflage (Ex) Because a canopy creeper blends in with the foliage that is its natural habitat, a DC 20 Perception check (modified for distance) is required to notice it before it attacks for the first time. Any creature with ranks in Survival or Knowledge (nature) can use either of those skills (also modified for distance) instead of Perception to notice the plant.

Feed (Ex) When a canopy creeper grapples a creature with its tendrils, it begins to drain the creature's bodily fluids through the target's pores or other body orifices with its tendrils. This feeding deals 1d8 points of damage and 1 point of Strength damage to the target. If the vine tendril is

severed or the target breaks the grapple, this feeding ceases until a new grapple is established.

Vine Tendrils (Ex) A canopy creeper can take control of any network of vines it has attached itself to and use up to four of those vines as weapons to strike out at targets up to 100 feet away. The vine tendrils have 10 hit points, DR 5/slashing, and a Break DC of 21. If one of these vines is destroyed, the canopy creeper can assume control of another vine as a move action to bring it to bear in combat.

A little-known menace of the jungles and forests of uncharted southern Garund, the canopy creeper is a semi-sentient plant that blends in with the foliage of the forest canopy and makes use of the flora's own outgrowth to trap and feed upon its prey. The canopy creeper resembles a mass of thickly knotted and twisted jungle vines that correspond to the colors and varieties of its native habitat. It has a larger knot of this tangle at its center mass, which also conceals a large, beaklike maw. The canopy creeper can spread itself over a broad area to resemble little more than this network of vines, or it can draw itself up into a large, coiled mass with its beak exposed.

The actual vines that coil together to form the canopy creeper are hundreds of feet long altogether in an adult specimen. When spread out, these tangles of vine cover an area 20 feet in diameter. They congregate into a mass approximately 10 feet in diameter when drawn in together. The mass of a canopy creeper weighs about 3,000 pounds in total. A canopy creeper can live for hundreds of years in a hospitable climate if sufficient sunlight and food sources are available.

ECOLOGY

Canopy creepers are plants naturally evolved to take advantage of their surroundings. They grow amid the lush foliage of jungles or rain forests where a diverse array of vine plants proliferates. The canopy creeper climbs up among the tree tops and intertwines its own vine-grown body with those that grow naturally, enabling it to gain control over the naturally occurring network of vines to use as a source of both defense and sustenance. While a canopy creeper does gain food and energy from photosynthesis, it cannot maintain its active metabolism when relying only on the nutrients gleaned from sun and rain. For maximum efficiency, it uses the vine tendrils that it gains control of to detect by scent, to entrap, and to draw prey toward itself. It is also able to use these vine tendrils to procure food as they draw the nutrient-rich fluids from creatures entangled within their embrace, which are then conveyed back to the controlling canopy creeper.

While the canopy creeper's primary method of attack is through its vine tendrils, it does have a large beak mouth composed of a hard, hornlike material. This beak

BESTIARY

is normally concealed within the center of its vine mass, but when creatures approach that prove able to resist its vine tendrils attacks, the canopy creeper tries to draw them in close enough so that it can attack with its beak as well. It can consume prey with this mouth, but this is not its preferred method of feeding as most of the prey's fluids are lost as the beak tears the creature apart, resulting in fewer nutrients than if it were to feed solely through the vine tendrils.

A canopy creeper naturally mimics the appearance and growth of the types of vines that grow in its environment, so when one is concealed among the vine-tangled foliage above, it is difficult for even an experienced outdoorsman to detect. This is further exacerbated by the fact that it is usually hanging about 100 feet above the ground, making its appearance even more difficult to discern. Canopy creepers' preferred prey is Medium or larger creatures since these tend to hold more of the nutrient-rich fluids that the creepers feed upon; meanwhile, Small and smaller creatures—such as small monkeys—can often be seen cavorting around and even suspended from a canopy creeper, oblivious to its presence. However, during starvation conditions when the creeper is forced to rely upon photosynthesis for its survival, it readily preys upon such smaller creatures as well. The result of this preference, however, is that the canopy creature typically focuses its attacks on opponents of at least Medium size.

Canopy creepers store a great deal of moisture from their normally wet habitat in their vine structures, making them difficult to burn. However, this fact, as well as their adaptation to warm climates, makes them particularly susceptible to cold attacks, which cause them to become brittle and prone to fractures in their vine structures.

HABITAT & SOCIETY

A canopy creeper out of its habitat is a canopy creeper in serious trouble. The creature relies on the prolific presence of other vine growths to camouflage its presence and to provide an aerial habitat from which it can feed safely above most creatures that might prey upon it. As a result, if a canopy creeper is caught on the ground away from screening foliage, it flies into a berserk frenzy, lashing out with its beak as it attempts to make for the nearest tree or high ground to escape.



A well-fed canopy creeper buds once every 4 or 5 years and drops dozens of small seedlings to the ground. Most of these shrivel up and die from lack of sustenance, but one or two usually manage to survive on rats and other vermin until they grow large and strong enough to become mobile, a process that usually takes about a month. These seedlings then instinctively begin looking for a new hunting area away from their parents and siblings, since the plants are naturally solitary and avoid encroaching on each other's hunting territory. A successful seedling reaches full size in 2–3 years if it finds a location with suitable prey to feed upon. During the time when the plants are seedlings, opportunistic horticulturists have been known to contain and transport canopy creepers, transplanting them elsewhere and raising them as potent guardian plant creatures.



FISH

Deadly, wolflike teeth fill the mouth of this brawny fish.

TIGER FISH CR 1

XP 400
 N Medium animal (aquatic)
Init +2; **Senses** low-light vision; Perception +8

DEFENSE
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 16 (3d8+3)
Fort +4, **Ref** +5, **Will** +2

OFFENSE
Speed swim 50 ft.
Melee bite +4 (1d6+3)
Special Attacks interlocking bite

STATISTICS
Str 15, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16
Feats Skill Focus (Perception), Skill Focus (Swim)
Skills Perception +8, Stealth +6, Swim +17

ECOLOGY
Environment warm rivers or swamps
Organization solitary, pair, group (3–5), or school (5–20)
Treasure none

SPECIAL ABILITIES

Interlocking Bite (Ex) A tiger fish gains a +2 bonus on all drag combat maneuvers and can initiate a drag combat maneuver whenever it scores a successful bite attack against a target. A tiger fish does not provoke attacks of opportunity when initiating a drag maneuver.

Tiger fish roam tropical waterways, their long, streamlined bodies built for speed. They can grow to lengths of up to 6 feet and weigh as much as 150 pounds.



A mouth like a lamprey's gnashes curved teeth at one end of this slimy, eel-like fish.

VARISIAN HAGFISH CR 1

XP 400
 N Tiny animal (aquatic)
Init +2; **Senses** low-light vision; Perception +1

DEFENSE
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 17 (2d8+8)
Fort +7, **Ref** +7, **Will** +1

OFFENSE
Speed 30 ft., swim 30 ft.
Melee bite +4 (1d3+1)

STATISTICS
Str 12, **Dex** 15, **Con** 18, **Int** 1, **Wis** 12, **Cha** 11
Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 12 (can't be tripped)
Feats Lightning Reflexes
Skills Escape Artist +6, Swim +14; **Racial Modifiers** +4
 Escape Artist
SQ slime cloud

ECOLOGY
Environment temperate water
Organization solitary, pair, or group (3–5)
Treasure none

SPECIAL ABILITIES

Slime Cloud (Ex) While underwater, as a free action, a Varisian hagfish can secrete slime that transforms a 5-foot cube of water into a transparent cloud of viscous slime. This slime is the aquatic equivalent of rough terrain, and creatures swimming through it expend 2 squares of movement. The slime cloud remains for 10 rounds before dissipating. Hagfish are unaffected by these slime clouds. The slime also grants the hagfish a +4 bonus on grapple checks.

These cousins to normal hagfish most commonly appear in the Varisian Gulf. They can reach lengths of 4 feet and weigh up to 15 pounds.

A proud fin flares along the spine of this large, sleek fish, its head coming to a spearlike point.

SWORDFISH CR 2

XP 600
 N Large animal (aquatic)
Init +2; **Senses** low-light vision; Perception +10

DEFENSE
AC 14, touch 11, flat-footed 12 (+3 armor, +2 Dex, –1 size)
hp 22 (4d8+4)
Fort +5, **Ref** +6, **Will** +2

OFFENSE
Speed swim 70 ft.

BESTIARY

Melee gore +5 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks piercing rush

STATISTICS

Str 15, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +6; **CMD** 18

Feats Skill Focus (Swim), Weapon Focus (gore)

Skills Perception +10, Swim +18; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any ocean

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Piercing Rush (Ex) When a swordfish uses its gore attack after swimming at least 10 feet, including on a charge, it adds two times its strength bonus on damage rolls.

Swordfish are among the fastest and most efficient predators in the sea, and can grow to lengths of almost 15 feet and weigh up to 1,500 pounds.

A blowfish the size of a horse drifts through the water, its quills the size of spears.

GIANT BLOWFISH

CR 5



XP 1,600

N Large animal (aquatic)

Init +5; **Senses** low-light vision; Perception +5

DEFENSE

AC 18, touch 10, flat-footed 17 (+8 armor, +1 Dex, -1 size)

hp 52 (7d8+21)

Fort +10, **Ref** +6, **Will** +4

Defensive Abilities quills

OFFENSE

Speed 30 ft.; swim 30 ft.

Melee 1 slam +9 (1d8+4 plus poison)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 18, **Dex** 13, **Con** 17, **Int** 1, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Weapon Focus (slam)

Skills Perception +5, Swim +14

ECOLOGY

Environment warm oceans

Organization solitary, pair, or school (3–9)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Giant blowfish venom causes violent seizing of the muscles. Any non-aquatic creature affected must immediately begin making Constitution checks to continue holding its breath (see page 445 of the *Core Rulebook*). The save DC is Constitution-based.

Slam and quills—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex, prevents breath holding; *cure* 1 save.

Quills (Ex) Any creature attacking a giant blowfish with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 1d8 points of piercing damage. A creature that grapples a giant blowfish takes 2d6 points of piercing damage each round it does so. Creatures damaged by a giant blowfish's quills must also save or be poisoned.

These gigantic cousins of common blowfish, covered in poisonous spearlike quills, can reach up to 10 feet in size, and nearly double that when fully inflated.

A gigantic, prehistoric fish cuts through the water, its head like a snapping turtle, complete with sharp, toothlike plates.

DUNKLEOSTEUS

CR 6



XP 2,400

N Huge animal (aquatic)

Init +6; **Senses** low-light vision; Perception +15

DEFENSE

AC 19, touch 10, flat-footed 17 (+9 armor, +2 Dex, -2 size)

hp 75 (10d8+30)

Fort +10, **Ref** +9, **Will** +4

OFFENSE

Speed swim 60 ft.

Melee bite +16 (3d8+15/19–20 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks siphoning bite, swallow whole (1d10 acid damage, AC 10, 6 hp)

STATISTICS

Str 30, **Dex** 14, **Con** 17, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +7; **CMB** +19 (+23 grapple); **CMD** 31

Feats Improved Critical (bite), Improved Initiative, Skill Focus (Perception), Skill Focus (Swim), Weapon Focus (bite)

Skills Perception +15, Swim +30; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

SPECIAL ABILITIES

Siphoning Bite (Ex) A dunkleosteus can open its giant mouth in a fraction of a second, creating a vortex that draws a target in. When underwater, a dunkleosteus gains an additional 5 feet of reach with its bite attack and a +2 bonus on combat maneuver checks when grappling.

A dunkleosteus is a massive fish with a bony head, armor plating, and a beaklike maw capable of creating a vortex that siphons in its prey. Despite growing to over 30 feet in length and weighing 8,000 pounds, dunkleosteuses are agile swimmers.



SAHUAGIN MUTANTS

A predatory gleam glints in the eyes of this stern-looking aquatic elf.

SAHUAGIN MUTANT, MALENTI CR 2



XP 600

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 15 (2d10+4)

Fort +4, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 1 spear +4 (1d8+3/x3)

Ranged 1 light crossbow +5 (1d8/19–20)

Special Attacks blood frenzy

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*command* (only works on creatures with the aquatic subtype; DC 13)

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 14, **Wis** 13, **Cha** 13

Base Atk +2; **CMB** +4; **CMD** 17

Feats Deceitful^B, Great Fortitude, Skill Focus (Bluff)^B

Skills Bluff +6, Disguise +3, Handle Animal +3, Perception +6, Ride +8, Stealth +8, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

ECOLOGY

Environment temperate or warm oceans

Organization solitary, pair, or ambush (1 plus 2–12 sahuagin and 1–4 sharks)

Treasure NPC gear (light crossbow, spear, other treasure)

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a malenti that takes damage in combat can fly into a frenzy in the following round. It gains a +2 bonus to its Constitution and Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A malenti can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

This burly humanoid has sharp scales and fins like some predatory fish. As if its maw full of serrated teeth were not intimidating enough, the monstrosity clenches deadly claws at the ends of four powerful arms.

SAHUAGIN MUTANT, FOUR-ARMED CR 3



XP 800

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 18 (2d10+7)

Fort +4, **Ref** +4, **Will** +4

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee trident +4 (1d8+2), bite +2 (1d4+1), 2 claws +4 (1d4+2) or bite +4 (1d4+1), 4 claws +4 (1d4+2)

Special Attacks blood frenzy

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 15

Feats Great Fortitude, Multiattack^B, Toughness^B

Skills Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

ECOLOGY

Environment temperate or warm ocean

Organization solitary, pair, unit (1 plus 3–18 sahuagin), royal guard (2–8 plus 1 sahuagin chieftain of 4th level)

Treasure NPC gear (trident, other treasure)

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a four-armed sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains a +2 bonus to its Constitution and Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Multiweapon Mastery (Ex) A four-armed sahuagin never takes penalties on attack rolls when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Speak with Sharks (Su) A four-armed sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

The unpredictability and viciousness of the sahuagin race isn’t just an aspect of their sharklike temperament—it seems to be inherent in their very beings. The unusual and typically deadly mutants common to the race attest to this, their forms altering and becoming more deadly based either on the needs of the community or ambiguous environmental factors. Whatever the case, sahuagin mutants often rise to positions of respect and influence in sahuagin communities, their innate advantages instantly placing them among their people’s rulers. Of these mutants, four-armed sahuagin brutes and malenti—sahuagin with the appearances of sea elves—arise most commonly, though these are in no way the only sahuagin mutants known to the savage seas.

SAHUAGIN ALTERATIONS

Both the four-armed sahuagin and the malenti use the stats presented on page 239 of the *Bestiary* as their

BESTIARY

foundations, with the following alterations. As sahuagin are such common menaces over the course of the Skull & Shackles Adventure Path, their variants are included here to make encounters with the shark people even more unpredictable and deadly.

Four-Armed Sahuagin: These mutants gain Multiattack and Toughness as bonus feats and the multiweapon mastery ability. These changes do not include an increase in such a mutant's Hit Dice, but do increase its CR to 3. Despite the advantages these additions give the creature, its hit points are on the low side for a CR 3 monster. GMs should consider giving four-armed sahuagin armor considerably better than that usually worn by CR 3 monsters to make up for this relative glass jaw. Giving the creature leather armor (or an aquatic equivalent, such as shark leather armor) grants it a +2 armor bonus, increasing its AC to 18—above the average for its CR, but a considered benefit to help balance out its weakness. Four-armed sahuagin excel as barbarians, fighters, rangers, and warriors.

Malenti: These mutants gain a +4 bonus to Dexterity and Charisma, Deceitful and Skill Focus (Bluff) as bonus feats, and *command* as a spell-like ability (representing increased telepathic influence over aquatic creatures). Additionally, a malenti's natural armor bonus decreases to +2 and the malenti loses its light blindness and natural weapons. The benefits a malenti gains largely offset those it loses, resulting in no change to the creature's CR. Malenti excel as bards, oracles, rogues, and wizards.

OTHER SAHUAGIN MUTANTS

Although four-armed sahuagin and malenti are the most common sahuagin mutants, they are not the only abnormalities to arise from sahuagin stock. The following mutants are also sometimes found in sahuagin societies. While rarer than other mutants, they too quickly garner the respect and fear of their piscine brethren.

Prehistoric Sahuagin: Also known as adacthys, these sahuagin mutants are throwbacks to some even more savage epoch; they are Large, have a +7 natural armor bonus, and can speak with aquatic dinosaurs and megafauna in addition to sharks. They are usually found in the same waters as prehistoric creatures or waters that are somehow strangely affected by the flow of time.

Shark-Blooded Sahuagin: These sahuagin mutants have overly large maws filled with rows of sharklike teeth, and the fins and tail of an oversized thresher shark (or other local variety). These abnormalities give them

the appearance of monstrous merfolk, a swim speed of 80 feet, and a bite attack that deals 1d6 points of damage. Shark-blooded sahuagin are most typically found in sahuagin communities with unusually high numbers of shark guardians and near shark breeding grounds.

Spined Sahuagin: Covered in hundreds of needle-like spines, these sahuagin can raise these piercing protrusions to impale creatures that attempt to grab or consume them. Any creature that grapples a spined sahuagin takes 1d4 points of piercing damage. Additionally, these mutants gain Defensive Combat Training as a bonus feat. Spined sahuagin most commonly appear in depths that also serve as the hunting grounds of sea serpents, thalassic behemoths, or other massive aquatic predators.





SEA CAT

This fierce creature has the forebody of a great cat, with two powerful, clawed legs under a threatening mouth of sharp claws. Colorful fins cover its back and torso, leading to a sleek tail, like that of a great fish.

SEA CAT

CR 4



XP 1,200

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +6, **Will** +5

OFFENSE

Speed 10 ft., swim 40 ft.

Melee bite +9 (1d8+4), 2 claws +9 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks rend (1d6+6)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 22

Feats Endurance, Iron Will, Skill Focus (Perception)

Skills Perception +10, Swim +18

SQ hold breath

ECOLOGY

Environment any water

Organization solitary, pair, or pride (3–15)

Treasure none

The feral sea cat (sometimes referred to as the sea lion, sea tiger, or sea leopard) is among the most vicious and ubiquitous of coastal predators in the world's tropical oceans. The upper body of a sea cat is that of a typical large cat—be it a lion, tiger, leopard, or cheetah—complete with a pair of clawed paws capable of rending the flesh from its prey. In place of back legs, however, the sea cat has a sleek and powerful tail that allows it to move quickly and silently through

the water. While only the back half of a sea cat looks fishlike, its entire body from the neck down is covered in fine scales and fins, making it a formidable swimmer. Among individual sea cats, these scales vary greatly in color and pattern, often influenced by the primary habitat of a given specimen; most sea cats, however, have bright coloration in striped or spotted patterns. The typical sea cat is 12 feet long and weighs upward of 800 pounds.

ECOLOGY

Unlike many aquatic animals, sea cats can survive in both fresh and salt water and in any subarctic climate, though they prefer warm seas to temperate lakes or rivers. Sea cats rely on speed and ferocity in the hunt, and are thus not built to withstand extreme cold, as they lack fur or fat to insulate them in frigid waters. Most sea cats live in the ocean, where the diversity of life allows for a varied and consistent supply of food, though prides of sea cats and particularly adventurous individuals of the species have been known to follow prey into river deltas and beyond to inland lakes if pickings become slim in the sea.

A sea cat's diet consists of small fish, crustaceans, and aquatic mammals such as seals and otters, but the creature's overpowering predatory and territorial



BESTIARY



instincts often lead it to attack ocean birds, humanoids, and even other aquatic predators such as sharks and crocodiles. Coastal fishermen in areas where sea cats are known to dwell vigilantly look out for the predators, because the beasts have learned that netted or hooked prey is easier to kill and steal from the line, using less energy. As if the theft of a hard-earned catch weren't enough to keep anglers on guard, a sea cat that finds itself unsated by a net of fish or a trapped crab will often turn its sights on the other end of the fishing line and attack the very fisherman who helped it gain its meal.

When not hunting, sea cats can be found on coastal rocks, coral islands, or even isolated beaches sunning themselves and digesting their most recent meals. When in a state of rest, sea cats are typically less alert and more vulnerable, and thus often lounge in pairs or larger groups so that one can act as lookout. This is especially true of mothers rearing cubs, which have been known to stay awake for as long as a week straight to allow their young rest in their most vulnerable time of life.

Sea cats are ferocious hunters and when taken by the primal urge to fight, do so to the death, with little regard for anything but their prey. Whether hunting or protecting its territory, a sea cat generally attacks immediately upon discovering a target, even when faced with a much larger or more dangerous foe. A sea cat uses its claws and bite frantically, only ceasing its assault when the target is dead. If faced with multiple opponents, a sea cat attacks the nearest target and single-mindedly fights until that creature is dead. Pairs or prides of sea cats use pack tactics when hunting or defending their territories, wearing opponents down until a single beast can dispatch it, often allowing those of the larger group to escape while the entire pack focuses on a single target.

A sea cat's physical characteristics are as much a product of the animal's environment as they are a result of genetics, and a sea cat's coloration often directly mimics its habitat. Sea cats living among colorful coral or particularly vibrant vegetation are often marked with spots and stripes of vivid red, orange, violet, and yellow, while those specimens on rocky or sandy beaches take on more earthy tones and mottled patterns.

HABITAT & SOCIETY

Sea cats are born in litters of between one and six cubs, and mothers raise their young in isolation from the rest of a pride until the young are between 6 and 9 months in age. During this time, the mother teaches the young to hunt, mark their territory, and defend themselves against intruders. When a litter of sea cats reaches maturity, their sea cat mother simply abandons them and returns to her pride, leaving the young to fend for themselves. Some

young find their way back to the pride and are quickly assimilated into the group, while others form new prides centered around the location where their mothers abandoned them.

A pride typically consists of a single male (called a bull) and as many as a dozen mature females who do a majority of the hunting and defending of the territory. Males without a pride of their own remain solitary hunters and are called stags. Each year, at mating season, stags approach a pride's territory and attempt to lure females away from the rest of the group as the females keep vigil over the pride's territory. When a male has a single female isolated, the two battle with all the ferocity of their species. Whichever sea cat has the upper hand relents in the last moment before killing its foe as a sign of acceptance of the mating offer, and if the other sea cat remains peaceful and does not use the moment of hesitation as an opportunity for counterstrike, the courtship dance is considered a success.

Occasionally, a particularly willful stag encroaches on a bull's territory in an attempt to wrest his pride from him. In these cases, all females abandon the males to their duel, returning the following day and taking up loyalty to whichever male remains alive. The typical pride changes leaders once or twice a year, while more volatile prides see a change in leadership as often as five or six times annually.

A sea cat's territory generally extends between 2 and 5 miles from its den, though most sea cats patrol only as far as a mile or two from the shore. Since a sea cat can't breathe water and must come up for air, only the bravest or most foolhardy sea cats venture farther than 2 miles from land, meaning a creature wishing to bypass a sea cat's territory can often go around it by traveling farther out to sea than the cat itself is willing to swim to protect its realm. A sea cat releases a powerful pheromone into the water to mark the boundaries of its territory, and thus must trace the borders every day or two in order to maintain them, as the constant flow of water dilutes the scent to the point of ineffectuality within 4 days depending on the strength of currents and tidal and weather conditions.

The sea cat's generally low intelligence and high level of ferocity makes it incredibly difficult to train or domesticate, but merfolk, aquatic elves, locathahs, and even surface-dwelling pirates and sailors have occasionally been known to take a cub and raise it as a pet. Whether these are simply legends meant to frighten away potential enemies or true accounts of taming a sea cat are not widely known, but the sea cat's natural territorial instincts make it a formidable guardian if properly trained. Additionally, some pirate ports are known for capturing sea cats and pitting them against one another for sport.



SEA URCHINS, GIANT

The spines of this sizable sea urchin bristle, revealing a strange, multipart beak gnashing in their midst.

BLACK SPOT

CR 1/2



XP 200

NE Tiny magical beast (aquatic)

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 5 (1d10)

Fort +2, **Ref** +3, **Will** +0

Defensive Abilities stability; **Immune** mind-affecting effects;

Resist cold 5

OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +4 (1d3–5), spines –2 (1d2–5 plus curse)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks leaping charge

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 10, **Cha** 15

Base Atk +1; **CMB** +0; **CMD** 5 (13 vs. bull rush or trip)

Feats Weapon Finesse

Skills Acrobatics +9, Swim +3; **Racial Modifiers** +8 Acrobatics

Languages none

SQ amphibious

ECOLOGY

Environment temperate or warm oceans or coastlines

Organization solitary, pair, or cluster (2–5)

Treasure none

SPECIAL ABILITIES

Curse (Su) Instead of poison, the spines of black spots bear what is for some a minor annoyance, but for sailors nearly a death sentence. The save DC is Charisma-based.

Spines—injury; *save* Fort DC 13; *onset* 1 round; *frequency* constant; *effect* target takes a –10 penalty on Swim checks and cannot hold its breath. If forced underwater, the target must save each round (*Core Rulebook* 445) or drown.

Leaping Charge (Ex) A black spot ignores rough terrain and gaps less than 10 feet wide when charging. Additionally, its charges do not provoke attacks of opportunity.

Spines (Ex) A black spot's spines can swivel to face any approaching creature. Any creature that attacks a black spot urchin with an unarmed strike or a natural attack is automatically attacked by the black spot's spines as an immediate action. If the spines hit, they can curse the target as well.

Stability (Ex) All giant urchins and similar creatures—like black spots—receive a +8 bonus to CMD when resisting a bull rush or trip attempt.

Though not actually intelligent, black spots are terrifyingly adept at locating prey and potential threats, leaping forth from tide pools in great bounds to skewer their victims. However, the true danger of a black spot urchin comes not from its gnashing, star-shaped beak or its needle-pointed spines, but rather from its weird magical nature.

Instead of simply poisoning those it punctures, a black spot urchin in fact curses them, inhibiting their ability to swim. How exactly black spots came by such a strange ability and what they gain from drowning their victims days or even years after first encountering them are anyone's guess, but sailors stung by one of the beasts often refuse to go to sea again for fear of their lives.

A black spot urchin is typically several feet in diameter, but is mostly made of its long spines and so weighs only a few pounds.



BESTIARY

A wave of swift-moving spines rushes forward—a roiling tide of dangerously fast sea urchins.

RAVENOUS URCHIN SWARM

CR 2



XP 600

NE Tiny vermin (aquatic, swarm)

Init +1; **Senses** darkvision 60 ft., scent; Perception +1

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)**hp** 18 (4d8)**Fort** +4, **Ref** +2, **Will** +2**Immune** mind-affecting effects, **Resist** cold 5

OFFENSE

Speed 10 ft., swim 20 ft.**Melee** swarm +6 (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 14), jet, underfoot

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 13, **Cha** 9**Base Atk** +3; **CMB** +2; **CMD** 7 (can't be tripped)**Feats** Weapon Finesse^B**Skills** Acrobatics +9, Swim +3; **Racial Modifiers** Acrobatics +8,**SQ** amphibious

ECOLOGY

Environment any coastlines or water**Organization** solitary, pool (2–5), or red tide (11–20)**Treasure** none

SPECIAL ABILITIES

Jet (Ex) While underwater, a ravenous urchin swarm can jet as a full-round action at a speed of 70 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Poison (Ex) The venom of ravenous urchin swarms stiffens muscles and locks joints into painful configurations. The save DC is Constitution-based.

Swarm—**injury**; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex and reduce movement speed by 10 feet (to a minimum of 5 feet); *cure* 1 save.

Underfoot (Ex) Each time a creature moves through a space occupied by a ravenous urchin swarm or starts its movement in such a space, it runs the risk of a ravenous urchin moving underfoot. The creature must succeed at a DC 13 Reflex save or take 1 point of damage plus poison. Additionally, the affected creature's movement speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a ravenous urchin. Any creature moving at half its speed or slower can pick its way through a tidal pool of ravenous urchins (but not a ravenous urchin swarm) with no trouble. The save DC is Constitution-based.

Unlike most urchins, the creatures that make up the infamous urchin swarms are capable of propelling themselves beneath the waves at furious speeds, creating a dangerous threat to pearl divers and other aquatic creatures—often one that's dismissed as a myth until it's far too late.

Thick spines like the flanges of a royal crown bristle all across the surface of this strangely large golden sea urchin.

GREAT DIADEM URCHIN

CR 5



XP 1,600

N Medium vermin (aquatic)

Init –4; **Senses** all-around vision, low-light vision, scent, tremorsense 30 ft.; Perception +1

DEFENSE

AC 20, touch 6, flat-footed 20 (–4 Dex, +14 natural)**hp** 57 (6d8+30); regeneration 3 (fire, acid)**Fort** +10, **Ref** –2, **Will** +3**Defensive Abilities** stability; **Immune** mind-affecting effects

OFFENSE

Speed 10 ft.**Melee** 3 spines +9 (1d8+5 plus poison)**Special Attacks** spines

STATISTICS

Str 21, **Dex** 3, **Con** 20, **Int** —, **Wis** 13, **Cha** 2**Base Atk** +4; **CMB** +9; **CMD** 15 (23 vs. bull rush or trip)**Skills** Perception +5; **Racial Modifiers** +4 Perception**SQ** amphibious

ECOLOGY

Environment temperate or warm oceans or coastlines**Organization** solitary, pair, cluster (2–5)**Treasure** none

SPECIAL ABILITIES

Poison (Ex) Great diadem urchin venom is shockingly painful and feels acidic at the moment of contact—though the worst of the pain fades after a moment. The save DC is Constitution-based.

Spines—**injury**; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Con and stunned for 1 round; *cure* 1 save.

Spines (Ex) A great diadem urchin's spines can swivel to face any approaching creature. Any creature that attacks a great diadem urchin with an unarmed strike or a natural attack, or any Large or smaller creature that attacks with a one-handed weapon or light weapon, is automatically attacked by the hunter urchin's spines as an immediate action. If the spines hit, they can poison the target as well.

Enormous and brilliantly colored diadem urchins are often sought after by terrestrial collectors or aquatic creatures seeking to simultaneously decorate and defend their throne rooms, yet such beasts are never truly trainable, and attack anyone who comes close.



TIBEROLITH

A bizarre thrum echoes from somewhere deep within this towering stone hulk, the ground roiling beneath the monolithic creature's stony feet as blue liquid runs down its shuddering body.

TIBEROLITH

CR 10



XP 9,600

N Huge construct

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 10, flat-footed 24

hp 101 (13d10+30)

Fort +4, **Ref** +4, **Will** +3

Defensive Abilities spell trap; **DR** 10/adamantine and bludgeoning; **Immune** acid, construct traits; **SR** 24

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (3d8+7)

Space 15 ft.; **Reach** 15 ft.

Special Attacks corrosive strikes, shockwave

STATISTICS

Str 26, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +23; **CMD** 33

ECOLOGY

Environment any coastlines or water

Organization solitary, pair, or squad (3–4)

Treasure standard

SPECIAL ABILITIES

Corrosive Strikes (Ex) When a tiberolith becomes heavily damaged, the caustic fluid that gives it its glow begins to leak, dealing extra damage to creatures it strikes. A tiberolith with 30 hit points or fewer remaining deals an additional 1d6 points of acid damage with each successful slam.

Shockwave (Su) Three times per day, as a standard action, a tiberolith can harness the energy powering it and unleash a burst of electricity. This blast deals 12d6 points of electricity damage to all creatures within 30 feet (Reflex DC 16 for half). The save is Constitution-based.

Spell Trap (Su) Anytime a tiberolith is targeted by a spell that allows spell resistance, it may attempt to resist that spell as normal. If it fails, the spell still does not affect it, instead becoming trapped within the runes on its body. If another spell is cast upon the tiberolith that overcomes its spell resistance, that spell becomes trapped within its runes and the first spell immediately affects the tiberolith. Any spell caught within a tiberolith's runes dissipates after 24 hours. A tiberolith's runes can only trap one spell at any given time.

Eerie animate ruins thought by many to be remnants of the long-vanished Ghol-Gan civilization, tiberoliths were created to protect their vicious masters' villages and citadels. Found among isolated or submerged

ruins, these ancient defenders are hewn from great slabs of stone and held together with mysterious, sinewy materials that sometimes look frighteningly like human flesh. Even more sinister, though, is the mysterious technology imbued within these terrifying sentinels. When disturbed, tiberoliths transform from monolithic watchers to glowing avengers, wreaking destruction on all in their paths.

Because of their painstaking fabrication process, no two tiberoliths look exactly alike. Each individual's body is covered in a unique pattern of markings—often depicting horrific, cannibalistic rituals—that blaze azure when the guard activates. Genderless, bare-fisted warriors, the creatures often display features meant to further strike fear into the hearts of intruders, such as enormous tusks, a lion-shaped head, or a crown of spears. With fists the size of boulders, tiberoliths typically stand 18 feet tall and weigh 7,000 pounds.

ECOLOGY

Nearly as old as the land and seas themselves, tiberoliths have been the subject of countless native myths. Some insist that in fervent devotion to their dark religion, the Ghol-Gan created tiberoliths as playthings for their gods. Others claim the ancient people sacrificed entire villages of souls to a powerful, bloodthirsty deity in exchange for the tiberoliths' protective technology. Most scholars, however, believe the Ghol-Gan spent centuries building tiberoliths to serve as the guardians of their most treasured assets. It still remains unclear, however, why these mighty defenders have survived while their creators did not.

Though quite rare, tiberoliths have been the focus of much obsession among those few who know of their existence, primarily because of the enigmas that continue to surround them. Some who live near one of the ancient colossi believe the blue fluid flowing within an activated tiberolith acts as a panacea, or is otherwise a magical agent. However, those seekers lucky enough to have defeated one of the guardians invariably find themselves disappointed. Far from mystical, the fluid exhibits no magic whatsoever, and is as caustic as any acid, burning through flesh as easily as through fabric. Given the combination of both acid and electricity inside the tiberoliths, some alchemists have posited that the tiberoliths are powered by enormous techno-magical batteries. Perhaps more terrifying is the thought that the tiberoliths might actually *be* batteries, meant to be gathered together for some great magical undertaking, in which case the greatest treasure a tiberolith guards may be the tiberolith itself.

For some industrious adventurers, especially those of an arcane or alchemical bent, a tiberolith represents an opportunity to cultivate a powerful, forgotten technology—yet such experimentation rarely succeeds,

BESTIARY

more often resulting in the pulverized or acid-eaten corpse of the would-be scholar. While tiberoliths' limbs all bear hollows securing puzzlebox-like devices, modern scholars have yet to determine the exact nature of the apparatuses, and how they relate to the constructs' operation. Based on reports of tiberoliths' unpredictability in battle, both historical and recent, it seems the Ghol-Gan never quite perfected the technology, either.

Over the years, adventurers traversing former Ghol-Gan strongholds have recorded numerous sightings of these rare creations. Tiberoliths do not patrol their homelands, however. When undisturbed, they resemble frightful statues resting in ruined cities, standing outside crumbling ziggurats, or breaking the canopy of thick jungles. It's only when uninvited humanoids venture past that these hulking statues come to life, oblivious to the fact that those they once served have long since vanished from this world.

HABITAT & SOCIETY

Tiberoliths are typically found alone among Ghol-Gan ruins, particularly those located in the Isles of the Shackles. It's said tiberoliths are most numerous on islands such as the horrifying Cannibal Isles, the eerie Devil's Arches, the haunted Yoha's Graveyard, and the intrepid Ushinawa Isles, despite the efforts of the latter's samurai inhabitants to eradicate the behemoths.

On rare occasions, tiberoliths are found slumbering in squads of three or four, usually positioned to protect the ruined entrances of their lost creators' most sacred structures. Whether alone or in groups, many tiberoliths have been inactive so long they've become obscured by overgrowth or claimed by rising sea levels. They might nearly blend in with the environment, but the sound tiberoliths make when activated—a high-pitched whirring not unlike the shriek of an eagle—is unmistakable.

Although tiberoliths are generally considered unintelligent servants of their vanished masters, an ancient legend speaks of an uncharted island in the Shackles where tiberoliths appear to have gained some measure of sentience. This tale states that, within the hollow of an inactive volcano, a terrifying number of whirring tiberoliths go through the motions of the most heinous Ghol-Gan rituals in a ghostly tribute to their lost masters. However, because of the story's dubious origins—and the sheer unlikelihood of its claims—most people regard this as little more than a fireside tale.

CONSTRUCTION

A tiberolith is created from three to four slabs of naturally occurring stone such as

limestone, typically weighing 2,000 to 2,500 pounds each. These slabs must be bound with vegetative- or sinew-based lashing materials treated with rare unguents costing at least 7,000 gp.

The processes by which tiberoliths are created are exceptionally rare, and most of the secrets to doing so were lost with the fall of Ghol-Gan. Certain explorers, scholars, and magic-users from the Shackles might possess these secrets and be willing to share them, but they could cost upward of 10,000 gp.

TIBEROLITH

CL 12th; Price 48,000

CONSTRUCTION

Requirements Craft Construct, *acid fog*, *limited wish*, *stone shape*, creator must be at least caster level 11th; **Skill** Craft (sculptures) or Craft (stonemasonry) DC 18; **Cost** 24,000 gp



NEXT MONTH

TEMPEST RISING

by Matthew Goodall

With their ship's hold full of plunder, the adventurers sail for Port Peril to present themselves to the Hurricane King and officially gain recognition as Free Captains of the Shackles. With this recognition comes new opportunities, as other pirates take action to aid or hinder the heroes, during which hints of a hidden plot begin to surface. Matters come to a head at the Free Captains' Regatta, an annual race along the fringes of the Eye of Abendego—this year, more than the hurricane lies in wait for those brave or foolish enough to sail these deadly waters!

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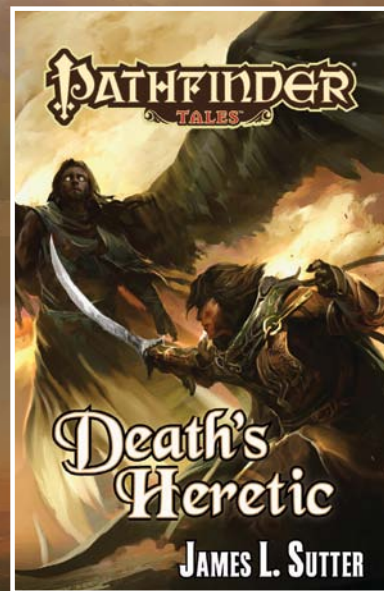
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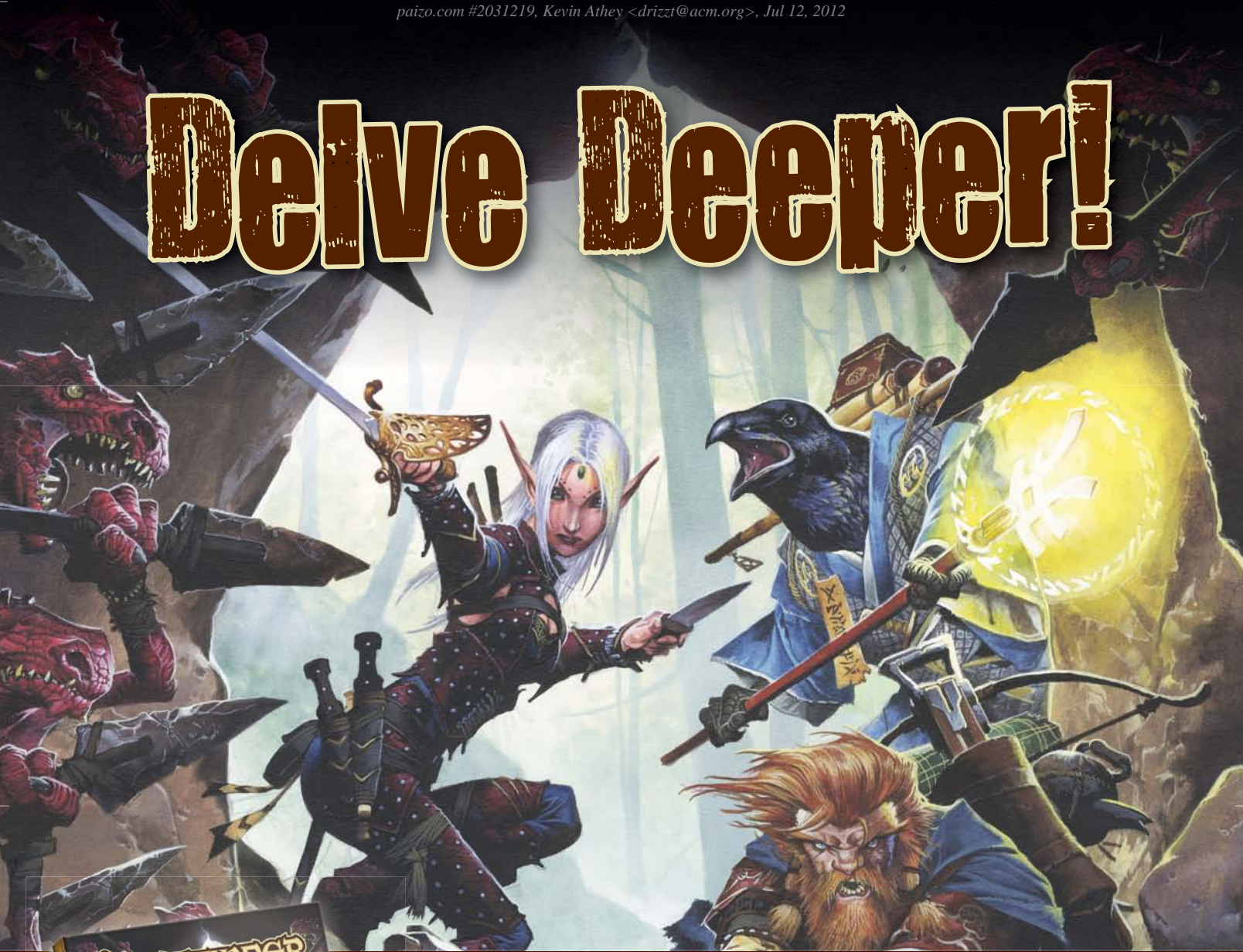
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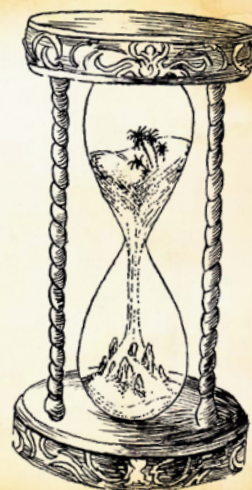
Fellhope Fish Skull

Some call it morbid art, some say it's a dormant locathah demilich, and some think it's just ugly as sin. Regardless, the tales surrounding the Fellhope Fish Skull say that the merfolk who traded it for a box of candles couldn't swim away fast enough. While worth a fortune, all who have possessed this grim objet d'art have met a foul, fish-gnawed fate.



The Oasis of Calm Winds

No one ever found out what Captain Dastpar "Yellow Eyes" Tintarge did, but he counted the days until he could return to his homeland of Rahadoum. When he abandoned the crew of the *Desert Sky* late one night, he left his first mate his well-used hourglass, a delicate treasure that always shows arid vistas amid its sands and seems to predict both fair and ill winds within its tiny desert landscapes.



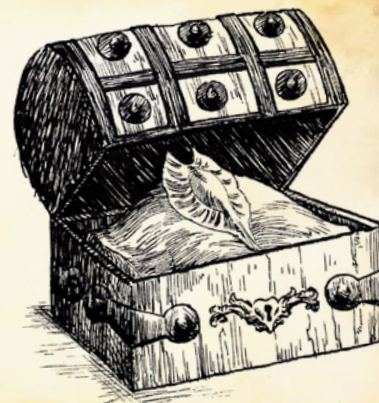
O! Captain Mutiny

Soon after Jol Blassey, first mate of the *Ravage Dawn*, was caught rousing a mutiny, the captain mounted her flayed corpse upon the bowsprit, creating a new figurehead the officers laughingly called O! Captain Mutiny. Over the next year, though, nearly every officer was mysteriously slain near the ship's bow, until finally the crew cast the supposedly cursed masthead overboard near Slipcove.



Snare of the Island Eater

The kuru tribes of the Cannibal Isles tell of Gargolavo, the Shark That Ate Islands. In their tales, after the shark swallowed an entire tribe, a priest of the seas managed to capture the monster in a shark egg, from which it could not escape so long as it never returned to the water. A year ago, after a raid on Ganagsau, a ship returned to Ollo with a watertight chest bearing a shark egg... a shark egg none dare get wet.



PREPARE TO BE BOARDED

Bound for adventure upon the pirate vessel they've taken as their own, the heroes face a sea of dangers as they chart a course to become true Free Captains of the Shackles. But life as a pirate doesn't prove any easier now that they're in command, as deadly sea monsters, the corpses of drowned scallywags, and raiders from the deep rise to oppose them. When a most unusual map falls into the adventurers' hands, they have the chance to change their fate in a single daring raid. Is it the heroes' destiny to be the next victims of the merciless waves, or will fortune smile upon them and spur their rise as the newest and most infamous pirates of the Shackles?

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- A gazetteer of Golarion's many oceans and seas, and an exploration of the various aquatic races that inhabit them, by Adam Daigle, with Patrick Renie, F. Wesley Schneider, and James L. Sutter.
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