

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?

This volume of *Pathfinder Adventure Path* includes:

- "Raiders of the Fever Sea," a Pathfinder RPG adventure for 4th-level characters, by Greg A. Vaughan.
- 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.
- A journey to Butcher's Rock and deadly cyclopean prophecies in the Pathfinder's Journal, by Robin D. Laws.
- Six new monsters, by Jesse Benner, Mark Moreland, Steven D. Russell, and Greg A. Vaughan.



PATHFINDER® ADVENTURE PATH™



By Greg A. Vaughan



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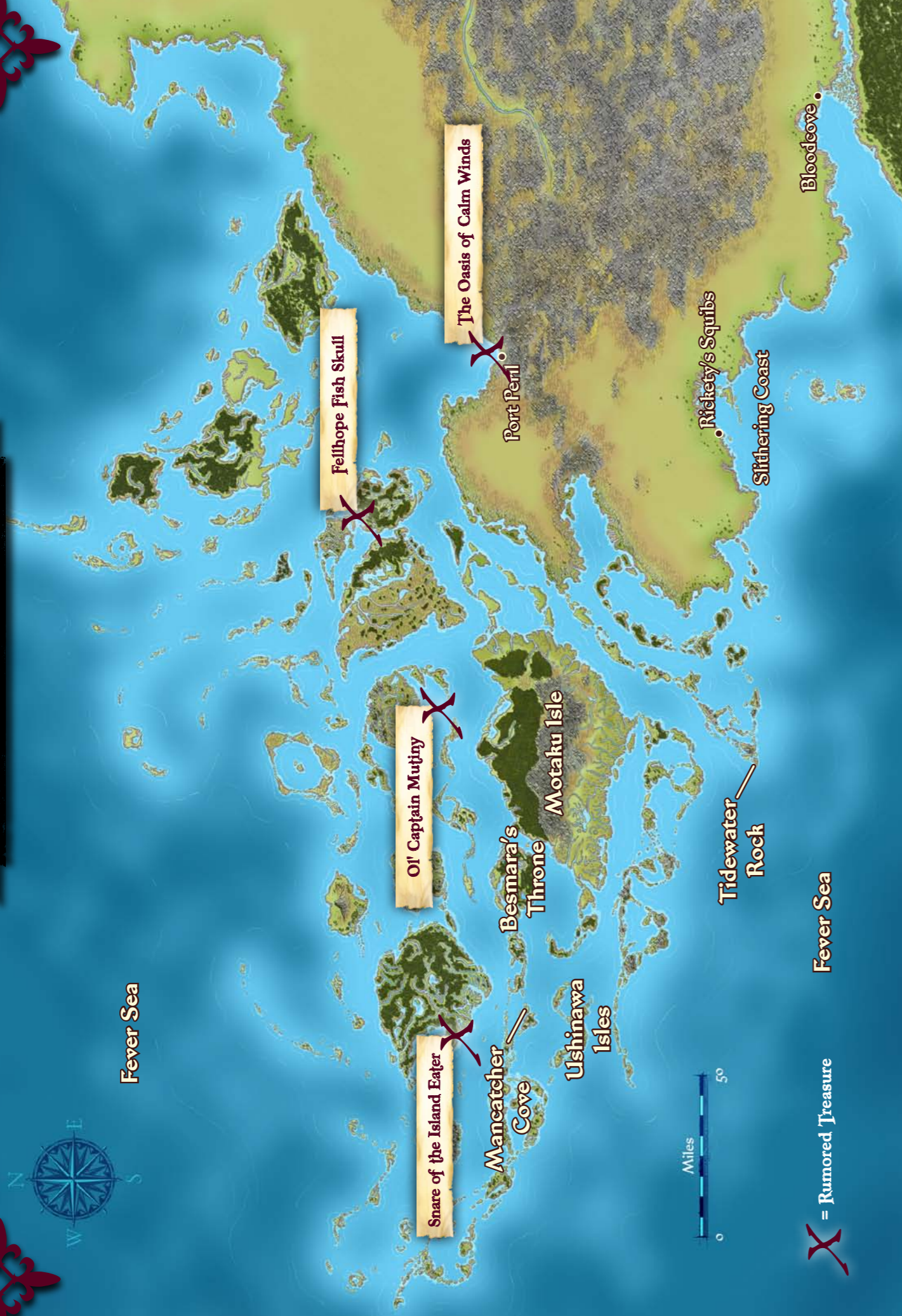
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THE SHACKLES



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 Rahadoun. 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.



OI' 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 OI' 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.

