



## 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



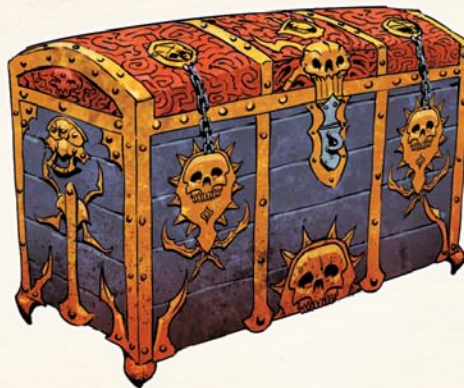
Zul

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