

# RACE THE STORM

The time has come for the heroes to take their places as true pirate lords. But doing so will require more than a ship, a scallywag crew, and a hold full of plunder—they'll need to win the esteem of the Hurricane King himself. If they succeed, they'll earn the right to claim even greater glory by participating in the Free Captains' Regatta, a grueling race along the fringes of the mighty hurricane called the Eye of Abendego. The winners receive a fat prize purse, their own private island, and a seat on the Pirate Council of the Shackles. Will the adventurers triumph against fierce competitors, old rivals, and the treacherous winds and currents of the Eye? Or will their ship be claimed by the storm, a doom that's befallen so many before them?

- This volume of *Pathfinder Adventure Path* includes:
- "Tempest Rising," a Pathfinder RPG adventure for 7th-level characters, by Matthew Goodall.
  - Details on the infamous pirate lords of the Shackles and new rules for storms at sea, by Tork Shaw.
  - A gazetteer of the infamous pirate city of Port Peril, by Liz Courts.
  - Ghosts and cylopes in the Pathfinder's Journal, by Robin D. Laws.
  - Five new monsters, by Jesse Benner, Ryan Costello, Philip Minchin, and Tork Shaw.



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# THE SHACKLES



## Crystal Dodo

Considered a lucky treasure, this crudely carved statue gains value each time it is stolen or sold. Some captains claim that as long as this prize was on their vessels, the ships were never successfully boarded, but seeing how its current owner stole the thing from a rival captain's quarters, that can't be true.



## The Skeleton Ball Gown

On the new moon of Neth, wealthy citizens of Port Peril hold an elaborate festival in which they dress up in their best finery and disguise themselves as skeletons. Chosen each year, the Skeleton Queen is bequeathed an expensive glamered ball gown and the honor of naming next year's Skeleton Queen.



## The Howling Urn

Grinning Jalad, a strange vanara pirate known for his jokes as much as for his courage, sailed into the Shuckles with a hold full of plunder, eager to trade it all for a lost relic called the Howling Urn. He was tight-lipped about why the urn was so valuable to him, but immediately sailed off to Raugsmauda's Reach following a lead, and none have seen him since.



## Voidsticks

Corrupted devices of a divine nature, these sticks are fashioned by shamans of the kuru people living in the dreaded Cannibal Isles, who infuse them with negative energy. Those pierced by such creations become shambling horrors, wandering their islands or spreading destruction to neighboring isles. Landlubbing necromancers often venture to the isles for samples of these wicked spikes.

