



PATHFINDER[®]

ADVENTURE PATH[™]



ADVENTURE PATH • PART 3 OF 6





PATHFINDER

ADVENTURE PATH™

CREDITS

Creative Director • James Jacobs
Senior Art Director • Sarah E. Robinson
Managing Editor • F. Wesley Schneider
Development Lead • Rob McCreary
Editing • Judy Bauer, Christopher Carey, Adam Daigle, Patrick Renie, and James L. Sutter
Editorial Assistance • Jason Bulmahn, Mark Moreland, Stephen Radney-MacFarland, and Sean K Reynolds
Editorial Interns • Alexandra Schecterson and Jerome Virnich
Graphic Designer • Andrew Vallas
Production Specialist • Crystal Frasier

Cover Artist
Daryl Mandryk

Cartographers
Robert Lazzaretti

Contributing Artists
Jorge Fares, Mariusz Gandzel, Ivan Kashubo, Diana Martinez, Roberto Piturru,
Bryan Sola, Craig J Spearing, and Doug Stambaugh

Contributing Authors
Jesse Benner, Ryan Costello, Liz Courts, Matthew Goodall, Robin D. Laws, Philip Minchin, and Tork Shaw

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Vice President of Operations • Jeffrey Alvarez
Director of Sales • Pierce Watters
Finance Manager • Christopher Self
Staff Accountant • Kunji Sedo
Technical Director • Vic Wertz
Campaign Coordinator • Mike Brock

Special Thanks
The Paizo Customer Service, Warehouse, and Website Teams

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Ultimate Combat*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

Pathfinder Adventure Path #57: Tempest Rising © 2012, Paizo Publishing, LLC. All Rights Reserved.
Paizo Publishing, LLC, the golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC;
Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion,
Pathfinder Roleplaying Game, Pathfinder Society, and Pathfinder Tales are trademarks of Paizo Publishing, LLC.
Printed in China.



TABLE OF CONTENTS

Foreword	4
Tempest Rising by Matthew Goodall	6
NPC Gallery by Matthew Goodall	52
Skull & Shackles Treasures by Matthew Goodall	58
Port Peril by Liz Courts	60
Scourges of the Shackles by Tork Shaw	66
Pathfinder's Journal: The Treasure of Far Thallai 3 of 6 by Robin D. Laws	74
Bestiary by Jesse Benner, Ryan Costello, Philip Minchin, and Tork Shaw	80
Preview	92



SHIP AHOY!

One thing the staff here at Paizo always makes an effort to do is to actually play Pathfinder every once in awhile. It sounds like a no-brainer, but with things being as busy as they always are at the office, getting a few people to sit down and play a game instead of working on it is not always an easy proposition. Nevertheless, by the time I finished developing Rich Pett's "The Wormwood Mutiny," I wanted to run a Skull & Shackles campaign, come hell or high water.

When running a game, I have a tendency (as most GMs do) to go overboard with my preparations. Running a published adventure right out of the book is never enough for me. I have to tweak it, add in bits from other adventures, create new characters and plot lines—all the things that make being a GM fun. The problem, of course, is actually having the time to do all of the preparation and extra work necessary to keep up with the campaign. Most recently, I

tried to run a Kingmaker game, but I decided to set it in Iobaria rather than in the River Kingdoms as written, and ran it for 7 players as well, all the while mixing in elements from other adventures. The end result, unsurprisingly, was that Kingmaker: Iobaria died an ignominious death before it even got to the second adventure.

With Skull & Shackles, I was determined to keep it as simple as possible. After all, an Adventure Path is a fully written campaign. I could run it for just four people, right out of the book, with no extra work needed. It would be a campaign that would practically run itself. With *Flip-Mat: Pirate Ship* and *Map Pack: Ship's Cabins*, I wouldn't even need to draw any maps for the first several sessions! After careful consideration, I chose James Jacobs, Mark Moreland, Andrew Vallas, and my wife Marta as my four players, and I was ready to run my easiest campaign ever.

Then I discovered the *Maiden of the High Seas*. All my plans (or lack thereof) immediately fell overboard, for I had just found the perfect prop for my game—though unknown to me at the time, it was a prop that would take hours upon hours of my time before it was ready for use by my players.

The *Maiden of the High Seas* is a complete miniatures-scale model of a ship, crafted entirely out of cardstock and foam core, and handily packaged in a single downloadable PDF you can print and assemble yourself. Published by WorldWorksGames (and available on paizo.com), the *Maiden* is truly a thing of beauty. It has decks that lift off to reveal the rooms beneath, removable masts with crow's nests and ratlines, detachable sails, modular walls, a selection of different figureheads, and even additional fan-created content available for download from WorldWorksGames' website that transforms the *Maiden* from a respectable armed merchantman into a notorious pirate ship.

Although I was able to download the PDF onto my computer with just one click, I soon began to think that maybe I had bitten off a bit more than I could chew. Make no mistake, the *Maiden* is a lot of work. The ship is well designed, and comes with detailed instructions, but you still have to print out everything on cardstock, carefully cut it out, glue it together, wait for it to dry, cut out some more, glue pieces to other pieces, wait for those to dry, and so on, all while fitting parts together like a three-dimensional puzzle. I spent at least a month of evenings and weekends assembling the thing, used up an entire bottle of glue and part of another, and lost track of how much cardstock and how many printer ink cartridges I went through.

Building a cardstock model of this complexity might not be for everyone—it takes attention to detail, fine manipulation of sharp tools and sticky glue, and a lot of patience—but if you have the time and the obsessive attitude necessary to complete it, the *Maiden of the High Seas* is well worth the effort—as were the looks on my players' faces when I brought out the ship as their PCs came on the deck of the *Wormwood* for the first time.

Fortunately, the time invested in building the ship was all up-front, so I still have hopes that my Skull & Shackles campaign can proceed without too much further effort on my part. So far, the game is going swimmingly. The four PCs are: Sasha "Firetop" Dractus, a.k.a. Lady Vermillion, a human rogue (with the pirate archetype from *Ultimate Combat*) played by James Jacobs; Klarg, a half-orc fighter and former longshoreman, played by Mark Moreland; Slivikin, a human cleric of Besmara played by Andrew Vallas; and Madrid Dieu-le-Mer, an undine marid-bloodline sorcerer played by my wife. Of course, the ship's cruel officers have their own nicknames for the PCs. Aboard the *Wormwood*, Sasha is better known as "Carrot Top," Klarg is "Underbite," Slivikin (the cook's mate) is called "Flapjack," and Madrid has acquired the moniker "Fishlips."

ON THE COVER

Tessa Fairwind, pirate lord, captain of the *Luck of the Draw*, and Mistress of Quent, graces the cover of this month's Skull & Shackles Adventure Path installment, "Tempest Rising." Tessa is a major player in the fractious power politics of the Shackles, and as the PCs seek to cement their reputations as infamous Free Captains, Tessa is on hand to mentor and guide them—though she has a little task for them to complete first.

After their initial shock at finding themselves press-ganged on a pirate ship, the four PCs have almost settled into their lives as pirates aboard the *Wormwood* (WARNING: spoilers ahead!). Slivikin volunteered to be cook's mate, while Klarg was assigned to the rigging, leaving Sasha and Madrid as common swabs. They've explored the ship and scrounged for gear, sung sea chanteys and gambled, fought giant rats in the bilges and rival pirates in the hold, and survived a major storm, even managing to save one of their crewmates who was washed overboard. They've also started making friends, and more than a few enemies as well. Klarg, in particular, has begun to earn the enmity of the ship's officers Mr. Plugg and Master Scourge. He's racked up the most lashes of any of the four PCs and has even been keelhauled for knocking another member of the crew from the mainmast, resulting in a fatal fall to the deck below. Fortunately, the doughty half-orc survived this latest punishment, if only just (earning his newest nickname, "Barnacle Back"), but it remains to be seen whether he'll last long enough to take part in any eventual mutiny. Meanwhile, the players are having fun interacting with all of the NPCs on the ship, and painstakingly keeping track of the insults and degradations heaped upon them by Mr. Plugg and Master Scourge.

A few of the players have been keeping journals, so we'll see if we can get a campaign journal started on the paizo.com messageboards so you can follow all of the action. And once the PCs take control of the ship (provided they all survive, of course), I can simply make a few cosmetic changes to the *Maiden of the High Seas* to turn the *Wormwood* into the *Man's Promise*, so it should see full use for the entire Skull & Shackles Adventure Path!

ROB

Rob McCreary
Developer
rob@paizo.com