



MASTER OF THE GALES

The ruler of Drenchport and captain of the xebec *Kraken*, the mysterious Master of the Gales is one of the Shackles' most powerful pirate lords.

MASTER OF THE GALES CR 14

XP 38,400

Male middle-aged human druid (storm druid) 15 (*Pathfinder*

RPG Ultimate Magic 40)

N Medium humanoid (human)

Init +6; **Senses** eyes of the storm*, *true seeing*; Perception +25

DEFENSE

AC 22, touch 14, flat-footed 20 (+3 armor, +2 deflection, +2 Dex, +5 natural)

hp 161 (15d8+90)

Fort +15, **Ref** +11, **Will** +18; +2 vs. sonic effects

Defensive Abilities storm lord*; **DR** 10/adamantine; **Immune** deafness, wind effects; **Resist** electricity 20

OFFENSE

Speed 30 ft.

Melee *staff of weather*** +13/+8/+3 (1d6+1)

Special Attacks lightning lord (15 bolts/day), storm burst (1d6+7 nonlethal damage, 10/day), wild shape 6/day, wind blast** (CMB +22, 10/day)

Druid Spells Prepared (CL 15th; concentration +22)

8th—*summon nature's ally VIII*, *whirlwind*^D (DC 25)

7th—*control weather*^D, *heal*, *summon nature's ally VII*, *true seeing*

6th—*find the path*, *fire seeds*, *greater dispel magic*, *repel wood*, *wind walk*^D

5th—*animal growth* (DC 22), *baleful polymorph* (DC 22), *call lightning storm* (DC 22), *commune with nature*, *control winds*^D (DC 22), *stoneskin*

4th—*air walk*^D, extended *call lightning*, *control water*, *freedom of movement*, *ice storm*, *rusting grasp*

3rd—extended *bear's endurance*, extended *bull's strength*, extended *cat's grace*, *dominate animal* (DC 20), *gaseous form*^D, *greater magic fang*, *water breathing*

2nd—*barkskin*, *chill metal* (DC 19), *flaming sphere* (DC 19), *gust of wind* (DC 19), *resist energy*, *warp wood*, *wind wall*^D

1st—*cure light wounds* (DC 18), *endure elements*, *faerie fire*, *obscuring mist*, *produce flame*, *speak with animals*, *whispering wind*^D

0 (at will)—*create water*, *flare* (DC 17), *guidance*, *mending*

D Domain spell; **Domains** Air (Wind subdomain**), Weather

TACTICS

Before Combat The Master of Gales casts *greater magic fang* on his giant squid cohort every day, imbuing all of

its natural attacks with a +1 enhancement bonus. He casts *endure elements* and *water breathing* on himself every day, and casts *air walk*, *barkskin*, extended *bear's endurance*, extended *bull's strength*, extended *cat's grace*, *freedom of movement*, *stoneskin*, and *true seeing* before combat. He also casts *animal growth* on his giant squid cohort before battle.

During Combat The Master of Gales uses wild shape to assume the form of a giant squid, killer whale, Huge air elemental, or Huge water elemental for combat. He often combines *call lightning storm* and *whirlwind* to good effect and reserves his *baleful polymorph* spell to transform a difficult opponent into a sea slug. In the water, he casts *summon monster VII* or *VIII* to summon elder elementals, fiendish giant squids, or fiendish dire sharks to assist him in combat.

Morale If reduced to fewer than 40 hit points, the Master of the Gales uses *word of recall* stored in his *spellstaff* to retreat to his sanctuary in Drenchport.

STATISTICS

Str 13, **Dex** 15, **Con** 18, **Int** 14, **Wis** 24, **Cha** 9

Base Atk +11; **CMB** +12; **CMD** 26

Feats Blind-Fight, Combat Casting, Extend Spell, Improved Initiative, Leadership, Lightning Reflexes, Natural Spell, Skill Focus (Profession [sailor]), Toughness

Skills Fly +15, Handle Animal +15, Knowledge (geography) +18, Knowledge (nature) +18, Perception +25, Profession (sailor) +31, Spellcraft +10, Survival +20, Swim +19

Languages Aquan, Auran, Common, Druidic

SQ nature bond (Air and Weather domains), nature sense, spontaneous domain casting*, stormvoice*, timeless body, wild empathy +14, windlord*, windwalker*

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 leather armor, cloak of resistance +2, headband of inspired wisdom +4, ring of protection +2, *staff of weather*** (*spellstaff*: *word of recall*), holly and mistletoe, spell component pouch

* See *Ultimate Magic*.

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

GIANT SQUID COHORT CR 9

XP 6,400

hp 102 (*Pathfinder RPG Bestiary* 259)

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The Master of the Gales is an aged man with a lean, bronzed frame and leathery skin—the product of a lifetime of hard work under the open sky. The years have not worn away the grizzled captain, but condensed and distilled him, making him tougher, more tenacious, with an unyielding manner and bearing. A wild mane of dark gray hair and a long, flowing beard swirl around his head and shoulders like an imminent storm cloud, and his sweeping, iron-blue gaze feels like stiff icy wind blowing off a roiling ocean.

Many legends surround the man known as the Master of the Gales, but all seem to agree on two points—that he was born in the Sodden Lands, and that his birth occurred in the midst of one of the freakish hell-storms that bombard the perpetually waterlogged landscape. His original name is now lost to time; some say it has even been forgotten by the man himself, but only when well out of his exceptionally keen hearing. Little is known of his childhood, but many believe he was raised among the cannibalistic Koboto tribe of the lost nation of Yamasa. While the Master of the Gales never speaks of his past, he has been known to show uncharacteristic moments of unbridled anger at the merest mention of the Koboto, and local Drenchport superstition holds that appearing in the Master of the Gales' presence with one of the *goz masks* favored by that tribe is an exceedingly foolhardy deed.

A prominent member of the Shackles' Pirate Council, the Master of the Gales rules the town of Drenchport on Tempest Cay with a loose hand, preferring to spend most of his time on his flagship, the xebec *Kraken*.

A few veteran sailors can remember when the Master of the Gales first returned from a lone pilgrimage to the south with a giant squid gliding behind his catboat. The crew of the *Kraken* simply call it “the Squid” or “the Master’s Hand.” Whether the inscrutable creature regards the Master as a friend, parent, sibling, or mate is unknown, but its loyalty is unquestioned. When the *Kraken* is at anchor and the Master of the Gales is on deck, the squid often surfaces, staring at the Master with its unblinking, inhuman eye. On rare occasions, it has even been seen to lift a rubbery tentacle over the *Kraken's* rail and delicately brush it against the Master’s side.

The Master of the Gales sees piracy at sea as a simple extension of the hunter-prey relationship in nature, and he’s an apex predator in this realm. Those ships that see the *Kraken* bearing down on them find their masts split by lightning, their sails shredded by howling winds, and their crews flung into the heavens or swept overboard by malevolent whirlwinds and living waves.

CAMPAIGN ROLE

The Master of the Gales serves as the judge of the Free Captains' Regatta in this adventure. He takes this role seriously, not only because he has won the race for the past 5 years, but also because he sees it as a solemn test for the winners to demonstrate that they deserve a seat on the Pirate Council. The Master takes a balanced position on the Council, seeing it as similar in structure to a wolf pack—there needs to be an alpha, but the leader must be able to withstand challenges from up-and-coming contenders. The Master of Gales is loyal to the Shackles, but he knows that in any conflict of rivals, only the strong survive. Only those who can prove their strength in all aspects of leadership earn his support.





PIERCE JERRELL

Pierce Jerrell, captain of the schooner *Salty Flagon*, wants nothing more than to live life to its fullest. He loves the adventure and excitement piracy brings, and enjoys spending his plunder on the finer things in life.

PIERCE JERRELL CR 7

XP 3,200

Male human fighter 1/sorcerer 7

CN Medium humanoid (human)

Init +2; Senses Perception +3

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 62 (8 HD; 1d10+7d6+28)

Fort +6, Ref +7, Will +5

OFFENSE

Speed 30 ft.

Melee +1 longsword +9 (1d8+4/19–20) or
mwk brass knuckles* +8 (1d3+3)

Ranged mwk dagger +7 (1d4+3/19–20)

Bloodline Spell-Like Abilities (CL 7th; concentration +10)
6/day—touch of destiny (+3)

Sorcerer Spells Known (CL 7th; concentration +10)
3rd (5/day)—*haste* (DC 16), *heroism*, *protection from energy*
2nd (7/day)—*blur*, *bull's strength*, *false life*, *scorching ray*
1st (7/day)—*alarm*, *charm person* (DC 14), *color spray* (DC 14),
mage armor, *magic missile*, *shield*
o (at will)—*dancing lights*, *detect magic*, *mage hand*,
mending, *prestidigitation*, *ray of frost*, *read magic*

Bloodline Destined

TACTICS

Before Combat Pierce casts *false life* and *mage armor* every morning, renewing them as needed. If expecting combat, he casts *blur*, *bull's strength*, *heroism*, *protection from energy*, and *shield* (not included in his stats).

During Combat Pierce casts *haste* at the beginning of combat, then wades into the fray with longsword drawn. He attacks with Power Attack and Furious Focus, alternating with spells such as *scorching ray* and *magic missile* if he can cast them safely.

Morale Brash and impetuous, Pierce only retreats if severely outnumbered or reduced to fewer than 15 hit points.

STATISTICS

Str 16, Dex 14, Con 12, Int 10, Wis 8, Cha 16

Base Atk +4; CMB +7; CMD 21

Feats Combat Casting, Dodge, Eschew Materials, Furious Focus*, Lightning Reflexes, Power Attack, Toughness,

Weapon Focus (longsword)

Skills Climb +10, Diplomacy +8, Intimidate +10, Knowledge (arcana) +4, Perception +3, Profession (sailor) +11, Spellcraft +4, Swim +10

Languages Common

SQ bloodline arcana (gain luck bonus to saves when casting personal-range spells), fated (+2)

Combat Gear *potion of cure light wounds*, *scroll of fly*, *scroll of invisibility*, *scroll of pyrotechnics*; **Other Gear** +1 longsword, masterwork brass knuckles*, masterwork dagger, *cloak of resistance* +1, *cracked incandescent blue sphere ioun stone* (+1 competence bonus on Profession [sailor] checks; *Pathfinder Campaign Setting: Seekers of Secrets* 47), *ring of protection* +1, eye patch, spyglass, diamond studded earring (worth 250 gp), inlaid silver hip flask (worth 50 gp), 57 gp

* See *Advanced Player's Guide*.

Pierce Jerrell is a dashing young man with a handsome, square-jawed face and finely muscled frame. He wears an unadorned black patch over his left eye and dresses in a loose, flowing shirt and high boots. His self-assured manner and easy smile radiate self-confidence. Pierce moves with an understated swagger that suggests he's well accustomed to standing astride the swaying deck of a ship at sea. Under his eye patch, Pierce wears a blue *ioun stone* in his damaged left eye socket, which complements his naturally blue right eye. The *ioun stone* improves his skill at sailing and also endows him a particularly striking appearance if he chooses to reveal his left eye.

Pierce grew up in the Drumish port city of Detmer watching the shipyards turn out caravels and navy frigates and daydreaming of one day sailing on one. Both of Pierce's parents served in the upper echelons of Druma's infamous Mercenary League, and made sure that Pierce received strict military training to follow in their footsteps and become a cadet in the Mercenary League. As he matured, however, Pierce came to appreciate the finer luxuries of life and realized that a long and arduous career in the Mercenary League wouldn't give him even a fraction of the wealth of a successful Drumish merchant. He also came to loathe the regimented and dehumanizing schooling he was enduring, and became estranged from

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his authoritarian parents. When his sorcerous talents manifested at the age of 16, Pierce was struck by the ultimate realization he was destined for a different fate.

Pierce stowed away on a Nirmathi trading ship bound for Tamran and quickly learned the ropes of sailing ships on Lake Encarthan. Eventually, he made his way to Korvosa where, short on funds, he signed on with a crew of Riddleport pirates. Pierce found that this was the life for him, sailing the open sea with the chance of riches just over the horizon, but before he could enjoy more than a brief taste of the pirate's life, his ship was attacked by a Chelish man-o'-war. Pierce lost his eye to a rain of crossbow bolts, and woke in the hold as a prisoner, sentenced to hard labor on a Chelish slave galley.

Fortunately for Pierce, dissident priests of Cayden Cailean broke into the jail where he was being held and unlocked the holding cells. Pierce escaped in the chaos, and joined the dissidents for a short time, becoming an enthusiastic worshiper of the Drunken Hero. After some time, Pierce found his way to the Shackles, where he won his current ship, a schooner called the *Salty Flagon*, in a high-stakes dice game.

Pierce has had modest success as a pirate captain, though he has recently had to hire new crew after barely escaping a Rahadoumi naval ambush. Pierce views captaining a ship as similar to commanding a mercenary company and organizes his crew in a similar fashion. Captain Jerrell's primary motivation is to make enough money to live the good life. After a successful series of raids, he carouses and celebrates wildly, with copious amounts of wine, gambling, companionship, and merriment.

Pierce is a charming and likeable rascal. He learned enough etiquette growing up in Druma to show a level of well-mannered decorum and suave demeanor that makes him stand out from other raucous buccaneers in the Shackles. Pierce also has a chivalrous streak—he honorably accepts a challenge or agreement, eagerly fights a foe fair and square in single combat, and doesn't abuse prisoners or sell them into slavery. He does have a temper, however, and when angry, Pierce can become belligerent and ferocious.

CAMPAIGN ROLE

Pierce Jerrell has the potential to become an ally of the PCs who can aid them later in the Adventure Path. As a fellow pirate whose fortunes are on the rise, Pierce could also become a friendly rival, though depending on the PCs' actions, the rivalry could quickly become hostile. Even if Pierce and the PCs become good friends, he is a spirited fellow who enjoys a competitive camaraderie. He often makes informal bets to liven things up, such as a quick race to a nearby island, a challenge to be the first one to board a fleeing merchant ship, or a wager to

see who can fill their hold with the greatest amount of plunder in a month.

A pretty face can easily turn Pierce's head, and one of the PCs may also attract his romantic interest. Pierce ardently pursues a potential romantic companion, wooing the PC with flamboyant demonstrations of his devotion, showers of presents, cleverly planned dates, and extensive intimate conversations. He isn't looking to settle down with a lover, but to have a "partner in crime" with whom to celebrate the party of life. Just before the Free Captains' Regatta, Pierce may loan his *ioun stone* to a PC he is romantically involved with.

Pierce makes a tempestuous romantic partner, and any relationship with him is likely to be full of emotional ups and downs—stormy fights and smashing of furnishings, long silences, extravagant begging for forgiveness, and passionate reunions. Pierce has an explosive personality, as well as a jealous streak, so if a PC lover scorns him, he could become a bitter enemy.





TESSA FAIRWIND

A popular figure throughout the Shackles, Tessa Fairwind is Mistress of Quent and captain of the sloop-of-war *Luck of the Draw*. Widespread rumor holds that she will be the next Hurricane King, either by acclaim or by force.

TESSA FAIRWIND

CR 12

XP 19,200

Female half-elf bard (daredevil) 10/duelist 3 (*Pathfinder RPG*)

Ultimate Combat 32)

CN Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +17

DEFENSE

AC 25, touch 19, flat-footed 18 (+6 armor, +2 deflection, +6 Dex, +1 dodge)

hp 76 (13 HD; 10d8+3d10+13)

Fort +7, **Ref** +14, **Will** +9; +2 vs. enchantments, +3 vs. fear and mind-affecting effects

Defensive Abilities canny defense +3, dauntless*, parry

OFFENSE

Speed 40 ft.

Melee +2 rapier +16/+11 (1d6+2/18–20)

Ranged mwk light crossbow +14 (1d8/19–20)

Special Attacks bardic performance 26 rounds/day (move action, countersong, derring-do* +2/+4, dirge of doom, distraction, fascinate, inspire competence +3, inspire greatness, suggestion), canny foe* (dirty trick, disarm, trip), precise strike +3

Bard Spells Known (CL 10th; concentration +14)

4th (2/day)—*dimension door*, *freedom of movement*

3rd (4/day)—*charm monster* (DC 17), *crushing despair* (DC 17), *good hope*, *haste*

2nd (5/day)—*glitterdust* (DC 16), *hold person* (DC 16), *invisibility*, *mirror image*, *suggestion* (DC 16)

1st (6/day)—*charm person* (DC 15), *cure light wounds*, *expeditious retreat*, *grease* (DC 15), *hideous laughter* (DC 15)

0 (at will)—*dancing lights*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

TACTICS

During Combat Tessa begins combat by casting *freedom of movement*, *good hope*, *haste*, and *mirror image*, and uses inspire greatness on herself. She casts *crushing despair* on large groups of foes, or *charm monster* or *suggestion* against a single powerful opponent. When fighting hand-to-hand, she stays mobile with her Spring Attack feat and uses her precise strike ability with her rapier, or attempts to disarm foes. When making a full attack, she often forgoes her primary attack so she can use her parry ability to block incoming melee strikes.

Morale If a sea battle turns against her, Tessa attempts to disengage and save her crew. In personal combat, Tessa retreats using *dimension door* when reduced to fewer than 25 hit points. When defending her ship, however, she fights to the bitter end.

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 16, **Wis** 8, **Cha** 18

Base Atk +10; **CMB** +10 (+12 dirty trick and trip, +14 disarm);

CMD 26 (28 vs. dirty trick and trip, 30 vs. disarm)

Feats Combat Expertise, Dodge, Improved Disarm, Mobility, Skill Focus (Diplomacy), Spring Attack, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +21 (+26 when jumping), Appraise +11, Bluff +25, Climb +16, Diplomacy +26, Escape Artist +16, Knowledge (local) +16, Perception +17, Perform (dance) +12, Perform (oratory) +20, Perform (sing) +12, Profession (sailor) +15, Sense Motive +15, Swim +8

Languages Celestial, Common, Elven, Osiriani, Polyglot

SQ agile*, elf blood, enhanced mobility, improved reaction +2, scoundrel's fortune* (2/day), jack-of-all-trades (use any skill)

Combat Gear *potion of cure moderate wounds*, *potion of fly*, *scroll of silence*; **Other Gear** +2 *glamered mithral chain shirt*, +2 rapier, masterwork light crossbow with 15 bolts, *belt of incredible dexterity* +2, *boots of striding and springing*, *cloak of resistance* +2, *headband of vast intelligence* +2 (Sense Motive), *ring of protection* +2, lucky ivory dice, platinum holy symbol of Calistria (worth 100 gp), spell component pouch, tricorne hat

* See *Ultimate Combat*.

Tessa Fairwind is a slender woman with long red hair worn in a no-nonsense braid. She wears a figure-hugging combination of fashionable finery and practical sailor's clothes with a tricorne hat at a jaunty angle. Her fine features and delicately pointed ears accent her exquisite looks, and she moves with lithe fluidity and graceful efficiency evident in her every motion.

While the exact details of Tessa's past are the subject of much speculation and several tragic ballads among the islands of the Shackles, the truth is that she was born on the open sea, from a spur-of-the-moment union of a seductive human merchant sailor and an elven priest at the Pleasure Salon of Calistria in Absalom. Tessa spent

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her childhood years with her mother aboard countless ships and on the docks of numerous Inner Sea ports. She grew up listening to sea chanteys and tales of exotic ports and fabulous voyages. Her career as a pirate began as a young adolescent when she stole a yacht from Cassomir's docks and used it to burglarize a smuggler's secret stash. By the age of 15, Tessa was captaining her first ship, sailing it up the Junira River to lead an audacious midnight robbery of a Thuvian pleasure barge.

Within 3 years, the price on her head had become so high that Tessa sailed through the Arch of Aroden and into the Arcadian Ocean to avoid capture by bounty hunters. Her successful raids on Chelish shipping near Khari as she voyaged westward were an indication that the young pirate had no intention of changing her wild ways. Sailing down the Garundi coast, Tessa attacked Rahadoumi trading vessels and coastal villages until she arrived in the Shackles, finding the pirate isles much to her liking.

Tessa soon set about making a name for herself and carving out a place in the dangerous pirate confederacy, which quickly put her into conflict with several Free Captains and pirate lords. Through all the skullduggery and treachery, those who underestimated Tessa Fairwind soon learned that meddling with the half-elf captain was an exceedingly painful mistake, and often a fatal one. Over time, she became a powerful pirate Free Captain, gathering a loyal following of scoundrels and a large fleet of ships under her banner, including her personal ship, the sloop-of-war *Luck of the Draw*.

Tessa Fairwind is now Mistress of Quent on Motaku Isle—one of the Shackles' most important ports—and one of the leading lords of the Pirate Council. She is a shrewd player in the game of politics, but her rebellious and carefree attitude has won her popular acclaim in the Shackles. Tessa has no wish at all to claim the Hurricane Crown, however. She much prefers the freedom of the open sea, with the wind in her hair and the sway of a good ship beneath her. Most of all, she loves the thrill of the hunt when seeking merchant ships to plunder, though she views wealth as simply a means of keeping score.

Tessa is an unconventional worshiper of Calistria, for while she truly believes in the hedonistic pursuit of pleasure and the freedom to live as she pleases,

she finds seeking revenge for petty slights a waste of time, and games of trivial intrigue a distraction from the joys of living. Nevertheless, bawdy songs of Tessa's exploits are known throughout the Shackles, though Tessa herself neither confirms nor denies the veracity of these tales.

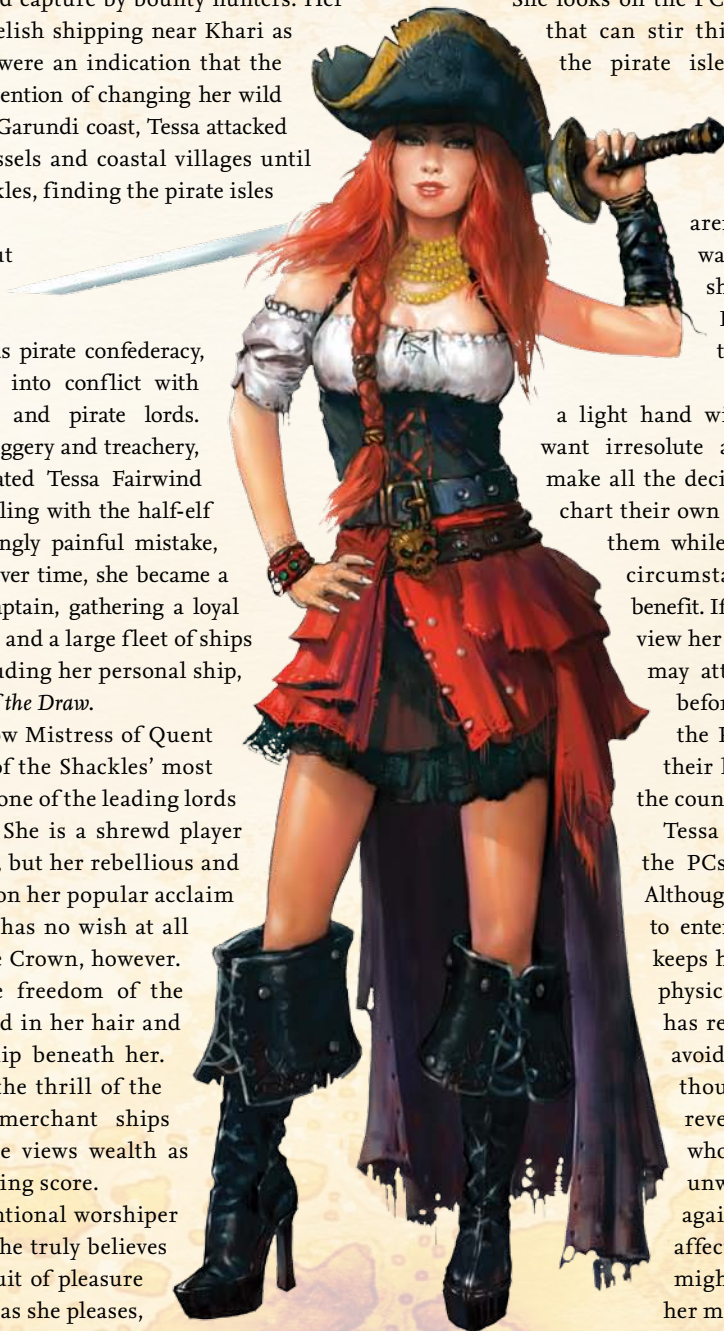
CAMPAIGN ROLE

Tessa sees herself as a mentor and guide to the PCs as they commence their journey through the treacherous political waters of the Shackles and its Pirate Council.

She looks on the PCs as a gust of fresh wind that can stir things up for the good of the pirate isles. While Tessa herself doesn't want to rule the Shackles, she wants a deciding say in who does. Tessa's motives aren't altruistic; she simply wants the freedom to do as she pleases, with a strong Hurricane King who sees things her way.

Tessa prefers to take a light hand with the PCs; she doesn't want irresolute allies who need her to make all the decisions. If the PCs want to chart their own course, she happily helps them while delicately manipulating circumstances to their mutual benefit. If the PCs somehow come to view her as a potential rival, Tessa may attempt a token resistance before graciously conceding to the PCs, hopefully bolstering their long-term influence with the council.

Tessa may see one or more of the PCs as suitable paramours. Although she is more than happy to entertain flirtatious PCs, she keeps her affections on a strictly physical level. Past heartbreak has resulted in a preference to avoid emotional attachment—though she took her due revenge against the lover who spurned her, it left her unwilling to risk her heart again. However, a patient, affectionate, and loyal lover might convince her to change her mind.





SKULL & SHACKLES TREASURES

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

CHARTS OF THE FAIR WINDS

Aura moderate divination; **CL** 9th
Slot none; **Price** 3,200 gp; **Weight** —

DESCRIPTION

These aged charts of thick, yellowed parchment display rough representations of the Shackles’ major islands and the sea lanes between them. The detailed markings on these charts grant a +2 circumstance bonus on Profession (sailor) or Survival checks to navigate within the Shackles.

In addition, a multitude of wrinkles, stains, and blemishes mar the charts’ surfaces. Anyone meticulously studying the charts notices that these markings shift over time. The creases, smudges, and blotches on the map represent real weather conditions (such as clouds, rain, and wind) in the region, allowing an informed observer to determine the current weather patterns over the islands of the Shackles. The charts grant a +4 competence bonus on Survival checks made to predict future weather conditions and a +2 competence bonus on Survival checks to gain a bonus on Fortitude saves against severe weather.

Finally, the pilot of a wind-propelled ship can make a DC 20 Profession (sailor) check to plot a course within the Shackles using the charts. If the check is successful, the charts grant the ship a +10% enhancement bonus to its waterborne speed as long as it follows the plotted course.

All of the charts’ benefits only apply within the geographic region of the Shackles. GMs with access to the *Pathfinder Campaign Setting: Skull & Shackles Map Folio* might use the elaborate player map of the Shackles included therein to represent this item.

CONSTRUCTION

Requirements Craft Wondrous Item, *commune with nature*, creator must have 10 ranks in Survival; **Cost** 1,600 gp

JALHAZAR’S WHEEL

Aura moderate transmutation; **CL** 11th
Slot none; **Price** 7,500 gp; **Weight** 15 lbs.

DESCRIPTION

Handles of polished bone and grim skulls decorate this ornately carved ship’s wheel. When grasped, the wheel’s handles feel comfortably smooth. Those who stand watch at the wheel claim to hear the whispered guidance of Captain

Xiribal Jalhazar, and occasionally feel ghostly hands holding the ship’s course true. When fitted to the helm of a ship, *Jalhazar’s wheel* grants a +5 competence bonus on sailing checks to turn the ship with the hard to port or hard to starboard actions (*Skull & Shackles Player’s Guide* 13). The wheel also halves the penalty on sailing checks made when turning the ship while traveling at three or more times the ship’s acceleration. In addition, the ship’s pilot can combine a hard to port or hard to starboard action with a full ahead or heave to action as a full-round action up to three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*, *haste*, creator must have 10 ranks in Profession (sailor); **Cost** 3,750 gp

RING OF THE IRON SKULL

Aura faint divination; **CL** 5th
Slot ring; **Price** 10,800 gp; **Weight** —

DESCRIPTION

Crudely cut amethysts and a single engraved skull decorate the band of this thick iron ring. The ring grants its wearer a +5 competence bonus on Appraise checks to determine the most valuable item in a treasure hoard and a +5 competence bonus on Heal checks to ascertain details of a dead creature’s demise. Once per day as a standard action, the wearer can touch the ring to a corpse or piece of a corpse to learn the dead creature’s name, gender, race, and profession or role, as well as the manner of the creature’s death. The wearer also becomes aware of the location of other pieces of the corpse if they’re within 1,200 feet. If the body part comes from a creature that’s still alive or undead, the wearer gains no information. The *ring of the iron skull* must be worn for 24 hours before it starts to function for the wearer.

CONSTRUCTION

Requirements Forge Ring, *blood biography* (*Advanced Player’s Guide* 206), *locate object*; **Cost** 5,400 gp

SHACKLES ENSIGN

Aura moderate enchantment; **CL** 10th
Slot none; **Price** 10,800 gp; **Weight** 3 lbs.

DESCRIPTION

This red-and-black naval ensign displays the grinning skull and

SKULL & SHACKLES TREASURES



Shackles Ensign

Charts of the Fair Winds



Sharpshooter's Blade



Jalhazar's Wheel

Ring of the Iron Skull



crossed manacles of the Shackles. While the flag feels as sleek as silk, the material is stronger than the toughest sail canvas. Openly flying a *Shackles ensign* improves the initial attitude of most hostile or unfriendly pirates by one step, and worsens the starting attitude of those opposed to piracy by one step. The ensign has no effect when not properly mounted on a ship.

Once per day, a *Shackles ensign* can be hoisted and unfurled on a ship to impose a sinister sense of doom upon an opposing ship's crew. It takes two full-round actions to raise the flag. All non-pirate creatures (defined at the GM's discretion) within 300 feet who are able to see the flag take a -1 penalty on attack rolls, weapon damage rolls, saving throws, and skill checks for 1 minute. This is a visual mind-affecting effect. In addition, all allied creatures aboard the ship flying the *Shackles ensign* gain a $+1$ luck bonus on attack rolls, weapon damage rolls, saving throws, and skill checks for 1 minute.

CONSTRUCTION

Requirements Craft Wondrous Item, *prayer*; **Cost** 5,400 gp

SHARPSHOOTER'S BLADE

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 7,305 gp; **Weight** 1 lb.

DESCRIPTION

This bloodstained, skull-bedecked bayonet (*Advanced Player's*

Guide 176) has thin blood gutters running along both sides of its 14-inch blade. When attached to a magic crossbow or firearm, a *sharpshooter's blade* gains the enhancement bonus and other weapon special abilities of the ranged weapon it is attached to, and feats, spells, and abilities that enhance or improve attacks with the ranged weapon can be used with the *sharpshooter's blade*, provided these would work with a weapon of the bayonet's type (a two-handed piercing melee weapon). These bonuses and benefits don't stack with bonuses or benefits of the same type or from the same source. For example, a character with both *Weapon Focus* (bayonet) and *Weapon Focus* (heavy crossbow) would only gain the benefits of one of those feats when attacking with a *sharpshooter's blade* attached to a heavy crossbow. Use-activated abilities of the ranged weapon can be triggered through the *sharpshooter's blade* but count toward the usage limitations of the ranged weapon.

When not attached to a magic crossbow or firearm, a *sharpshooter's blade* has no enhancement bonus, but is still of masterwork quality and counts as magic for the purpose of overcoming damage reduction.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *greater magic weapon*, *versatile weapon* (*Advanced Player's Guide* 254); **Cost** 3,805 gp