



SCOURGES OF THE SHACKLES

Them dirty devil-worshipping Chelaxians are always claimin' the Shackles is dangerous because of the Eye. Them greedy bilge-drinking merchants'll tell you the Shackles is dangerous on account of all the pirates. Those backstabbing bastard pirates'll claim the real danger's in them toothy beasts that snatch you off o' deck and drag you under the bloody waves, but they're all wrong, and they're all right—the Shackles is dangerous 'cos o' the whole bloody lot, I'll tell you! You can keep your precious 'freedom of the sea,' and you can keep your blasted Shackles. That whole damn'd place wants you dead, and if the Shackles seeks to claim you, not even ol' Bes can keep you safe."

—Daenfar Hornbelly, former helmsman of the *Dreaming Dog*

SCOURGES OF THE SHACKLES

In a region where violent death and ancient evils cling to the rocks like barnacles to a bow, a sea voyage is fraught with perils beyond the hosts of pirates hungry for loot and thirsty for blood. In the Shackles, many with the luck (or the coin) to avoid the cutlass still fall prey to strange, silent aberrations, flora and fauna tempered by endless storms, and a weather system so brutal it seems almost sentient. With one stray breath from the Eye of Abendego, the Shackles' seas become angry mountains—an unstoppable fury in which only the most skilled sailors can keep their vessel, let alone their crew, intact.

Presented here is an overview of some of the greatest dangers of the Shackles, specifically the pirate lords of that deadly region and a host of stormbound hazards—with new rules to bring such meteorological chaos to life.

PIRATE LORDS OF THE SHACKLES

While Kerdak Bonefist reigns as overlord of the Shackles, he does not rule alone. Beneath the Hurricane King, a council of pirate lords exercise dominance over their own island holdings and often whole fleets of semi-loyal pirate vessels. The most popular and infamous of the Shackles' pirate lords are listed here, along with their areas of operation, the name of their flagship, and brewing plots. More details on many of these NPCs and their holdings appear in *Pathfinder Campaign Setting: Isles of the Shackles*.

ALAHANDRA BOISICH

LN female human bard 6/fighter 3

Area of Operation Chalk Harbor (Whyrlis Rock)

Vessel *Cloudbuster's Dream*

More than 5 bitter years on the wind-battered Whyrlis Rock have given the mysterious and beautiful Alahandra Boisich the graying aspect of a much older woman. Nevertheless, she remains keen as ever, running an elaborate slaving operation based out of Chalk Harbor, where she forces any victims she captures at sea to work in the mines for a minimum of 2 years before releasing them. Despite her questionable means of acquiring workers, Alahandra proves to be a relatively kind overseer, and makes sure her enslaved miners are fed and watered. None know what the pirate lord hopes to find in her excavations of the rugged stone that makes up most of Whyrlis Rock, though in recent months she has become increasingly excited at her project's progress, leading her allies to believe they may be close to uncovering whatever it is she's seeking.

ARRONAX ENDYMION

NE male human aristocrat 6/fighter 6

Area of Operation Hell Harbor (Devil's Arches)

Vessel *Tyrannous*

Endymion seems to always be carrying the weight of great troubles on his imposing shoulders. His dark eyes

peer out from under his great, jet-black eyebrows, and a sullen mouth pouts beneath a wiry, waxed mustache. As the admiral's crippling paranoia of long overdue reprisal from Cheliix grows, so too does his sense of isolation. He longs for a genuine taste of the complicated social convention that brought his exile from Cheliix, and any wishing an audience with the lord of Hells Harbor would do well to present themselves as they would in Egorian—with deference, respect, and insincere flattery.

AVIMAR SORRINASH

CE male human wereshark rogue 5

Area of Operation Ollo (Shark Island)

Vessel *Blood Moon*

Able and deadly in his human form, Sorrinash is a brutal tempest when transformed. While the rest of Shark Island fends off the razor teeth of the sahuagin, Ollo loses only a few souls a year thanks to the acts of bloody underwater carnage and shows of subaquatic strength of their lycanthropic pirate lord. Sorrinash has persuaded the sahuagin that he deserves not only their alliance, but their worship.

BEDU HANJI

LE male rakshasa magus 6

Area of Operation Rampore Isles

Vessel *Semudarogah*

Attired in vibrant silks that offset his cobalt and crimson mandrill features, Bedu's sharp, simian teeth betray the brutality the rakshasa pirate lord is known for. The massacre of innocents aside, no pirate lord has a greater appreciation for song than Hanji, and he intends to entice Golarion's finest performers to the Shackles with a lavishly funded music competition. Rumor has it he is also considering a special event for household slaves to enter, with the winner receiving not only a generous financial reward, but also her freedom.

BRADESMAR WACHE OF MEDIOGALTI

CN male middle-aged human fighter 6/rogue 2

Area of Operation Maidenspool (Tempest Cay)

Vessel —

Some sailors can muster a brave face even in the greatest of troubles, but Bradesmar is not one of these. His threadbare clothing, unkempt gray hair, and sallow skin tell of many hours sitting in silence and darkness, cursing his very existence. He has become even more withdrawn over the last year since a series of deaths occurred around his unfinished home. Locals whisper that the overwhelming power of his grief has dragged the spirit of Ella, his beloved wife, back to Maidenspool against her will. Bradesmar is as terrified of this prospect as the rumored ghost is furious, and he attempts to ignore the problem by denying its very existence.



LADY CERISE BLOODMOURN

CN female human aristocrat 2/fighter 7/rogue 5

Area of Operation Quent (Motaku Island)

Vessel *Come What May*

Once of Galt's proud Vauxtiere family, Lady Bloodmourn left her exiled family's home in Taldor after a childhood of ridicule for her foreign birth. Seeking freedom and an escape from the expectations of nobility, Cerise seduced a pirate captain and convinced him to help her steal a ship and her inheritance. Since then, Lady Bloodmourn has quickly turned from a debutant to a true pirate, joining the ranks of Tessa Fairwind's fleet and recently even claiming a place on the Shackles' Pirate Council for herself.

CHAN AI-HUAO, JIEH HUI, AND LO SHEI WEN

CN female half-elf fighter 5, CN male old human rogue 5,
and NE male human ninja 4

Area of Operation Shenchu Bay

Vessels *Minkai's Grace*, *Black Night*, and *Serpent's Tongue*

These three Tian pirate lords make up the current Wise Council of Three of Shenchu Bay, a usually functional form of government that has proven tumultuous with this combination of councilors. The warm wisdom of elderly Jieh Hui often finds itself at odds with the cold cunning of raven-haired Lo Shei Wen during debates. Chan Ai-Huao has proven to be the only real voice for the laity of the island, but her support has dwindled in recent years, thanks in no small part to Shei Wen's public beratings of Ai-Huao as a "half-blooded mongrel."

DELEMONA BURIE AND LITTLE SHAGGARD

CG female human bard 6 and CG male human rogue 5

Area of Operation Lilywhite (Motaku Isle)

Vessels *Winsom Lass* and *Mollusk*

Upon first encountering the duo, one might think the spindly Delemona is the rogue and the good-looking Little Shaggard the bard, but when either opens her or his mouth, it quickly becomes clear which is which. Delemona wins over friends and foes alike with her fantastic storytelling and beautiful music, and her warm, treacherous voice seems completely at odds with her twiggy frame. Little Shaggard, in contrast, has a tongue as sharp as his blade, and little time for pleasantries despite his approachable and handsome visage. Both are devout followers of Cayden Cailean, and jointly rule over the town of Lilywhite since Shaggard's father passed 20 years ago. In keeping with the Lucky Drunk's attitude toward slavery, the pair of swashbucklers has taken up arms in the anti-slavery movement throughout the Shackles as Jolis Raffles's own campaign against the practice loses momentum, often attributing their own deeds to the halfling in hopes of rekindling fervor for his cause in the archipelago.

HARDLUCK MASSEY

CN male human fighter 5

Area of Operation Pex (Devil's Arches)

Vessel —

Hardluck's love of cigars can be detected by his yellowed fingers and the thick odor of tobacco smoke that perpetually drifts from his clothes. He doesn't walk so much as swagger, and the pirate lord's unpredictable temper is legendary throughout the Shackles. Many believe that what Hardluck needs is the calming influence of a good partner, but few realize he already has his eyes set on one. **Kiyano Remsteel** (CN male human rogue 3) is the object of his affections, and the young ex-deckhand can count himself among the few who benefit from the good side of Hardluck's turbulent nature. Kiyano encourages Hardluck's advances to a certain extent, but many believe (quite rightly) that the lad is only humoring the old salt until he admits where he has squirreled away his wealth. Afterward, the young pirate plans to leave the island altogether in his search for the fabled treasure.

HAVALAS GRUDD

CN male human rogue 6

Area of Operation Oyster Cay (mainland)

Vessel *Scylla*

Havalas cuts a fine figure at the helm of the *Scylla* with a rugged charm and thick, curly locks. His bloody feud with his former lover, Wide Olga, is a source of great amusement for the rest of the pirate lords, but a matter of grave peril for the residents of Oyster Cay. What was a simple lover's slight has turned into a dramatic battle, thanks in part to the work of both captains' first mates, who deem it necessary to fuel the violent conflict for their own purposes. The *Scylla*'s wily first mate **Sea-spit** (NE male half-orc barbarian 1/rogue 2) has designs on the captaincy, and hopes that by fanning the flames of his captain's rivalry with Olga he can bring about the position's vacancy.

HEMDAK WAVEBAITER

CN male human fighter 3/rogue 2

Area of Operation Colvass Gibbet (mainland)

Vessel *Strange Mercy*

Despite a rebellious past, Hemdak has started to see the benefits of standing in good stead with coalitions. To the dismay of the many malcontents who slink around Colvass Gibbet, the pirate lord has been seeking ways to curry favor with the Hurricane King himself. Most recently, he put out a call for adventurers to investigate the Temple of the Ravenous Moon in a bid to succeed where Bonefist's own expeditions failed, hoping to present the Hurricane King with a portion of the spoils in an act of good faith and garner Bonefist as a powerful—if only tentative—ally.

SCOURGES OF THE SHACKLES

IOLANDRA AND PETRINA MAXEME

CN female human aristocrat 2/summoner 6 and N female human aristocrat 3/fighter 5

Area of Operation Little Oppara (Taldas Isle)

Vessel *Lion's Reach* and *Fearless Steed*

These two granddaughters of a minor Taldan noble run Taldas Isle now, though few can say how long their turbulent reign will last. Petrina performs the majority of the work, while her capricious sister is always off on some new bold exploit. Rumors say Petrina is tired of losing money to these adventures and some even say she has designs to get rid of Iolandra for good.

JOLIS RAFFLES

CN male halfling fighter 7/rogue 2

Area of Operation Slipcove (Bag Island)

Vessel *Chains of Freedom*

A former slave turned freedom fighter, Jolis Raffles has become a little too comfortable in his wealth and position as lord of Bag Island, and his once-ardent campaign against slavery in the Shackles has dwindled to little more than a drizzle. No longer as nimble as he once was, even a clumsy blade might find its mark should any see fit to assassinate the lax halfling. In an effort to secure many more years of self-indulgence, he has taken to ceding a portion of his fortune to the temple of Norgorber in the town of Beachcomber, a fact unknown to all but his closest advisors.

KERDAK BONEFIST, THE HURRICANE KING

NE male human fighter 8/Inner Sea pirate 10

Area of Operation Port Peril (mainland)

Vessel *Filthy Lucre*

Among the most notorious and best-armed pirates in the Shackles, Kerdak Bonefist owns the title of Hurricane King, commands the largest fleet, and holds Port Peril—the largest city in the region. Although not well liked by many of the region's Free Captains, none dare oppose him alone and few can tolerate one another long enough to rally against him. From Fort Hazard on the island of Lucrehold in Port Peril's harbor, Bonefist indulges in his vast wealth and the endless tribute of lesser pirates, while regularly shooting those who offend him full of holes with his magical pistol or scarring them with a touch from his skeletal hand.

LONGBEARD

CN male human fighter 6

Area of Operation Mezdrubal (Devil's Arches)

Vessel —

Longbeard's unusual height is a bane for one so keen on sartorial finery. With few high quality tailors available in the Shackles, the pretentious pirate lord must force his

HAZARDS OF THE SHACKLES

Brutal storms are not the only hazards at sea in the Shackles, and wary captains know to keep on the alert for a number of strange dangers.

Leucoch or "Hanspur's Ballast" (CR 2): This tenacious breed of echinoderm is often found in deep water, where it attaches itself to the hull of a vessel in order to feed on the sewage and garbage tossed overboard by a busy crew. Nourished in this way, a leucoch grows at an alarming rate, and increases at a rate of one size category per week. Its bulk eventually starts to drastically affect a ship's navigation and speed. A Medium leucoch weighs 350 pounds, a Large one weighs 2,800 pounds, and a Huge leucoch weighs up to 25,000 pounds. A Medium leucoch reduces a ship's maximum speed and acceleration by 10 feet, further reducing these traits by an additional 10 feet for each size category larger than Medium. These urchinlike creatures can be removed from a ship either by dealing it 10 points of damage (+10 for each size category above Medium) with a slashing weapon, or by starving it (ejecting no organic materials overboard for 5 days).

Phantom Fog (CR 2): Fog is common enough in the Shackles, but occasionally sailors find themselves drifting through a bank of what is known as phantom fog. Seafaring scholars believe the eerie substance was originally drawn from the Plane of Shadow, perhaps in some magical mishap at Whyrlis Rock. The effects of phantom fog are myriad and unpredictable, though affected crew members inevitably begin to see their own twisted shadows as dangerous assailants. In addition to taking the effects of mundane fog, all creatures caught inside a bank of phantom fog must succeed at a DC 13 Will save or become convinced the fog has brought with it a host of attackers or strange souls from the deep, becoming frightened while the ship remains fog-bound. Those affected can make an additional save to disbelieve the terrifying illusion once per minute or if they attack one of their perceived antagonists. This is a mind-affecting fear effect of the illusion (phantasm) subschool.

6-foot-5-inch frame into velvet suits and lambskin jackets made for much smaller men, often giving him the look of a boy who grew up too suddenly. He makes up for his shortfall in sleeve-length with a host of jewelry, and perhaps the only thing he appreciates more than fashion is flattery.

Despite his profound indifference to the music and pronounced hatred for the patrons, Longbeard often visits the Three-Horned Hall opera house in Hell Harbor, as his fascination with the finery of the costume is enough to see him through hours of unintelligible noise. His greatest



wish is to find someone cunning and daring enough to rob the theater of its wardrobe, an act that would not only furnish him with many beautiful clothes, but would also deal a solid blow to the repute of the paranoid Endymion, whose taxes on Mezdrubal have long been a thorn in Longbeard's side.

MASE DARIMAR

CN male half-elf druid of Gozreh 8/fighter 4
Area of Operation Drenchport (Tempest Cay)
Vessel *Wavecrest*

Mase's father was an aquatic elf and his mother a member of the Mwangi Expanse's Bonuwat tribe, but his capture by Chelish slavers sentenced him to a life at sea. When pirates attacked the slave galleon, he found himself press-ganged into a pirate crew and eventually joined the service of the Master of Gales. His deep connection with the sea and respect for the Master of Gales led him to become a druid and eventually reconnect with his aquatic elf brethren. His skill as a captain and power over the waves have propelled his career as a pirate, eventually winning him a place on the Pirate Council of the Shackles.

MASTER OF THE GALES

CN male middle-aged human druid 15
Area of Operation Drenchport (Tempest Cay)
Vessel *Kraken*

While there is not a captain in the Shackles who could oppose this mysterious man of the sea, the eerie Master of the Gales appears content to hold only the battered town of Drenchport. Rumors abound of his links to the Cult of the Eye, and many believe that his allegiances lie not with the Pirate Council, but with the incredible power of the Eye of Abendego itself.

MAURIL BREAKWATER AND "BARON" VENIGO PALPATHE

CE female human rogue 6 and CN male human sorcerer 6
Area of Operation Raketooth (Shark Island)
Vessels *Banshee's Wail* and *Water Nymph*

This unusual pair of pirate lords rules over the decrepit port town of Raketooth, and visitors seeking their favor know to watch their back while dealing with the treacherous duo. Their distasteful dealings with the nearby sahuagin tribes have ensured their town relative safety from the monsters' depredations, but they have also given Raketooth an ugly reputation even among the rest of Shark Island. Not long ago, a young noble woman from Ustalav arrived in town, claiming to have been drawn by tales of Palpathe's achievements. While Palpathe has been entirely captivated by her flattery and heavy purse, Breakwater remains skeptical of the stranger's intentions, and is keeping a close eye on her pirate lord partner's budding relationship.

MAXEVALE JANIS

CN male human bard 4/cleric of Besmara 4
Area of Operation Rapier Bay (Motaku Isle)
Vessel *Motaku Maiden*

Intimidation has been the key to Janis's control of Rapier Bay, but not the kind dealt out with a clenched fist. Maxevale possesses a gaze that bores into a rival's heart and sniffs out her darkest secrets. Whether or not he can actually read people as well as some claim is up for debate, but many a would-be troublemaker has sweated out her secrets under Maxevale's silent, indecipherable stare. He is a short, mousey man of few words at the best of times, his stony silence proving to be his most powerful investigatory tool.

Despite his commendable control over his rowdy port city, Janis lacks direction. His support for Tessa Fairwind on the Pirate Council is fueled by a desire for change in his own life, which he hopes will come from change on the council. Even his dedication to Besmara stems from a need for purpose rather than any religious bent, and if one day the right offer should come along, he would abandon Rapier Bay to its chaos in favor of a wild adventure—the sort that both makes and claims a true pirate.

NISIA GBELE

CN female human barbarian 5
Area of Operation Vilelock (Shark Island)
Vessel *Bloody Cudgel*

A barbarian by choice as much as by instinct, Nisia Gbele violently disdains the civilized. She has managed to keep a stranglehold on what passes for power in Vilelock longer than most of her predecessors thanks in part to her unpredictable behavior. This dusky-skinned maniac is impossible to read, and the safest approach when dealing with her is to lead with a punch; some days she will laud a visitor's fighting spirit, others she will beat him to a pulp for it.

PANEWA OALA

CN male human fighter 3/rogue 4
Area of Operation Queen Bes (Besmara's Throne)
Vessel *Desperation*

While always willing to pass the time with strangers, Panewa can never seem to keep his mind on the task at hand. A tall, imposing portreeve with a shiny, shaved head and a blood-red eye patch, he constantly chews his thick fingernails, though whether from nervousness or anticipation few can say for certain. Once a pirate of great skill and renown, Panewa has run Queen Bes for almost a decade now, and he secretly longs for the open sea once more. Even though he is truly devoted to Besmara and knows the importance of his position on her favored island, Panewa has grown increasingly resentful of the landlubber he's become in recent years.

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TESSA FAIRWIND

CN female half-elf bard 10/duelist 3

Area of Operation Quent (Motaku Isle)

Vessel *Luck of the Draw*

A willingness to use her feminine wiles when her reason or rapier fail to hit home has made Tessa Fairwind one of the most influential pirate lords in the Shackles. Her well-known stubbornness is matched only by her reputation for fairness and for her guile, influence, and usually personable nature. Those seeking to make their homes in the Shackles could do much worse for an ally.

WIDE OLGA

CN female human bard 6

Area of Operation Oyster Cay (mainland)

Vessel *Beckoning Nereid*

Wide Olga is so named not only for her girth but also for her enormous, toothy grin. Her full build and tight-cropped hair give her the appearance of a stocky cabin boy, but even in silhouette her athleticism and physical confidence mark her as captain. Her fury at her former lover Havalas Grudd has had no chance to cool, as her first mate **Sinserra** (CE female human rogue 2) continues to fan the flames of their fallout. Like her counterpart on Grudd's vessel, the *Scylla*, Sinserra seeks to fill Wide Olga's boots, and the two first mates have formed a tentative truce in order to ensure one another's promotions. Without Sinserra's goading, Olga's mood toward her paramour would likely soften, and after a good few ales she has even been known to call for a message of truce to be sent to the *Scylla*. Unfortunately for Oyster Cay, such orders are always intercepted by Sinserra and forgotten by Olga in the morning.

WEATHER AND STORMBOUND HAZARDS OF THE SHACKLES

More than terrible pirates and vicious sea monsters menace those who sail the deadly seas of the Shackles. The endless hurricane of the Eye of Abendego spins off lesser—but still violent—storms, any of which could spell the destruction of a vessel and its unprepared crew. Such deadly weather has become a fact of life for most who regularly sail along the western coast of Garund, and daring mariners do all they can to gauge and predict these tempests, but acknowledge that if the sea and sky desires a ship's doom, there's little even a skilled sailor can do about it.

The Verses: While accurate measurements of weather severity are difficult to come by in

the Shackles, seafarers living there have developed a kind of eyeball scale by which to judge and describe incoming storms. They call this scale “the Verses,” a term originating from one of the songs from *Hymns to the Wind and the Waves*, the holy text of Gozreh. The scale ascribes an increasing number of verses to increasingly dangerous weather fronts, from one verse for a minor gale all the way to nine verses for the most powerful and deadliest of storms. In the very worst of weather, when the wind and the sea tear life and livelihood from the coast, battered residents are even sometimes known to wail of the “tenth verse,” but it is considered bad luck to invoke the term at sea, where even the eighth can easily claim any vessel. The Verses are used to measure storms throughout the rest of the Inner Sea region, but it is rare for any to speak of weather that exceeds the sixth. The final three are uttered almost exclusively in the Shackles, where only the mighty blasts of the Eye of Abendego can do them proper justice.

Using the Verses: Included in the Shackles Random Weather table on page 72 is a verse rating for each kind of weather.





Pirates of the Shackles often speak of the Verses in both casual conversation and in their salty yarns. A minor squall might be described as “a single verse,” or the “first verse.” A tropical depression might fall between three and four verses, and tropical storms can be described as anywhere from the fifth verse and above. The crew of any sailing vessel, Shackles or otherwise, knows to hold on for their lives if the captain starts yelling about “the whole bloody hymn!”

DETERMINING THE WEATHER

The ever-whirling Eye of Abendego largely determines both the frequency and potency of storms in the Shackles, making the area what it is today. Proximity to the Eye affects the likelihood of difficult weather, but with enough skill, seafarers still have a chance to avoid storms. To reflect these factors, random weather rolls are modified by a vessel's proximity to the center of the Eye (as per the Eye of Abendego Weather Modifiers table), and captains from the Shackles should be allowed the chance to navigate around storm fronts. Treat the random weather table presented here as a Shackles-specific version of Table 13–9: Random Weather on page 439 of the *Pathfinder RPG Core Rulebook*. Once a weather roll (a d% roll) is made and adjusted for proximity to the Eye, allow a ship's captain to make either a Profession (sailor) or Survival check, subtracting the result from the total—this represents the captain's ability to predict and avoid turbulent weather. When, despite the captain's best efforts, a vessel finds itself in a storm, use the Stormbound Hazards table on page 73 to determine how the ship is affected by the storm.

SHACKLES RANDOM WEATHER

PCs with the Survival skill can determine the weather days in advance. The accompanying Shackles Random Weather table can be used to keep track of the current conditions, from calm seas to deadly tornadoes, as well as to help create a smooth transition from one type of weather to the next. For a lengthy voyage, a GM might want to roll for the weather 3 or more days in advance, then use the steps on the Shackles Random Weather table to determine the appropriate conditions for the days building up to a significant storm. This helps to make meteorological transitions smoother and more realistic, so one day's clear skies don't turn into a hurricane in just a few short hours.

The following entries detail some of the most common types of weather in the Shackles and correspond to the Shackles Random Weather chart. In addition to the usual environmental hazards, several of the wilder storms can also have dangerous effects on seabound vessels. Each entry lists how long the weather typically lasts, as well as how often a GM should roll for a stormbound hazard on the Stormbound Hazards table on page 73 and what sort of modifier (if any) to apply to that roll.

Normal: The weather proves calm and relatively clear—perfect weather for sailing.

Precipitation: Roll d% to determine whether the precipitation is fog (01–40) or rain (41–100).

Tropical Depression: This dense, humid weather front is common in tropical seas and lasts 2d4 hours. Combining strong winds and rain, a tropical depression rarely deters the Shackles' seafaring population, but can be a nuisance for those not used to rough seas.

Stormbound Hazards: frequency 1/hour, d20 modifier –10.

Tropical Storm: This is a more extreme relative of the tropical depression; only foolhardy or experienced captains set sail in tropical storms, which typically last up to 5d4 hours.

Stormbound Hazards: frequency 1/hour, d20 modifier —.

Severe Tropical Storm: Storms of this size have claimed many unskilled captains. Wind drives sheets of rain, and the roiling sea finds its way into every corner of an unprepared vessel. Otherwise acting like windstorms (*Core Rulebook* 438), these storms last 3d6 hours.

Stormbound Hazards: frequency 1/10 minutes, d20 modifier +10.

Hurricane: This whirling maelstrom of death is rarely escapable by any but the most veteran captains. While a hurricane can last for many days, its inexorable journey will typically pass the storm over ships in 4d6 minutes, during which period they will need to roll on the Stormbound Hazards table each minute. Almost no one has the pirate luck to survive an encounter with this epic force.

Stormbound Hazards: frequency 1/minute, d20 modifier +15.

Tornado: No natural force at sea is deadlier than the tornado or waterspout, and few can sail through one and live to tell the tale. A tornado lasts 1d6 minutes.

Stormbound Hazards: frequency 1/round, d20 modifier +15.

EYE OF ABENDEGO WEATHER MODIFIERS

Proximity to the Eye	Weather Roll Modifier
Within 300 miles	+4
Within 250 miles	+8
Within 200 miles	+12
Within 100 miles	+36
Within 50 miles	+60

SHACKLES RANDOM WEATHER

d%	Weather	Features*	Verses
1–55	Normal	Normal	0
56–65	Precipitation	Fog or rain	1–2
66–80	Tropical depression	Strong winds and rain	3–4
81–93	Tropical storm	Severe winds and rain	5–6
94–97	Severe tropical storm	Windstorm	7–8
98–99	Hurricane	Hurricane	9
100	Tornado	Tornado	9+

* Details on weather features can be found on pages 437–440 of the *Core Rulebook*.

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STORMBOUND HAZARDS

These events illustrate the effects of a typical storm on tropical waters, and can be used in conjunction with combat encounters to create exciting and memorable fights or used on their own to show PCs the relentless brutality of the sea. The PCs can mitigate their chances of encountering such disasters with a Profession (sailor) or Survival check or, when disaster does strike, deal with the problems using their unique skills and abilities.

To use the following hazards, refer to the weather descriptions in the Shackles Random Weather section on page 72—the frequency of these events and roll modifiers for the Stormbound Hazards table are listed in each weather type's entry. Then roll a d% and add the modifier associated with the particular type of weather, if any. Whoever is piloting the ship (usually the captain) then makes a Profession (sailor) or Survival check and subtracts that result from the modified d% roll to determine the final result of the roll. Once a result is determined, consult the Stormbound Hazards table to determine what peril the ship faces. A result of 20 or lower means the crew proved able enough to avoid any danger, while higher results have increasingly more dangerous or costly repercussions.

STORMBOUND HAZARDS

d%	Hazard	Effect
20 or lower	No Hazard	
21–35	Slippery Deck:	A rush of water over the deck makes it more slippery than usual for 1d4 rounds. Creatures must succeed at a DC 10 Acrobatics check to move safely; failure means they fall prone.
36–40	Dragged Anchor:	The ship travels 100 feet in a random direction in 1 round and is no longer considered anchored. This hazard only affects anchored ships; otherwise, treat as the Slippery Deck hazard.
41–45	Jammed Rudder:	Steering becomes extremely difficult. All Profession (sailor) checks are made with a –10 penalty until the rudder is unjammed, either via a successful DC 15 Craft (carpentry) check or by casting <i>warp wood</i> or a similar spell.
46–55	Violent Swell:	A single violent wave strikes the vessel. All creatures on deck must succeed at a DC 15 Reflex save or fall prone.
56–60	Lashing Rigging:	A rope comes loose, whipping across deck. Creatures in a random 20-foot line on deck must succeed at a DC 13 Reflex save or take 2d6 points of nonlethal damage.
61–65	Wind against Tide:	The sea becomes a mass of steep waves, reducing the ship's movement speed by half for 1 hour.

66–68	Torn Sail:	Strong winds tear a sail in twain. If sails have been reefed or lowered already, treat this as Lashing Rigging.
69–71	Loose Cargo:	Poorly secured items on deck break free. Creatures in a random 20-foot square take 3d6 points of damage (Reflex DC 15 half).
72–74	Crew Member Overboard:	Starting with the creature on deck closest to the stern, 1d3 creatures adjacent to the side must make DC 16 Reflex saves in turn. If one creature fails, it falls overboard and the others need not make further saves.
75–77	Sprung a Leak:	The vessel springs a minor leak at a random location.
78–80	Spoiled Stores:	Saltwater ruins 1d4 weeks of dry stores or plunder (50% chance of either).
81–83	Lost Lifeboat:	A lifeboat or small vessel stowed or in tow falls overboard or breaks free.
84–86	Lightning Strike:	Roll a d%. A bolt of lightning strikes the vessel (01–60) or the character at the highest point on deck (61–100). If more than one character is at the same elevation, the bolt hits the one wearing or carrying the most metal. The bolt deals 4d6 points of electricity damage on creatures struck (Reflex DC 18 half).
87–88	Broken Mast:	One of the vessel's masts snaps in the wind. The mast falls overboard and, unless cut free from all rigging and allowed to float away, it pierces the hull in 2d6 rounds (see Serious Hull Breach below).
89–90	Broached:	The vessel is blown over, flat against the sea. The vessel rights itself in 1d4 rounds, but creatures on deck must succeed at a DC 22 Reflex save each round or fall overboard. Unsecured cargo and equipment falls overboard.
91–92	Submarined:	The ship plunges down by the bow under a huge oncoming wave. Treat this as a bull rush with a CMB of +30 against all creatures on deck. Those who fail are swept overboard.
93–94	Pooped:	A massive wave engulfs the vessel unexpectedly from the stern. Treat as a bull rush with a CMB of +30 against all characters on deck, running stern to bow. Those who fail are swept overboard. For the purposes of this bull rush attempt, treat creatures as flat-footed.
95–99	Two Hazards:	Roll twice on this table with the same Profession (sailor) check included in this roll. Both of these hazards occur simultaneously.
100+	Serious Hull Breach:	The vessel's hull is punctured and it immediately begins to sink.