

# CLAIM YOUR ISLAND

# PATHFINDER<sup>®</sup> ADVENTURE PATH™

Having won the Free Captains' Regatta, the adventurers must now claim their prize—the uninhabited Island of Empty Eyes. Yet exploring strange ruins and fighting the isle's monstrous denizens won't be enough. Once they've got things well in hand, the adventurers must host a feast for the Shackles' infamous Pirate Council, only to have a dangerous situation turn even worse when a mysterious saboteur threatens to disrupt the party. Can the adventurers tame their island and protect their influential guests? Or will they lose the respect of the pirate lords and fade into obscurity?



This volume of Pathfinder Adventure Path includes:

- "Island of Empty Eyes," a Pathfinder RPG adventure for 9th-level characters, by Neil Spicer.
- Pirate legends and mysteries of the Shackles, by Jack Graham.
- Details on the cyclopes who once ruled the Shackles, by Gareth Hanrahan.
- Island harpies in the Pathfinder's Journal, by Robin D. Laws.
- Five new monsters, by Alex Greenshields, Michael Kenway, Mark Moreland, and Tork Shaw.



## SKULL & SHACKLES

### ISLAND OF EMPTY EYES

By Neil Spicer



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# THE SHACKLES



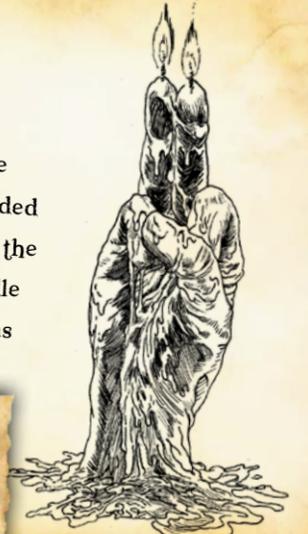
## Captain Bellbrey's Mustache

A ruthless and underhanded pirate, Captain Bellbrey led a ship of press-ganged sailors in a campaign of terror, until one day the crew rose up in mutiny against their oppressor. To shame the rotten captain even more, they flayed off his mustache and framed it in the captain's quarters of their newly won ship. But Bellbrey still lives, and he wants it back.



## The Vigil Condemned

Always more a thief than a true pirate, a man known as the Urchin built this candle to aid his burglary. Crafted from the rendered fat of a hanged criminal, the mummified hand that committed the crime, and a braided lock of his hair for a wick, this candle sheds light only the Urchin can see. The Urchin always uses this grim candle in his heists, as it conceals his movements as his victims soundly sleep.



## The Writhing Effigy

Last stolen from a supposed shrine to Gozreh, this statuette possesses a much darker past. In truth, this effigy is intended to show reverence to Dagon, the Shadow in the Sea, and was created by his skum followers. Known by other names in other lands, this horrid figure carved from rough, green coral bestows the ability to breathe water to those who carry it, but is also said to sow seeds of insanity in even the most stalwart of minds.



## Oracular Spyglass

Rumored to be crafted from the preserved eye of an ancient cyclops, this spyglass has the ability not only to see greater distances, but also to see what was and what will be. This treasure has changed hands dozens of times in the last few centuries, and reports since the beginning of the Age of Lost Omens suggest that the powers of this strange device seem to be waning. Still, it is said if a person peers through the lens into a mirror, she can see her own birth and death.

