



ISLAND OF EMPTY EYES



PART ONE: A PRIZE LIKE NO OTHER

The PCs take possession of their reward from the Free Captains' Regatta—a distant isle in the Fever Sea called the Island of Empty Eyes.

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PART TWO: THE ABANDONED FORT

The PCs identify an old Chelish fort as a potential base on the island, but malicious hauntings threaten their stay.

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PART THREE: THE RUINS OF GHOL-GAN

Drawn to the island's interior, the PCs discover an unfriendly settlement of cyclopes on the verge of extinction.

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PART FOUR: FEAST OF SPOILS

To host the lords of the Pirate Council on their new island, the PCs need to plunder enough resources to throw an impressive party, but they must put down a saboteur in their midst if they want to earn the respect of their important guests.

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ADVANCEMENT TRACK

"Island of Empty Eyes" is designed for four characters and uses the medium XP track.

9 The PCs begin this adventure at 9th level.

10 The PCs should be 10th level before venturing into the ruins of Sumitha. They should have explored the majority of the island and reclaimed the abandoned Chelish fort before this point.

The PCs should be 11th level by the end of the adventure.

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ADVENTURE BACKGROUND

Millennia before the formation of the Eye of Abendego, in the heyday of the Age of Serpents, the cyclopes of Ghol-Gan ruled over much of the territory now claimed by the Shackles. Many of their ruins still stand, including those on the remote island now known as the Island of Empty Eyes. During the days of Ghol-Gan, the cyclopes built a mountain retreat called Sumitha. This retreat contained an underground vault known as the Eye of Serenity, which held an artifact called the *lens of revelation*. The cyclops seers of Sumitha guided their fellows in using the Eye and the *lens* therein for personal sojourns and divine introspection. But with the waning of their civilization, the *lens* turned dark and the cyclopes abandoned Sumitha. Many cyclopes retreated into the Darklands, leaving only a handful behind, who gradually degenerated into brutish savages. Centuries later, sailors saw the eyeless statues on the island's shores and hillsides and gave the island its current name. Long since prized away by opportunists and treasure seekers, the statues' single eyes—once represented by fist-sized gemstones—are now just empty sockets.

In 4110 AR, Chelish explorers stumbled across the island and made landfall. The settlers explored the island's interior and discovered the ruins of Sumitha, stirring up conflict with the few remaining cyclopes in the stronghold. The Chelaxians lost several soldiers in the ensuing battles, so they built a small fort overlooking the island's inner bay to defend themselves. Eventually, however, the giants' attacks grew too numerous and organized, spurring the settlers to abandon their island home and flee to the mainland, joining the larger and newer colony of Sargava.

The degenerate cyclopes left behind on the Island of Empty Eyes fell on hard times themselves. A few years after the Chelaxians abandoned the island, an earthquake shook the region, collapsing the few remaining tunnels to the Darklands. As the cyclops survivors emerged from the vaults of Sumitha, their huge appetites nearly depleted the island's remaining food sources. The cyclopes were forced to search for new ways to fill their stomachs, plying the seas in giant whaling vessels, traveling to neighboring islands to capture dinosaurs to herd as livestock, or simply raiding ships and coastal communities to take what they needed to survive. The tribe, now led by a great cyclops named Ishtoreth has lost much of its cultural identity in the years of seclusion and stagnation. Discarding the sense of honor their ancestors displayed during the Age of Serpents, Ishtoreth's tribe has descended into utter brutality, posing a significant threat to any seeking to make the island their own.

More recently, a band of pirates settled upon the Island of Empty Eyes. Led by a Mwangi wizard named Bikendi

ADDITIONAL RULES

The Skull & Shackles Adventure Path makes use of several new rules sub-systems.

Plunder, Disrepute, and Infamy: The rules for plunder, Disrepute, and Infamy may be found in "The Life of a Pirate" in *Pathfinder Adventure Path #55: The Wormwood Mutiny*.

Ship-to-Ship Combat: Sample ship stat blocks and detailed rules for handling combat between ships are presented in the *Skull & Shackles Player's Guide*, available for free from paizo.com.

Otongu, they swiftly restored the Chelish fort and began quietly scouting the island's ruins. Bikendi used powerful illusions to hide his people's presence from the cyclopes for many months, all so he could conduct his research without interruption. Obsessed with dreams and alternate realities, he believed he could extend his life without relying on an undead apotheosis like lichdom—turning instead to the heartstone magic of night hags. Using such a gem, he hoped to bind his soul in an arcane ritual, preserving it as he separated his consciousness from his physical form. As his body passed away, his mind would remain vibrant and free to seek out the Dimension of Dreams, living on for all eternity in whatever world he could imagine.

To carry out his plan, Bikendi searched for the perfect gem to create a heartstone, carefully consulting the magic of ancient Ghol-Gan and looking for a flawless jewel among the ruins of Sumitha. He found exactly what he needed in the *lens of revelation*, and moved invisibly among the cyclopes of Sumitha until he could steal away the stone used in their ancestral divinations. But to craft a heartstone from the *lens*, Bikendi also needed to cultivate a relationship with a night hag willing to help him. Thus he made contact with a night hag named Lodhotha and offered her a hundred souls from captives taken in his raids in exchange for crafting such a heartstone from the *lens* that he could use for his ritual. Lodhotha readily agreed, accepting Bikendi's hapless victims even as she made plans to keep the new heartstone, called the *immortal dreamstone*, for herself. In the meantime, she feasted on the nightmares of those held in the fort's prison, raiding their dreams each night until she could harvest their souls for the dark markets of her nightmarish realm.

To fulfill his part of the bargain, Bikendi increased his raids, using the island as a base from which to assault passing ships. These efforts attracted the attention of the cyclopes, however, who discovered the *lens of revelation* was missing from the Eye of Serenity and rightly surmised



FIREARMS IN ISLAND OF EMPTY EYES

Firearms are rare on Golarion, and thus except for a brief glimpse in this adventure, they do not appear in the Skull & Shackles Adventure Path until the final adventure. If firearms play a more prominent role in your campaign, however, you can use the following suggestions to modify “Island of Empty Eyes” to incorporate them.

Although the cyclopes of Sumitha are unlikely to use any firearms, the various pirates encountered in the adventure are a different story. You can give the crazed survivor Ederleigh Baines (area **B22**) a pistol or pepperbox, and Bikendi Otongu’s pirates may have stashed extra firearms, possibly magical in nature, in either the fort’s vault (area **B31**) or the hidden treasure stash in area **Q5**. The ballistae and catapults on the *Jester’s Grin* (see page 41) could be replaced with cannons & bombards, while the wererat Fargo Vitterande might have a dagger pistol or sword cane pistol. Any of the pirate lords visiting the PCs in Part Four might be equipped with firearms, or they could present the PCs with magical firearms as gifts.

that Bikendi’s pirates had stolen it. Ishtoreth sent warriors to test the fort’s defenses, but the pirates held on, adding captured cyclopes to the allotment of souls due Lodhotha. Bikendi realized, however, that the giants would eventually overrun the fort, so he escalated his plans by imprisoning some of his own men—those who had shown fear or doubt in standing against the cyclopes. This gave him enough souls to meet Lodhotha’s quota, sating the hag’s appetite and convincing her to craft the *immortal dreamstone*. Knowing full well that Lodhotha would rather use the stone on him than relinquish it, Bikendi anticipated her treachery, and sprang his own trap before the hag could double-cross him. Bikendi instructed his apprentice, Ederleigh Baines, to pickpocket the *dreamstone* when Lodhotha arrived, thus depriving the hag of her most significant weapon and preventing her from escaping into the Ethereal Plane as well. Bikendi and his followers then slew Lodhotha, even as Ishtoreth’s cyclopes began their final siege of the pirates’ fort.

Ecstatic with his prize, and realizing that the *dreamstone*’s magic would last only 24 hours following Lodhotha’s death, Bikendi retreated to the fort’s tower to attune it to himself, intent on completing his ritual before the cyclopes breached the outer wall. Unfortunately, not only did the ritual prove more challenging than Bikendi had anticipated, but without the wizard’s arcane

assistance against the cyclopes, Bikendi’s forces were quickly overwhelmed. The giants sank Bikendi’s ship with thrown rocks, then broke through the main gates and slew the fort’s defenders before turning their assault on the tower itself.

Rushed by this impending doom, Bikendi missed a vital step in the ritual, shearing his soul and mind from his body, but failing to open the right portal to the Dimension of Dreams. Before he could correct this error, the cyclopes broke into his sanctum, destroying his preparations and reclaiming the gem that he’d stolen from Sumitha. While the cyclopes then returned the *lens of revelation* to the Eye of Serenity, Bikendi’s spirit lingered on the Material Plane. His trapped ghost still haunts the fort in a fruitless effort to reclaim the *dreamstone* so he can finish the ritual. But Lodhotha’s sister, the night hag Haetanga, has sent her own minions to track down her sibling and retrieve the gem. These creatures also now lurk within the fort, ready to threaten and interrogate anyone who ventures there.

Now, the Island of Empty Eyes has become the prize for the Free Captains’ Regatta, and is awarded to the PCs for their victory. Of course, this development doesn’t sit well with Barnabas Harrigan. The captain of the *Wormwood* has his own designs on the island, intending to use it as a secret supply depot during Chelixa’s invasion of the Shackles. Alarmed by the PCs’ growing stature—and more than happy to continue his personal vendetta against them—he plans to undermine their efforts, hiring a renowned saboteur to embarrass them enough that the council awards him the island instead.

ADVENTURE SUMMARY

As the prize for their victory in the Free Captains’ Regatta, the PCs are awarded control of a small isle called the Island of Empty Eyes. Sailing to the distant island, the PCs explore its dangerous shores, discovering an abandoned fort as well as a tribe of degenerate cyclopes who threaten their claim. The PCs encounter a variety of foes on the island, as well as potential allies—some of whom play a role in later parts of the adventure. The PCs must also reclaim the island’s fort and solve its haunted mystery to convert the stronghold into a base of operations for the remainder of the campaign. Turning their attention to the island’s interior, the PCs come into direct conflict with the cyclopes of the island, who reside in ruined remnants of the long-lost empire of Ghol-Gan.

After securing the island from these local threats, the PCs must host a dinner party in honor of several of the Shackles’ most influential pirate lords, who have been sent to the Island of Empty Eyes to assess the PCs’ progress in taming the island and their worthiness to join the Pirate Council. To make a good impression, the PCs need to

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acquire enough resources to throw a good party and win their guests' approval. As the feast gets under way, the PCs interact with their important guests. But as they try to impress the pirate lords, the PCs must also deal with various embarrassing, sensitive, or outright harmful incidents engineered by Barnabas Harrigan's agent, the Eel, to discredit the PCs in the eyes of the Pirate Council. The manner in which the PCs overcome these obstacles determines how well they impress their guests and what level of support the pirate lords lend them in the future.

PART ONE: A PRIZE LIKE NO OTHER

Having proved their mettle in the Free Captains' Regatta during "Tempest Rising," the PCs return to Port Peril with the rest of the fleet. Tales of the PCs' exploits have raced ahead of them and spread to every tavern in the port, where bards embellish the heroics of the PCs and those who lost their lives and ships to the Eye, earning the PCs free drinks in every establishment. The PCs' friends and allies offer their hearty congratulations, as does the Shackles' Pirate Council, which hosts a fete in honor of the PCs' victory.

The Master of the Gales (see *Pathfinder Adventure Path* #57) does not partake in the victory revels, but at some point during the celebrations he pulls the PCs aside to explain their prize—an entire island that they can call their own, located in a remote archipelago north of the Rampore Isles.

"It's called the Island of Empty Eyes," the Master of the Gales explains, "for the queer statues that leer over its shores. Uninhabited and fraught with danger, make no doubt, but naught that pirates of your capabilities can't handle. You've landed a seat on the Pirate Council as well, but winning a race don't make a sailor a captain, nor a freebooter a lord. You'll need to show the Council you can tame the island and make it your own, if you want to claim your seat. The lords of the Council will come calling in three months to see if you're worth the honor that's been bestowed upon you, and they'll expect to be feted as befits pirate lords of their stature. Provided you look like you know what you're doing, they'll take your oath of loyalty and grant you your seat on the Council. If not... well, you wouldn't be the first winner of the Regatta who failed to live up to expectations."

The PCs can set out for the Island of Empty Eyes on the morning tide, if they wish, but they still have some time to enjoy their hard-earned victory, and to repair their ship, purchase or sell new gear, engage in magic item creation, tie off any loose ends from prior chapters of the campaign, or generally outfit themselves for the expedition to the island before they depart. The PCs can also continue roleplaying with significant NPCs

ISLAND LORE

Prior to setting sail for the Island of Empty Eyes, PCs can make Knowledge (geography), Knowledge (local), or Diplomacy checks to gather information to learn more about their destination. Use the following results to describe what they learn.

- 10+** The island lies in the northern part of the Shackles and has no known settlements, but Chelish warships have sometimes been scouted in the waters near the island.
- 15+** Sailors claim the island got its name from the large statues along its shores. The statues' eyes are missing, though some say the bare sockets once held enormous gemstones.
- 20+** Colonists settled the island once before and built a fort there, but they disappeared soon after. Some say they left on a treasure hunt, but others claim they perished and their spirits now haunt the island.
- 25+** Some say giant-sized ruins stand in the island's highlands. They're filled with ancient treasure, but ravenous dinosaurs fiercely guard the ruins.
- 30+** The island's ruins date back to the time of ancient Ghol-Gan—an empire of cyclopes that once spanned the entire west coast of Garund.

befriended during their adventures, or they can just spend time carousing with their friends and crew.

If the PCs wish, they can try to find out more about the Island of Empty Eyes before they get under way. The Master of the Gales and other pirate lords on the Council (including Tessa Fairwind) refuse to provide them with anything more than a heading and their expectations that the PCs establish a stronghold there. If the PCs do their own research or spend time gathering information in Port Peril, refer to the sidebar above for details on what they can learn.

THE ISLAND OF EMPTY EYES

The journey to the Island of Empty Eyes takes several weeks and is mostly uneventful. A high plateau forms the north and central portions of the island, surrounded by 500-foot-high cliffs. Two long peninsulas jut from the plateau to the southeast and southwest. Two sheltered bays offer the best anchorages, a large one to the south (area **A**) and a smaller bay to the east (see area **K**). In addition, a number of beaches where boats can land line the island's shores. Scattered across the island, but especially along the beaches and cliffs of the central plateau, are large, weathered statues of giant cyclopes. The statues are all clearly of great age, but



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1 mile



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their single eyes, which once contained large and valuable gemstones, are now just empty holes—the reason for the island's mysterious epithet.

Approaching the island, the PCs discover a number of low-lying shoals and barrier reefs just offshore. The PCs must navigate these hazards to bring their ship into one of the sheltered bays and make landfall. The ship's pilot must make three successful DC 20 sailing checks (*Skull & Shackles Player's Guide* 10). Alternatively, the PCs can make three successful DC 30 Knowledge (nature) checks. Spotters can also assist the pilot—each successful DC 20 Perception check grants a cumulative +1 circumstance bonus on a sailing check. On a failed sailing check, the PCs' ship scrapes against a reef, taking 8d8 points of damage.

The PCs can also leave their ship offshore and use ship's boats to reach the island. This makes navigating the shoals a much easier task (granting the sailing checks a +5 circumstance bonus), but the PCs' ship must remain nearly half a mile off the coast to avoid running aground.

A. BAY OF NO HOSPITALITY (CR 11)

White, sandy beaches encircle this deep, sheltered bay, stretching nearly two miles in every direction. To the north, a massive waterfall plummets from a high escarpment rising just above the treeline. The white stone walls of a seaside fort gleam on the western shore. A single tower reaches skyward from the fort, crowned with a torchlike fixture of dazzling crystal.

Creature: An unusually large giant spyglass octopus calls this bay home, retreating into the deep waters of the bay from the open sea to devour its prey. The octopus attacks any ships that enter its territory, driving its tentacles up and over vessels' rails to grab sailors and toss them overboard where it can drag them to watery graves. The octopus uses all eight of its tentacles to grab and pull victims into the bay. As a result, the PCs may quickly find themselves not only fighting for their lives, but also forced to rescue those hapless souls dragged overboard.

GIANT SPYGLASS OCTOPUS

CR 11

XP 12,800

Advanced giant octopus (*Pathfinder RPG Bestiary* 219)

N Huge animal (aquatic)

Init +5; **Senses** low-light vision; Perception +10

DEFENSE

AC 20, touch 10, flat-footed 18 (+1 Dex, +1 dodge, +10 natural, –2 size)

hp 152 (16d8+80)

Fort +15, **Ref** +13, **Will** +8

Defensive Abilities ink cloud (30-ft.-radius sphere)

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +19 (2d6+9 plus poison), 8 tentacles +17 (1d6+4 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)

Special Attacks constrict (1d6+4), poison

TACTICS

During Combat The octopus targets multiple victims with its tentacles, relying on Blind-Fight and its grab ability to pull opponents into the water. Once it has prey in the water, the octopus either constricts it, transfers the victim to its mouth for a poisonous bite, or holds it underwater until it drowns.

Morale The octopus retreats if it falls below 25 hit points, leaving behind an ink cloud as it jets away with any victims still in its grasp.

STATISTICS

Str 28, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 3

Base Atk +12; **CMB** +23 (+27 grapple); **CMD** 35 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Dodge, Improved

Initiative, Iron Will, Lightning Reflexes, Multiattack^B, Skill Focus (Stealth), Stealthy

Skills Escape Artist +13, Perception +10, Stealth +24, Swim +17

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves.

B. CHELISH FORT

This area is detailed in Part Two.

C. HARPY CAVES (CR 11)

Rocky hills and ridges rise from this elevated plateau. No trails provide access to its lofty heights, though a 90-foot-high waterfall descends from its northern face.

Creatures: Vicious giant harpies inhabit caves on the plateau. As large as the cyclopes of Ghol-Gan, the harpies are all descended from a cyclops sorceress named Imerta, whose powers derived from a demonic bloodline. In the waning days of Ghol-Gan, Imerta turned to the goddess Lamashtu, hoping the cyclopes of Sumitha could regain their former glory. But the fickle demon-goddess warped Imerta's wish, forever tainting her progeny, and the cyclops sorceress gave birth to monstrous daughters instead.

Initially, the daughters of Imerta aided the cyclopes of Sumitha, but both societies have since descended into savagery. The descendants of the monstrous harpies engage in unchecked violence and debauchery as suits their whims. The cyclopes drove the harpies to the far side of the island after a harpy queen lured a popular cyclops hero to his doom. The cyclopes killed the queen in response, and both sides have been on bad terms ever since. The harpies mostly control their aerie and cede the central plateau to the cyclopes. Occasionally, however,



Daughter of Imerta

the harpies take mates from the cyclopes, engage in aerial conflicts with Ishtoreth's gargoyle scouts (see area G8), and raid passing ships, luring sailors to their doom on the rocky shoals.

DAUGHTERS OF IMERTA (6) CR 6

XP 2,400 each

Giant fiendish harpies (*Pathfinder RPG Bestiary* 172, 294–295)

hp 52 each

TACTICS

During Combat The harpies use their captivating songs to charm victims, then execute Flyby Attacks with their morningstars and talons, using their smite good ability to land devastating blows.

Morale If half their number are slain, the remaining daughters of Imerta retreat to the hills to plot their revenge. Once the PCs take control of the island, the harpies harass any ships visiting the PCs' settlement so they can make off with easier victims.

D. DINOSAUR CORRAL (CR 10)

A giant-sized corral sits on the eastern shore of a large lake. Several of the corral's beams, each one the size of an entire tree, lie broken and smashed on the ground. Massive footprints from some heavy beast have long since dried in the muddy pasture.

The cyclopes of Sumitha kept several herbivorous dinosaurs as livestock here, constructing this massive stockade in the lowlands where they could herd and butcher them. With the dinosaurs mostly hunted to extinction now, the corral sits abandoned and in disrepair.

Creatures: A pair of triceratops grazes nearby. Part of a small herd, they have repeatedly fought off cyclops hunters, and regard any humanoids as a dangerous intruders in their habitat.

TRICERATOPSES (2) CR 8

XP 4,800 each

hp 119 each (*Pathfinder RPG Bestiary* 86)

TACTICS

During Combat The triceratops defend their territory by making powerful charges to gore and trample intruders to drive them away.

Morale The triceratops pursue any who intrude on their territory until they can no longer see an opponent. Otherwise, they fight to the death.

E. GIANT STAIRS

Huge stone steps rise along this five-hundred-foot-high plateau, each one carved to accommodate giant-sized strides.

The cyclopes of Ghol-Gan built two immense stairways in the sheer cliffs of the island's central plateau. Each one leads to overgrown highways made of quarried flagstones that connect to the ruins of Sumitha (area G). The stairs wind 500 feet to the top and waymarkers carved with ancient glyphs denote each 100 feet of elevation. Climb checks are not required to scale the giant steps, but any Medium creature climbing the steps must succeed at a DC 15 Fortitude save or be fatigued when it reaches the top.

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F. LOOKOUT POINT (CR 9)

A tall stone tower topped with battlements rises along the cliffs here. Two eyeless cyclops statues rise above these defenses, gazing sightlessly over the western sea. Above them, the spire continues upward, tapering into a giant crystal shard of pink quartz. At ground level, immense double doors, decorated in ancient glyphs, form the tower's only entrance.

This stone watchtower is 60 feet tall, with battlements encircling a raised platform about 40 feet up. Similar to the tower at the Chelish fort (area **B17**), it provides a commanding view of the seaside cliffs. The chambers below the tower have completely collapsed, burying the teleportation circle there.

Creatures: The cyclops chieftain, Ishtoreth, delights in punishing those who displease him by sending them here for guard duty, all but assuring they'll have to scavenge their own meals rather than deplete the tribe's limited resources back home. Four cyclops lookouts currently keep watch over the western side of the island. After they angered Ishtoreth's seneschal Shaija (see area **G15**) by shirking their training, she had them sent here as an object lesson. Now, the famished cyclopes prove extra vigilant, hoping that Shaija will let them return to Sumitha, while keeping a sharp eye out for anything wandering nearby that they can make a meal out of.

CYCLOPES (4)

CR 5

XP 1,600 each

hp 65 each (*Pathfinder RPG Bestiary* 52)

TACTICS

During Combat The cyclopes first fire a volley of crossbow bolts, then charge with their axes, making Power Attacks and automatic critical hits with their flash of insight ability to bring down tougher opponents.

Morale Humiliated by Shaija and desperately hungry, these cyclopes refuse to surrender. They fight to the death.

G. RUINS OF SUMITHA

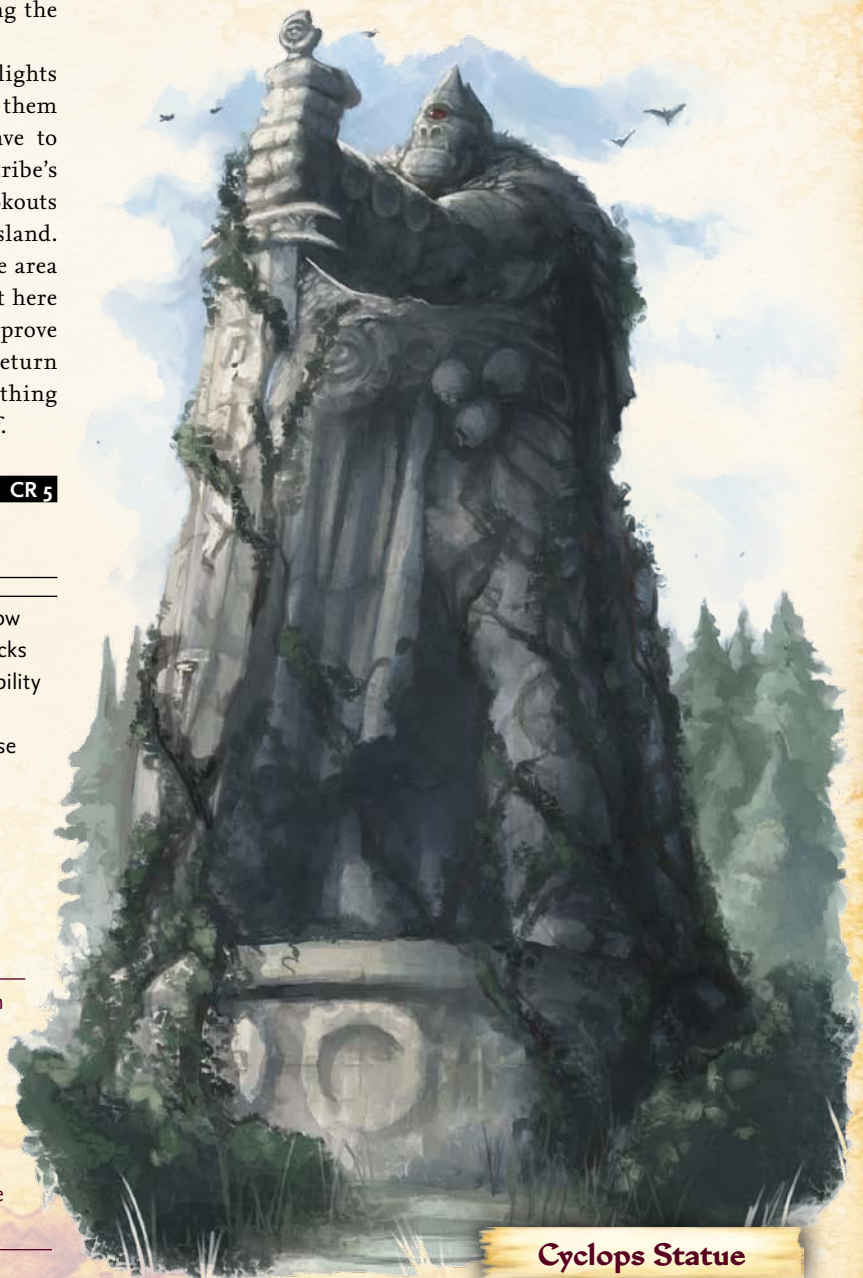
This area is detailed in Part Three.

H. GREAT STONE BRIDGE

Ancient carvings decorate this large stone bridge, which crosses a swift river flowing from the mountain to the north. A pair of statues of cyclops warriors stands at each end, with massive, fiery gemstones representing their singular, unblinking eyes. The statues to the east hold giant swords above their heads in a guardian pose, while those to the west point their blades toward the ground, heads bowed in reverence.

The ancient carvings on the bridge actually tell the history of Sumitha and its purpose as a place of sojourn and meditation. With a successful DC 20 Linguistics check, a PC can piece together their meaning. The eastern statues represent the cyclopes who came to Sumitha for insight, who were expected to boldly announce their arrival here before submitting themselves to the seers of the mountain stronghold. The western statues represent those cyclopes leaving Sumitha in reverent benediction following their enlightenment there.

Treasure: The four eyes of the statues are fire opals worth 500 gp each.



Cyclops Statue



I. MOUNTAIN AERIE (CR 10)

Progressively higher hills lead into this mountain, which provides a commanding view of the island's northeast coastline. Gullies from the runoff of tropical rainstorms form navigable pathways up the sides of the peak.

Creatures: A flock of pteranodons has established nests here at the island's highest elevation, feeding on fish gleaned from the ocean. But like most of the large fauna on the island, they have nearly been hunted to extinction by the cyclopes. Only a dozen or so pteranodons remain, and they fiercely defend their habitat. The cyclopes sometimes send raiding parties here to drive off the creatures while scavenging their nests for eggs.

PTERANODONS (12) CR 3

XP 800 each

hp 32 each (*Pathfinder RPG Bestiary* 85)

Treasure: One nest holds the remains of a prior victim—a castaway who washed ashore far too weak to defend himself against the pteranodons. They tore him to pieces and carried his remains back to the aerie to feed their young. A finger bone from his right hand still wears a ring of improved swimming.

J. MANGROVE SWAMP (CR 10)

A dense, overgrown swamp stretches beneath this mile-long cliff. Colorful birds make their nests among the foliage, their mating calls echoing across the expanse.

Creature: Aside from the birds on the cliffs above, a giant anaconda also calls this mangrove swamp home. The cyclopes drove it here after suffering its predations one too many times. Ishtoreth occasionally sends scouts to ensure the snake doesn't climb back up the escarpment. So far, it's contented itself with feeding on the birds and plentiful marine animals that wander into its reach. The snake doesn't hesitate to add the PCs to its diet. Even if they leave the snake alone, it eventually makes its way back up the cliff to threaten the rest of the island.

GIANT ANACONDA CR 10

XP 9,600

hp 126 (*Pathfinder RPG Bestiary* 2 252)

TACTICS

During Combat The anaconda latches onto trespassers, constricting its body around a victim while fending off additional attackers with its bite.

Morale The snake is voracious and completely fearless. It refuses to part with anyone in its coils and fights to the death.

K. CYCLOPEAN DOCKS

Huge stone pylons lead from the shore into the island's eastern bay here. The broken beams and timbers that once formed a giant dock lie smashed between them, half-submerged in the water. Three giant-sized canoes and a catamaran lie beached on the sand nearby.

The cyclopes used these docks to moor their largest whaling boats. Ishtoreth recently directed his best hunters to take the boats out to sea to search nearby islands for food, but they have yet to return. In the meantime, the jungle treants from the grove where the cyclopes harvested trees to construct and repair their ships (area M) have taken out their anger on the pier.

L. CRAB SPAWNING GROUNDS (CR 10)

Broken bits of seashell and loose stones dot the beaches here. Farther inland, tall grass and wildflowers grow in the compacted sand, their fronds waving in the ocean breeze.

Creatures: Once each year, giant shark-eating crabs use this beach as a spawning ground before retreating into the bay to feed and gorge themselves on schools of fish. Currently, two such crabs linger just beneath the water in reach of the shore. In addition, the crabs' progeny hide within hundreds of tiny holes in the sand. At first, only a few of these miniature beasts show themselves, but the remainder soon bubble up from their homes in three crab swarms to surround and attack those passing through the area. Attracted by any ensuing struggle, the giant crabs waddle onto shore 3 rounds later.

CRAB SWARMS (3) CR 4

XP 1,200 each

hp 38 each (*Pathfinder RPG Bestiary* 50)

TACTICS

During Combat Each swarm surrounds its prey, even pursuing it into the water if necessary. Crab swarms do not deal swarm damage to the larger crabs, but do take advantage of any victims their parents grab, rushing to pluck away bits of flesh for themselves.

Morale The crabs react based on hunger and instinct, fighting to the death.

SHARK-EATING CRABS (2) CR 7

XP 3,200 each

hp 84 each (*Pathfinder RPG Bestiary* 3 60)

TACTICS

During Combat Both crabs make full attacks with their claws, following up with an extra attack from their darting claw ability if they miss. Once they grab their prey, the crabs

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continue squeezing to deal constrict damage, at times fighting over the same victim.

Morale The crabs fight to the death.

M. TREANT PRESERVE (CR 10)

Stands of giant palm trees grow more prominent in the hills here, many reaching abnormal heights of seventy feet or more to tower over the surrounding jungle.

Creatures: A pair of treants shaped like palm trees lives in these hills. They don't take kindly to visitors, particularly the cyclopes of Sumitha, who angered the treants by felling several trees to build and maintain their whaling fleet (see area K). The cyclopes now give the treants a wide berth, and the treants attack anyone who disturbs their grove.

JUNGLE TREANTS (2) CR 8

XP 4,800 each

Variant treant (*Pathfinder RPG Bestiary* 266)

hp 114 each

Ranged coconut +7 (2d6+13)

Special Attacks hurl coconut (180 ft.)

TACTICS

During Combat While one treant hurls coconuts at foes, the other animates nearby trees to join the fray. The treants then switch tactics so the first treant can animate its own trees, until four trees are animated. The treants order the animated trees to trample opponents while they focus on sundering the armor and weapons of their foes or making Power Attacks with their gnarled fists.

Morale The treants fight as long as intruders remain in their grove, but do not initially pursue outside of the hills. If presented with fire, however, the treants send all their animated trees after such offenders. Thereafter, they trace the PCs back to their home, launching attacks against the PCs' encampment, or the fort, if the PCs have reclaimed it.

SPECIAL ABILITIES

Hurl Coconut (Ex) A jungle treant carries 4d6 coconuts that it can hurl as if using the rock throwing ability. Because of their hardened nature, the coconuts deal the same damage as a rock (2d6+13 points of damage). A jungle treant can replenish its coconuts in 1d4 days.

N. SEFINA'S GROTTO (CR 10)

The sound of singing echoes among the rocks along this sandy beach. Footprints lead from the shore to the bay, where

crystal blue waters provide a clear view of a deep pool and grotto below.

Creature: A single nereid named Sefina makes her home in a submerged grotto on the edge of the bay. Sefina lacks any sense of modesty, preferring to swim and tan in the nude unless someone suggests she wrap herself in her shawl. Unlike many of the island's inhabitants, Sefina welcomes visitors, taking feylike amusement in their stories, songs, and customs. The PCs automatically meet Sefina if they wander into her domain, but they can also encounter her elsewhere on the island, as she often ventures farther inland. If the PCs befriend her, she can easily come to their aid if they get into trouble.

SEFINA CR 10

XP 9,600

Nereid (*Pathfinder RPG Bestiary* 2 198)

hp 126



Sefina



TACTICS

During Combat If attacked, Sefina uses her beguiling aura and *suggestion* spell-like ability to win over foes, relying on her poison spray to blind those unaffected by her aura.

Morale If reduced to fewer than 60 hit points, Sefina summons a Huge water elemental to cover her retreat as she flees into deeper water.

Development: Sefina has an important role to play in Part Four of this adventure, so she should be presented as a likable, helpful ally, a person whom the PCs can come to trust as they make the island their own. At the very least, try to ensure that she survives so she can make a reappearance later in the adventure.

O. KELP FIELDS (CR 9)

Thick growths of kelp, seaweed, and other aquatic plants float beneath the water's surface here, choking the shoreline. The marine garden stretches nearly a mile in both directions.

With the depopulation of most large fauna on the island, the cyclopes of Sumitha have increasingly turned to aquatic farming for additional food. These kelp gardens are a somewhat unpopular solution explored by the cyclops druid Ummashtar, who recently left with Ishtoreth's whaling fleet to seek new hunting grounds.

The nereid Sefina (area N) normally avoids this area, but sometimes swims here to harvest what she needs.

Creature: Since Ummashtar's departure, a new denizen has taken up residence in the kelp fields—a mass of intelligent seaweed called a sargassum fiend. The creature uses its mirage ability to lure creatures into the water, where it drowns and crushes them.

SARGASSUM FIEND

CR 9

XP 6,400

hp 123 (Pathfinder RPG Bestiary 3 235)

TACTICS

Morale The sargassum fiend flees into deeper water if reduced to fewer than 30 hit points.

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P. SHIPWRECK

A mess of driftwood lies scattered and broken on these rocky shoals, continually battered by the crashing waves. Seabirds roost among them, their calls eddying upon the wind.

This site marks the resting place of the *Sea Sparrow*, a Sargavan merchant ship drawn into the shoals during one of Bikendi's raids. Pieces of the *Sea Sparrow* lie 40 feet below the water where the ship sank after taking a battering from the violent sea.

Treasure: Far more focused on taking captives for Lodhotha, the pirates missed the strongbox hidden in the *Sea Sparrow's* hold. If the PCs dive to explore the wreck, they can discover the strongbox with a successful DC 25 Perception check. The chest is locked (hardness 5, hp 15, Break DC 23, Disable Device DC 25) and holds a +1 *keen cutlass*, a watertight scroll tube containing a *scroll of transmute rock to mud* and two *scrolls of water breathing*, a jeweled scepter worth 300 gp, a coral statuette worth 125 gp, nine diamonds worth 100 gp each, 380 gp, 769 sp, and 43 cp.

Q. SUNKEN SHRINE

This area is detailed in Part Four.

PART TWO: THE ABANDONED FORT

Regardless of how the PCs go about exploring the Island of Empty Eyes, the fortifications built by the stranded Chelish colonists are an obvious location to establish a base from which to explore the rest of the island. The abandoned fort has the additional benefit of being situated in the island's most sheltered bay, making it an ideal foundation for building a more long-term presence on the island, and it is far enough from the ruins of Sumitha that it might take some time for the cyclopes to discover the PCs' presence.

A BROKEN MIND

After Bikendi Otongu's failed transformation and the cyclopes' siege of the fort (see the Adventure Background), one survivor crawled from the wreckage—Bikendi's apprentice, a man named Ederleigh Baines. Frightened and desperate, Ederleigh searched for his master even as he scavenged the ruined fort for supplies to survive. Bikendi's ghost manifested soon after, but bound to the tower's cellar, he could only communicate with his apprentice by castings of the *nightmare* spell, which only further traumatized Ederleigh.

Eventually, Ederleigh followed the voices in his head and dug into the tower cellar. But when Bikendi's ghost approached him, Ederleigh attempted to flee. Bikendi resorted to his malevolence ability to take over Ederleigh's body, intending to retrieve the *immortal dreamstone* from

Sumitha himself. Unfortunately, as soon as he traveled more than a mile from the fort, Bikendi's spirit was yanked out of Ederleigh's body and pulled back to the tower cellar. Obsessed with recovering the *dreamstone*, yet unable to leave the fort, Bikendi repeatedly tried this tactic, only to be stymied each time, leaving Ederleigh even more frightened and confused. Although he remains in the fort, hiding from both the elements and the cyclopes, Ederleigh now stays as far away from the tower as he can.

Shortly thereafter came the minions of the night hag Haetanga. Determined to uncover the fate of her sister and retrieve Lodhotha's valuable heartstone, Haetanga tasked a cluster of phase spiders and animate dreams with searching the fort. Now incorporeal himself, Bikendi recognized the threat they posed and began sending ever more frantic *nightmares* to warn Ederleigh. But Haetanga's servants have thus far prevented Ederleigh from leaving and accost him each night by invading his dreams. The animate dreams usually hide within the walls of the fort, monitoring Bikendi's *nightmares* to his apprentice while telepathically interrogating and guiding Ederleigh's subconscious mind in their search for the whereabouts of both his master and the *immortal dreamstone*.

This coordinated abuse has finally taken its toll on the poor man, driving Ederleigh insane. He's convinced himself that the cyclopes are responsible for this turn of events, believing that they cursed everyone in the fort. Ederleigh hides in his room, too frightened to leave lest they do even worse to him. In reality, this just puts him at the mercy of Haetanga's servants, who work on him each night to ransack his rambling thoughts or draw out Bikendi so they can obtain the information they need.

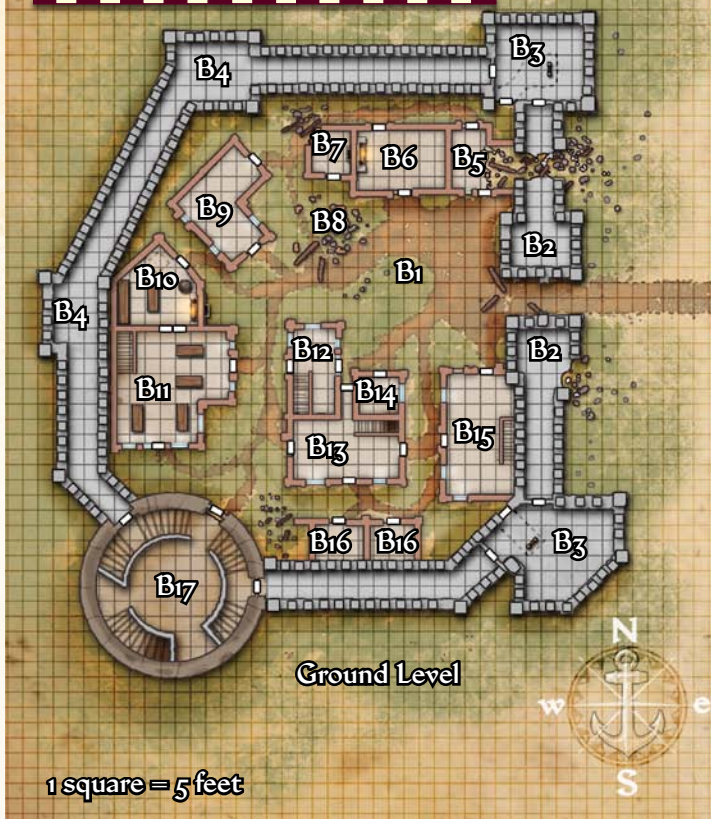
B. CHELISH FORT

The abandoned Chelish fort is constructed of 15-foot-high outer stone walls with multiple watchtowers accessible by ladders. These walls join to a giant-sized tower built by the cyclopes as an observation post and communication waypoint between other mountain ranges in their far-flung empire. The original Chelish colonists constructed several wooden buildings within the fort. Bikendi's pirates later added to these structures, giving them an additional story so their roofs rise just above the outer wall. Many areas of the fort bear signs of damage from rocks hurled by the great cyclops Ishtoreth during the cyclopes' siege.

Unless otherwise noted, ceilings in the inner buildings are 10 feet high, while those within the ancient cyclops tower (area **B17**) rise to a height of 30 feet. During the day, natural light illuminates any rooms with windows, while dim light filters through the open doors of windowless chambers. There are no light sources below ground. The doors in the fort are made of strong wood (hardness 5, hp 20, Break DC 23).



CHELISH FORT



THE DREAMING DEAD (CR 12)

One of the fort's more dangerous elements actually lies in the dreams of Bikendi Otongu's subconscious mind.

Haunt: Each night that a living, sentient creature sleeps in the fort, a haunt manifests under the moonlit sky, summoning the shades of juju zombie pirates from Bikendi's original band. These spectral buccaners reenact the fort's defense, emerging from the ruined buildings, the bay outside, or even the ground itself to attack anyone inside. While the manifestations seem real, they are only quasi-real illusions. The shades are unerringly drawn to the living, doing as much damage as they can before they are destroyed, only to reappear the following night. Bikendi has no control over this haunt. The shades even chase after his apprentice Ederleigh, who barricades himself each night in his room, protected by his own traps as well as Haetanga's phase spiders, who aren't quite done with him yet. The haunt also reflexively manifests to drive out Haetanga's servants, a development that frustrates the phase spiders and animate dreams to no end.

When the haunt manifests, the PCs have only 1 round to neutralize the haunt before the pirate shades manifest. If the PCs do not neutralize the haunt, they must fight the spectral pirates. Positive energy used against the shades

has no effect on the haunt itself. Regardless of whether the pirate shades are destroyed or not, they reappear unharmed the following the night when the haunt resets and manifests again.

PIRATE SHADES HAUNT CR 12

XP 19,200

LE haunt (the area encompassed by the Chelish fort)

Caster Level 12th

Notice Perception DC 26 (to feel a sudden change in the wind)

hp 24; **Trigger** proximity (only triggered by living creatures capable of dreaming); **Reset** 1 day (every sunset)

Effect When the haunt is triggered, a cloying mist rises from the ground and the waters of the bay, and a low moan keens on the wind. This phenomenon acts as a variant *shades* spell, creating five quasi-real pirate shades (see below) that converge on the fort. The shades remain until dawn or until slain. Any creature interacting with the shades (such as during combat) can attempt to disbelieve them with a DC 23 Will save. If the creature succeeds at the save, the shades are only 80% real against that opponent.

Destruction To permanently destroy the haunt, the PCs must retrieve the *immortal dreamstone* from the Eye of Serenity (area G20), and return it to Bikendi Otongu at the fort

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(area **B30**). If the PCs return the stone, Bikendi must then possess one of the PCs with his malevolence ability so that he can use the body to complete his dream ritual. After doing so, both he and the haunt are finally laid to rest. Alternatively, the PCs can permanently destroy Bikendi by smashing the *dreamstone* after defeating him in combat. Doing so destroys the haunt as well.

PIRATE SHADES (5)

CR —

Human juju zombie fighter 3/rogue 3 (*Pathfinder RPG*)*Bestiary* 2 291)

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 15, flat-footed 16 (+3 armor, +4 Dex, +1 dodge, +3 natural)**hp** 44 each (6 HD; 3d10+3d8+21)**Fort** +8, **Ref** +8, **Will** +5; +1 vs. fear**Defensive Abilities** bravery +1, channel resistance +4, evasion, trap sense +1; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.**Melee** +1 *short sword* +11 (1d6+5/19–20) or slam +9 (1d6+6)**Ranged** mwk throwing axe +10 (1d6+4)**Special Attacks** sneak attack +2d6

TACTICS

During Combat The shades hurl throwing axes as they close for battle, quickly surrounding and flanking enemies to make sneak attacks and cut off their opponents' retreat.**Morale** The shades fight until destroyed.

STATISTICS

Str 19, **Dex** 18, **Con** —, **Int** 8, **Wis** 12, **Cha** 14**Base Atk** +5; **CMB** +9; **CMD** 24**Feats** Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative^B, Iron Will, Power Attack, Toughness^B, Weapon Focus (short sword)**Skills** Acrobatics +10, Climb +18, Intimidate +11, Perception +10, Profession (sailor) +7, Stealth +13, Swim +10**Languages** Common**SQ** armor training 1, rogue talents (combat trick), *shades*, trapfinding +1**Gear** studded leather, +1 *short sword*, masterwork throwing axes (2)

SPECIAL ABILITIES

Shades (Sp) The pirate shades are only quasi-real, and have only 80% their normal hit points (already included in their stat block). If an opponent makes a successful DC 23 Will save while interacting with a shade, the pirate shades' damage is 80% normal, special abilities that do not deal lethal damage are only 80% likely to work, and their AC bonuses are 80% normal. Likewise, the shades' equipment is not real, and disappears when the shades vanish at sunrise or when slain.

B1. COURTYARD

Beyond the fort's shattered gates stretches a square courtyard, overgrown with weeds and surrounded by multiple buildings, their broken windows looming dark and silent.

The phase spiders in the chapel (area **B9**) keep watch over this courtyard, guarding against Ederleigh's escape. If they detect intruders, they travel ethereally to alert their mother Paeta in area **B17**. The spiders plan an ambush to capture the PCs and interrogate them as soon as possible, thinking they might be allies of Bikendi come to check on the wizard.

B2. GATE TOWERS (CR 8)

Several beams have pulled free from the foundations of these stone towers where the main gates shattered, causing the towers to lean precariously. Their only access appears to be the battlements along the connecting walls.

Hazard: Both gate towers came under heavy assault by Ishtoreth's cyclopes when they laid siege to the fort. The chieftain himself hurled massive stones to knock down the gate between them. Without repair, these towers run the risk of collapsing if anyone climbs or stands atop them. A successful DC 25 Knowledge (engineering) check is enough to recognize the danger posed by the damaged towers. Treat any collapse as a cave-in (*Pathfinder RPG Core Rulebook* 415). Creatures on top of the tower fall within the 15-foot-radius bury zone, while creatures within 10 feet of a tower suffer the effects of a 10-foot-wide slide zone. If one tower falls, there's a 50% chance the collapse shakes the other loose as well. Either tower can be repaired with a successful DC 25 Craft (stonemasonry) check.

B3. GUARD TOWERS (CR 10)

This large tower has an unfinished ground floor of damp earth with piles of flagstones shoring up each corner. A single ladder leads to a wooden floor above, supported by irregularly shaped wooden beams.

The second floor of each tower provides access to the battlements atop the walls, as well as the gate towers (area **B2**) and observation platforms (area **B4**).

Creatures: Each night that Bikendi's haunt manifests, four will-o'-wisps emerge from the bay, positioning themselves atop these guard towers. From there, they illuminate the inner courtyard in anticipation of the shades' arrival, feeding on the ensuing fear of their attacks. The will-o'-wisps keep to themselves unless attacked, responding in kind with their shock attacks. The will-o'-wisps fight until slain.



WILL-O'-WISPS (4) **CR 6**

XP 2,400 each
hp 40 each (*Pathfinder RPG Bestiary 277*)

B4. OBSERVATION PLATFORMS

The battlements open onto a wooden platform here, providing a clear view of the jungle to the west. Three barrels stand on the plank floor next to the far wall, alongside the skeletal remains of several figures, each skewered by spear-sized bolts.

These watch posts allowed defenders to keep an eye on anything approaching from the island's interior. Several of Bikendi's crew were slain here by cyclops crossbow bolts, and their remains picked clean by carrion birds.

B5. RUINED OUTBUILDING (CR 9)

The stench of decayed flesh permeates this half-collapsed building. A large hole opens in the shattered eastern wall, and four square animal cages lie broken amid the rubble.

Creatures: Before Bikendi's transformation, he created four giant crawling hands from the remains of the cyclopes his crew sacrificed to Lodhotha. He kept these abominations in cages, hoping to use them as psychological weapons against the fort's attackers. Before the hands could be used, however, an errant rock hurled by Ishtoreth during the siege broke through the outer wall, smashing their cages and setting them free. Without any assigned quarry, the hands scurry after anyone disturbing their lair.

CRAWLING CYCLOPS HANDS (4) **CR 5**

XP 1,600 each
hp 52 each
Giant crawling hands (*Pathfinder RPG Bestiary 2 59*)

TACTICS

During Combat The hands randomly select one target and gang up on that victim. They aid another to cooperatively grapple arms and legs. Two of the hands then seek to choke or pummel their prey while the others pin it down.

Morale The hands fight until destroyed.

B6. FORGE

A large fireplace dominates the west wall of this forge. Broken tools and iron implements lie scattered about the floor.

The pirates made use of this forge for crafting and repairing armor and weapons.

Treasure: The tools and implements remaining here can be used to form two sets of masterwork artisan's tools for Craft (armor) and Craft (weapons) checks.

B7. RUINED STOREROOM

This building has partially collapsed, its timbers scorched from an old fire. Several crates and boxes lie scattered and open beneath its sagging roof.

The pirates stored a number of supplies here, but Ederleigh has long since retrieved them. Nothing of value remains.

B8. COLLAPSED BUILDING (CR 10)

Only the four corners of this building remain standing. The walls and roof have long since fallen into a pile of debris.

Trap: The collapsed timbers give way if anyone walks across this area, dropping victims among the sharp, broken beams into a deep cellar below.

WEAKENED FLOOR **CR 10**

XP 9,600
Type mechanical; **Perception** DC 28; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** none

Effect 30-ft.-deep pit (3d6 falling damage); broken pilings and supports (Atk +13, 1d4 spikes per target for 1d6+5 damage each); DC 25 Reflex save avoids; multiple targets (all targets in a 15-ft.-square area)

Treasure: A successful DC 20 Perception check made after the trap is triggered reveals an iron chest in the cellar. The chest contains two *elixirs of fire breath*, a *potion of heroism*, an intact spyglass, a bottle of fine wine worth 10 gp, 264 gp, 399 sp, and 517 cp.

B9. CHAPEL OF ARODEN (CR 9)

Only a handful of pews still stand in this simple chapel. The others have fallen long ago and lie scattered and broken on the floor. A large circle encompassing a winged eye forged of gold hangs from the twenty-foot-high ceiling.

Upon establishing the fort, the original Chelish colonists raised a chapel dedicated to Aroden to thank him for surviving the storm that damaged their ship and ask for his protection against the cyclopes and dinosaurs still living on the island. Bikendi's pirates left the chapel mostly alone, primarily using the place as an additional mess hall and barracks. A successful DC 15 Knowledge (religion) check identifies the symbol on the ceiling as the holy symbol of the dead god Aroden.

Creatures: Four phase spiders, servants of the night hag Haetanga, lurk but on the ceiling overhead, on

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the Ethereal Plane. They owe their ultimate loyalty to their mother Paeta (area **B17**) and assist her by traveling ethereally about the fort to keep watch. Primarily, they keep Ederleigh confined and safe from any predators that might threaten him, all so the spiders' animate dream allies can continue interrogating his nightmares. The phase spiders attack anyone who ventures here.

PHASE SPIDERS (4) CR 5

XP 1,600 each

hp 51 each (*Pathfinder RPG Bestiary* 226)

TACTICS

During Combat The spiders emerge from the Ethereal Plane to surround and ambush any intruders. They bite as many targets as possible before retreating, preferring to let their poison weaken victims first.

Morale The phase spiders grow concerned once their numbers are cut in half, prompting one to leave to alert Paeta in area **B17** while the other stays to harass the PCs.

Treasure: The holy symbol of Aroden dates back several centuries and could prove valuable to collectors, fetching a price of 2,700 gp.

B10. KITCHEN

This once well-stocked kitchen has been thoroughly ransacked, as has the root cellar beneath, accessible through a trap door in the room's north corner.

B11. MESS HALL (CR 10)

The pirates made frequent use of this mess hall, taking their meals and hosting drunken revels on the main floor. Since the fall of the fort, Ederleigh Baines has eaten all of the remaining supplies in the kitchen and drunk all the rum. The stairs to the west lead up the second floor (areas **B18** and **B19**).

Creatures: Two animate dreams normally reside here, waiting for Ederleigh to fall asleep upstairs so they can invade his dreams again. The dreams turn their attention to anyone who enters, hiding in the walls while conversing with intruders via telepathy, seeking to uncover the location of the *immortal dreamstone*. They grow frustrated with anyone denying them the information they seek and attack soon after.

ANIMATE DREAMS (2) CR 8

XP 4,800 each

hp 90 each (*Pathfinder RPG Bestiary* 2 29)

TACTICS

During Combat Each animate dream casts *deep slumber* first, hoping to take captives and use *nightmare* to interrogate them. They use *dimension door* to surround particularly difficult opponents or cut off their retreat, lashing out

with touch attacks to inflict their nightmare curse. Against anyone able to directly harm them, they employ *fear*, *confusion*, or *phantasmal killer*.

Morale The animate dreams fight to the death.

B12. COMMANDER'S OFFICE (CR 8)

Doors open into this rectangular room from the east and west. A flight of wooden stairs leads to a second floor above, while three windows provide a clear view of the courtyard outside.

This room was once the office of the fort's garrison commander. The stairs to the west lead up to areas **B20** through **B23**.

Trap: Ederleigh Baines makes his home on the second floor of this building (see area **B22**). In his paranoia, he trapped the stairs with a shocking floor trap. It triggers halfway up the stairs, affecting the steps as well as the floor below.

SHOCKING FLOOR TRAP CR 8

XP 4,800

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger touch (*alarm*); **Duration** 1d6 rounds; **Reset** none

Effect spell effect (*shocking grasp*, Atk +11 melee touch [+14 if wearing metal armor or carrying a metal weapon], 3d6 electricity damage); multiple targets (area **B12** and stairs)

B13. GARRISON (CR 8)

Doors lead from this room in four directions. The ceilings rafters rise fifteen feet overhead and a narrow set of stairs by the north wall leads underground.

This was the main guard station for the fort's garrison. The stairs lead to the garrison basement (area **B28**).

Creature: One of Haetanga's animate dreams watches over this building, mostly to guard Ederleigh on the floor above. The dream lurks within the wooden walls, but eagerly ambushes anyone who enters.

ANIMATE DREAM CR 8

XP 4,800

hp 90 (*Pathfinder RPG Bestiary* 2 29)

TACTICS

During Combat The animate dream first tries frightening opponents with *fear*. It then uses *phantasmal killer* to slay anyone who remains, or *confusion* so that foes will attack their own allies. If these strategies prove ineffective, the dream uses its incorporeal touch against enemies.

Morale If reduced to 20 hit points or fewer, the animate dream flees using *dimension door*, seeking to warn the other



animate dreams in the mess hall (area **B11**) and then the phase spider Paeta in area **B17**.

B14. QUARTERMASTER

This small office served as the garrison quartermaster's supply room, and Bikendi's pirates used it for the same purpose. Ederleigh has scrounged almost everything of value here, from clothing to small tools.

B15. GARRISON BARRACKS

Dozens of broken cots and torn blankets litter this room. The ceiling rises fifteen feet overhead and a set of stairs climbs the eastern wall. Two exits lead north and west.

The Chelish colonists formed a militia to protect the settlement they founded. During their island stay, the members of the garrison slept here, close enough to the gates and guard towers to respond to attacks. Bikendi's pirates used the barracks for the same purpose, until the pirate garrison all perished during the cyclopes' siege. The stairs to the east lead up to areas **B24** through **B26**.

B16. SLAVE QUARTERS

These shacks were designed to house slaves brought by the original Chelish colonists. Bikendi's pirates eventually turned the hovels into stockades to hold more captives for Lodhotha.

B17. ANCIENT CYCLOPS TOWER (CR 10)

Carved staircases rise from either side of the double doors entering this tower. Both lead to landings halfway up the walls holding tall doors, then disappear into the tower's upper levels. To the southwest, another flight of stairs leads below ground.

The landings are 15 feet above the ground floor, and open onto the battlements atop the fort's walls. The stairs continue up to area **B27**. The southwestern stairs lead to the tower cellar (area **B30**).

Creature: A skilled phase spider named Paeta occupies this tower. She remains here to monitor any traffic through the tower, casting audible *alarm* spells on the main doors and stairs to the cellar to alert her. Paeta is the mother of those phase spiders in the chapel (area **B9**). Tasked by Haetanga with locating the *immortal dreamstone*, Paeta is growing frustrated by her inability to find it or Bikendi.



Paeta

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She is beginning to think that the wizard somehow left the island, and waits here in case he returns.

PAETA CR 10

XP 9,600

Female phase spider rogue 8 (*Pathfinder RPG Bestiary* 226)

NE Large magical beast

Init +10; **Senses** darkvision 60 ft., low-light vision;

Perception +19

DEFENSE

AC 24, touch 19, flat-footed 17 (+3 deflection, +6 Dex, +1 dodge, +5 natural, -1 size)

hp 133 (14 HD; 6d10+8d8+64)

Fort +11, **Ref** +17, **Will** +6

Defensive Abilities ethereal jaunt, evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +18 (2d6+7 plus poison and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks ethereal ambush, poison, sneak attack +4d6

Rogue Spell-Like Abilities (CL 8th, concentration +9)

3/day—*message*

2/day—*alarm*

TACTICS

Before Combat Paeta casts *alarm* on the tower's main doors and the stairs to area **B30** every day.

During Combat Paeta uses her ethereal ambush ability to make poisoned sneak attacks, repeating this tactic on as many intruders as possible to weaken or kill them. She then grabs a physically weaker opponent and drags the victim up the tower wall to use as a bargaining chip to force the others to do her bidding.

Morale Paeta has no wish to die in Haetanga's service. If reduced to 30 hit points or fewer, she flees to the Ethereal Plane and reports to her mistress, who likely comes to investigate the PCs herself soon afterward.

STATISTICS

Str 20, **Dex** 22, **Con** 18, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 38 (50 vs. trip)

Feats Ability Focus (poison), Dodge, Improved Initiative, Lunge, Skill Focus (Stealth), Weapon Finesse, Weapon Focus (bite), Wind Stance

Skills Acrobatics +23 (+27 when jumping), Climb +30, Intimidate +16, Knowledge (local) +5, Knowledge (planes) +5, Linguistics +5, Perception +19, Sleight of Hand +23, Stealth +25

Languages Aklo, Common, Cyclops

SQ rogue talents (finesse rogue, major magic, minor magic, surprise attack), trapfinding +4

Gear ring of protection +3

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 8 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

B18. MADAM'S QUARTERS

Bikendi's pirates brought several prostitutes with them to the Island of Empty Eyes. These professionals quickly established a brothel to keep the pirates entertained and motivated, claiming the upper floors of the mess hall as their own. The prostitutes' matronly madam selected this bedroom for herself, though it now lies in disarray. The stairs outside the door lead down to area **B11**.

B19. BROTHEL BEDROOMS

The brothel's employees used these rooms to entertain their clients in exchange for whatever spoils the pirates could offer in trade. The rooms are now empty.

B20. OFFICERS' QUARTERS (CR 8)

Windows along the north and east walls of this room provide views of the courtyard below. Doors lead out of the room to the south and west.

The officers of the fort's garrison were quartered in this room, as were Bikendi's officers. The stairs in the hall to the west lead down to area **B12**.

Trap: Ederleigh Baines constructed a special trap here by jury-rigging two scythelike blades to poles ready to swing into anyone entering the western door from the hallway.

DUAL SCYTHE TRAP CR 8

XP 4,800

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +20 melee (6d4+12/x4)

B21. CAPTAIN'S QUARTERS (CR 9)

Several overturned beds barricade the windows to this room, blocking out most of the natural light. Doors lead east and north.

Both the captain of the Chelish ship and Bikendi Otongu resided in this chamber.

Trap: Ederleigh placed a complicated arrow trap here. It targets anyone opening the northern door as well as any creatures standing in the hallway beyond.

HAIL OF ARROWS TRAP CR 9

XP 6,400

Type mechanical; **Perception** DC 25; **Disable Device** DC 28

EFFECTS

Trigger touch (*alarm*); **Reset** repair

Effect Atk +17 ranged (6d6/x3); multiple targets (all targets in a 20-foot line)



B22. EDERLEIGH'S QUARTERS (CR 11)

Piles of mattresses lie heaped against the doors of this close room. Several more mattresses cover the floor. Windows look out to the south and east.

The commander of the fort's garrison once lived in this chamber, but more recently, Bikendi Otongu's former apprentice, Ederleigh Baines, has taken up residence.



Ederleigh Baines

Creature: Ederleigh now hides in this room. Ederleigh was a woeful disappointment to his master—constantly distracted by other pursuits, he never perfected the specialized illusions Bikendi tried to teach him. Now, the mental assaults of Bikendi's *nightmare* visitations and of Haetanga's animate dreams have tormented Ederleigh's mind, plunging him into madness. Both sides seek to control and keep Ederleigh alive until they can use him to retrieve the *immortal dreamstone*. In addition, the nightly hauntings of the pirate shades trying to break into his room have convinced him everyone is out to get him. With his fractured mind, Ederleigh now simply tries to survive, hiding in the fort and occasionally sending his monkey familiar Dolo to gather food from the jungle. Ederleigh does everything he can to scare away intruders, defending himself if anyone forces entry.

EDERLEIGH BAINES CR 9

XP 6,400

Male human fighter 2/rogue 5/wizard 3

CN Medium humanoid (human)

Init +5; **Senses** Perception +13

DEFENSE

AC 22, touch 17, flat-footed 16 (+4 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural)

hp 82 (10 HD; 2d10+5d8+3d6+35)

Fort +7, **Ref** +12, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1, uncanny dodge

Weaknesses paranoid, schizophrenic

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +13/+8 (1d6+2/19–20)

Ranged mwk light crossbow +12 (1d8/19–20) or

hand of the apprentice +1 *short sword* +11 (1d6+2/19–20)

Special Attacks hand of the apprentice (6/day), sneak attack +3d6

Wizard Spells Prepared (CL 3rd;

concentration +6)

2nd—*levitate*, *scorching ray*

1st—*feather fall*, *magic missile*, *shocking grasp*

o (at will)—*acid splash*, *ghost sound* (DC 13), *open/close*, *prestidigitation*

TACTICS

Before Combat Because of his paranoia,

Ederleigh sees enemies everywhere. He drinks his *potion of cat's grace* at the first sign of trouble and casts *levitate* to get out of harm's way.

During Combat Ederleigh relies on his spells and hand of the apprentice to fight from range, using his cunning trigger rogue talent to trigger traps in the room as swift actions (see Traps, below). His paranoia makes

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him unwilling to use his familiar, Dolo, to deliver touch spells. If cornered, Ederleigh wields his short sword to the best of his ability.

Morale If reduced to fewer than 40 hit points, Ederleigh leaps out the window, using *feather fall* to safely reach the ground. He then drinks his *potion of invisibility* and uses his *scroll of expeditious retreat* to run to the armory (area B26) which he locks himself in and uses as a safe room. Ederleigh surrenders only if subdued or brought to 12 hit points or fewer.

Base Statistics Without his potion, Ederleigh's statistics are **Init** +3; **AC** 20, touch 15, flat-footed 16; **Ref** +10; **Melee** +1 *short sword* +11/+6 (1d6+2/19–20); **Ranged** mwk light crossbow +10 (1d8/19–20); **Dex** 16; **CMD** 22; **Skills** Acrobatics +19, Disable Device +18, Escape Artist +16, Stealth +16.

STATISTICS

Str 12, **Dex** 20, **Con** 14, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +7; **CMD** 24

Feats Alertness^B, Craft Wondrous Item, Dodge, Lightning Reflexes, Mobility, Scribe Scroll, Skill Focus (Craft [traps]), Spring Attack, Toughness, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +21, Bluff +4, Climb +9, Craft (traps) +24, Disable Device +20, Escape Artist +18, Knowledge (arcana) +9, Knowledge (local) +11, Perception +13, Profession (sailor) +1, Sense Motive +2, Spellcraft +9, Stealth +18, Swim +6

Languages Abyssal, Common, Cyclops, Polyglot

SQ arcane bond (familiar [monkey named Dolo]), rogue talents (cunning trigger*, finesse rogue), trapfinding +2

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*, *potion of invisibility*, *potion of remove disease*, *scroll of expeditious retreat*; **Other Gear** +2 *leather armor*, +1 *short sword*, masterwork light crossbow with 10 bolts, *amulet of natural armor* +1, *ring of protection* +1, masterwork artisan's tools (Craft [traps]), everburning torch, spellbook (contains all prepared spells, all 0-level spells, *alarm*, plus four additional 1st-level spells), spell component pouch, masterwork thieves' tools, key to area B26

SPECIAL ABILITIES

Paranoid (Ex) Ederleigh suffers from paranoia (*Pathfinder RPG GameMastery Guide* 251), giving him a –4 penalty on Will saves and Charisma-based skill checks (included in his stat block). He cannot receive benefit from or attempt the aid another action and cannot willingly accept aid (including healing) from another creature unless he makes a successful DC 17 Will save.

Schizophrenic (Ex) Ederleigh also suffers from schizophrenia (*GameMastery Guide* 251), giving him an additional –4 penalty on all Wisdom and Charisma-based skill checks (included in his stat block). He cannot take 10 or take 20 on skill checks, and each time he finds himself in a stressful

situation (such as combat), he must make a successful DC 16 Will save or become confused for 1d6 rounds.

* See *Advanced Player's Guide*.

Traps: In his demented state, Ederleigh has placed electricity arc traps all around the room. He can trigger each one as a swift action with his cunning trigger rogue talent. Despite his shattered mind, Ederleigh has committed each trap's location to memory and can freely avoid them.

ELECTRICITY ARC TRAPS (5)

CR 4

XP 1,200 each

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger touch; Reset none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-foot line)

Development: If the PCs subdue Ederleigh and cure his insanity (see page 250 of the *GameMastery Guide*), the pirate could become a valuable ally, able to explain much of the island's recent history and relate the dangers posed by the cyclopes of Sumitha. He can also share details on Bikendi's research as he understands it.

B23. BALCONY

This balcony overlooks the fort's main courtyard (area B1). The original Chelish commander would address the assembled colonists gathered below from here, while Bikendi's pirates used it as a defensible position in the event the cyclopes broke through the gates.

B24. PLANNING ROOM

The upper story of the barracks served as a planning area for the leaders of the colony's militia. It also has a commanding view of the inner courtyard (area B1). Stairs to the east lead down to area B15.

B25. STOREROOM

The Chelish garrison and Bikendi's pirates stored a variety of goods in this chamber, including a cast-iron washtub used for laundry and bathing.

B26. ARMORY

A solid iron door opens into this dark, windowless storeroom. Wooden racks line every wall, some still holding several weapons.

The iron door to this room is locked (hardness 10, hp 60, Break DC 28, Disable Device DC 30). Ederleigh Baines (area B22) keeps the key with him at all times, using the armory as a fallback sanctuary in the event he's forced to abandon the garrison.



Treasure: The Chelish colonists and the pirates stored excess weaponry in this armory. In the case of Bikendi's band, they took more weapons from their victims than the fort's defenders could wield against the cyclopes. Most of the weapons are of normal quality, but the armory also holds the following masterwork weapons: a light crossbow, cutlass, rapier, short sword, and trident.

B27. TOWER PARAPET

Two balconies open from stairwells ascending to the roof. Inside a vaulted room separating the two balconies, a fist-sized chunk of rose-colored quartz sits atop a silver pedestal. The ceiling above this central chamber is capped by a similar chunk of rose quartz, but a hundred times larger, towering another twenty feet above the central spire. Two large statues of cyclopes stand at opposite ends of the northernmost balcony, overlooking the fort and bay.

The cyclopes of Sumitha built this tower, imbuing the pedestal's gemstone with an ability to project *sendings* to similar structures built by the seers of Ghol-Gan. Very few of these spires remain today, most having been swallowed by the sea. The few that still work only do so 50% of the time. The sending individual must know and envision the intended destination and someone must be present at the receiving tower to reply. The stairwells both lead down to area **B17**.

B28. GARRISON BASEMENT

The Chelish colonists dug this basement beneath the garrison as a small prison to house troublemakers. It saw little use during their stay, but Bikendi's pirates found it handy for holding captives they eventually turned over to Lodhotha. The keys to the adjoining cells (area **B29**) hang on the eastern wall. A successful DC 25 Perception check reveals a secret door to the south, which leads to area **B31**. To the west, stairs lead up to area **B13**.

B29. PRISON CELLS

The fort's prison holds three cells, each with a door of iron bars inside a wooden frame (hardness 10, hp 30, Break DC 20). The keys to these cells are kept on the eastern wall of the garrison basement (area **B28**).

B30. TOWER CELLAR (CR 11)

Collapsed rubble fills this dusty cellar, spilling from the east and northwest walls. Dozens of pale quartz crystals lie scattered among the rocks, and several more decorate the perimeter of the room. A single carved column supports the twenty-foot-high ceiling overhead.

Bikendi Otongu conducted his dream experiments here, including the failed ritual that was meant to send

his soul into the Dimension of Dreams, but instead resulted in his current ghostly state. The quartz crystals on the walls and floor contain Bikendi's recorded memories of his sojourns into the Dimension of Dreams. Many of the stones shook loose from the walls during the cyclops attack, ruining his meticulous cataloging of each experience. Anyone casting *detect thoughts* or similar magic can read the memories contained in them, but they are a disordered, confusing jumble of images and impressions, mostly meaningless to anyone who did not experience the events directly.

On the northeast wall, a secret door (DC 25 Perception check to notice) leads from the tower's cellar to an underground vault (area **B31**). The pirates intended to use this passage which emerges into the basement prison as a hidden escape route (area **B28**). When the cyclopes inhabited the tower, long before the colonists built the fort, larger tunnels once led northwest and east. These passages collapsed long ago, but though the rooms to the northwest no longer exist, two chambers still remain to the east behind the fallen rubble (areas **B32** and **B33**). Excavating this tunnel would take days of work and a successful DC 20 Craft (stonemasonry) or Knowledge (engineering) check; a character with the stonecunning ability can recognize that digging in this area risks further cave-in (*Core Rulebook* 415).

Creatures: Bikendi's ghost still lingers here where his soul was torn from his body, shackled by the psychic imprint of his transformation and prevented from leaving. Normally, his ritual would have projected his dream self into the Dimension of Dreams, but he failed to open the correct portal in his haste to complete the transformation while the tower was under attack. Bikendi hides from Haetanga's servants inside the stone column in the center of the room. He takes note of anyone who visits here, activating his invisibility field and stealthily emerging from the column to observe newcomers or sending an *arcane eye* to follow them and keep track of their activities. After studying the PCs, he crafts a *nightmare* to try to guide them into retrieving the *immortal dreamstone* from Sumitha. He also uses this same method to warn them about Haetanga's servants, hoping the PCs will eliminate his rivals.

BIKENDI OTONGU

CR 11

XP 12,800

Male human ghost illusionist 10 (*Pathfinder RPG Bestiary* 144)
LE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 25, touch 17, flat-footed 23 (+4 armor, +5 deflection, +2 Dex, +4 shield)

hp 107 (10d6+70)

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Fort +10, Ref +9, Will +10

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +7 (11d6, Fort DC 20 half)

Special Attacks malevolence (DC 20), telekinesis

Arcane School Spell-Like Abilities (CL 10th;

concentration +15)

At will—invisibility field (10 rounds/day)

8/day—blinding ray

Illusionist Spells Prepared (CL 10th;

concentration +15)

5th—*feblemind* (DC 20), *nightmare* (DC 21), *silent phantasmal killer*, *shadow evocation* (DC 21)

4th—*arcane eye*, *bestow curse* (DC 19), *enervation*, *silent major image*, *shadow conjuration* (DC 20)

3rd—*deep slumber* (DC 18), *dispel magic*, *silent dust of twilight** (DC 18), *ray of exhaustion* (DC 18), *vampiric touch*

2nd—*detect thoughts* (DC 17), *invisibility*, *minor image* (DC 18), *mirror image*, *see invisibility*, *touch of idiocy*

1st—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*, *silent image* (DC 17), *ventriloquism* (DC 17)

o (at will)—*acid splash*, *arcane mark*, *ghost sound* (DC 16), *read magic*

Opposition Schools evocation, transmutation

* See *Advanced Player's Guide*.

TACTICS

Before Combat Bikendi casts *mage armor* every day and *shield* when intruders enter the cellar.

During Combat Bikendi casts *dust of twilight* to darken the surroundings and fatigue foes. He uses his malevolence ability to possess an identifiable cleric and ensure that character can't channel positive energy against him, while casting his spells using that enemy's body. If this tactic fails, or if he's forced to abandon a living body, Bikendi debilitates the same opponent with a blinding ray, *deep slumber*, or *phantasmal killer*. Against other opponents, he relies on his invisibility field to hide while casting illusions, *enervation*, *feblemind*, *shadow conjuration*, *shadow evocation*, or his ray spells to weaken them. Thereafter, Bikendi attacks with his corrupting touch, in combination with touch spells such as *bestow curse*, *touch of idiocy*, or *vampiric touch*.

Morale Obsessed with completing his ritual, Bikendi rejuvenates if slain. He then uses more *nightmares* to threaten the PCs, hoping to convince or bribe them into

retrieving the *immortal dreamstone*, if for no reason other than to end his nightly visitations.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 20, **Wis** 12, **Cha** 20

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Casting, Craft Wondrous Item, Eschew Materials, Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Focus (illusion), Toughness

Skills Bluff +15, Craft (alchemy) +15, Fly +20, Intimidate +16, Knowledge (arcana) +13, Knowledge (history) +12, Knowledge (local) +12, Knowledge (planes) +12, Knowledge (religion) +11, Linguistics +10, Perception +15, Profession (sailor) +9, Sense Motive +10, Spellcraft +18, Stealth +15

Languages Abyssal, Aklo, Common, Cyclops, Draconic, Giant, Infernal, Osiriani, Polyglot

SQ arcane bond (currently none), extended illusions +5 rounds

Gear *cloak of resistance* +2, *headband of mental prowess* +2 (Charisma, Intelligence, Bluff)

SPECIAL ABILITIES

Rejuvenation (Su) If slain, Bikendi's ghost reforms 2d4 days later. The only way to permanently destroy him is to return the missing *immortal dreamstone* to him so he can complete his ritual, or to destroy the stone, which frees his soul and permanently destroys his ghost.



Bikendi Otongu

Development: If the PCs bring the *immortal dreamstone* from the Eye of Serenity (area G20) back to the fort, Bikendi immediately senses it and manifests before them, urging them to bring the *dreamstone* here. He then requests the PCs to willingly allow him to possess one of their bodies so he can complete his ritual. In exchange, he offers all his worldly possessions (located in the vault in area B31), as well as the location of a treasure hoard buried at sea in another ancient cyclops ruin. The hoard lies in a sunken, air-filled temple just a few miles away, detailed in Part Four (area Q). If the PCs agree, Bikendi is able to complete the ritual, and his spirit passes on into the Dimension of Dreams.

If the PCs refuse his offer, Bikendi attacks, seeking to take by force that which they won't willingly give. He focuses on slaying all but one of the PCs, still needing at least one of them alive so he can possess that character's body and complete the ritual on his own terms. If the PCs opt to fight Bikendi, they can permanently destroy him by first reducing his hit points to 0 and then smashing the *dreamstone*. This releases a massive wave of necromantic



energy as Bikendi's spirit expires, dealing 6d6 points of negative energy damage plus 2d6 points of Constitution damage to all living creatures in a 30-foot radius.

Freeing Bikendi's spirit or destroying it also permanently destroys the pirate shades haunt (see page 18).

Story Award: If the PCs enable Bikendi to complete his ritual, award them XP as if they had defeated him in combat.

B31. VAULT

A variety of small chests, crates, and sacks fill this small room. A corpse lies on the floor among the containers.

The ceiling is only 6 feet high in this chamber. Bikendi's pirates kept most of their loot in the containers here. Because of its small confines and secret location, the cyclopes completely missed it while ransacking the tower. Once the cyclopes returned to Sumitha, Bikendi possessed his apprentice Ederleigh, using Ederleigh's body to drag his own lifeless corpse from the tower cellar to here for safekeeping.

Treasure: The loot in the chamber vault consists of a suit of +1 *glamered elven chain*, a *bag of holding* (type II), *gloves of swimming and climbing*, a *helm of comprehend languages and read magic*, an *oil of magic weapon*, a *potion of lesser restoration*, a *scroll of control water*, a *scroll of displacement*, a ruby-studded scepter worth 400 gp, a silver tea set worth 75 gp, a gold ring worth 50 gp, two diamonds worth 500 gp each, three sapphires worth 250 gp each, eight fire opals worth 100 gp each, 12 aquamarines worth 50 gp each, 1,754 gp, 2,319 sp, and 6,438 cp.

In addition, Bikendi's body still holds the wizard's possessions—his *cloak of resistance +2*, *headband of mental prowess +2* (Charisma, Intelligence, Bluff), and spellbook, which contains all of his prepared spells, and all 0-level spells, plus additional spells of your choice from 1st to 5th level. Bikendi also recorded the progress of his experiments in a journal written in his own secret cipher based on the Cyclops language. A PC who succeeds at a DC 30 Linguistics check deciphers the code (DC 25 for a character who speaks Cyclops or in conjunction with a *comprehend languages* spell), revealing exactly what Bikendi was trying to accomplish, including his use of night hag heartstone magic to transform the *lens of revelation* into the *immortal dreamstone*. The journal also contains a map leading to Bikendi's secret hoard (area Q), protected by a *secret page* spell.

If the PCs have not yet encountered Bikendi in area B30, or if they disturb the body or any of his equipment, Bikendi immediately manifests and confronts them here in the vault.

B32. TELEPORTATION CHAMBER (CR 10)

A domed ceiling rises above this perfectly circular chamber. Golden glyphs and runes spiral down from the dome and across the room's floor, forming a raised circle around a pale blue disc. A large brass door leads farther east.

The cyclopes of Sumitha used this chamber as a *teleportation circle* to travel more quickly between Sumitha and various outposts. The dome stands 15 feet above the floor.

Trap: The circle is out of attunement now, fractured by time. Simply standing on the circle activates the portal, but instead of transporting those standing on it to the *teleportation circles* in Sumitha (area G18), this circle erroneously teleports travelers 120 feet into the air over the forest at area M.

MISALIGNED TELEPORTATION CIRCLE CR 10

XP 9,600

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger location; **Reset** automatic

Effect spell effect (*teleportation circle*), onset delay (1 round), 120-ft. fall (12d6 falling damage); multiple targets (all creatures within the 10-ft.-diameter circle)

Development: A character with the Craft Wondrous Item feat can attempt to repair the *teleportation circle* by making a successful DC 25 Knowledge (arcana) check to diagnose the problem. If the PC is successful, the circle can be restored to its proper function and recalibrated with a successful DC 25 Spellcraft or Use Magic Device check, combined with a casting of the *make whole* spell. If repaired, the circle teleports anyone standing on it to its paired circle in Sumitha (area G18). Failing a check to repair the circle triggers the trap.

B33. RUINED AMPHITHEATER

An oblong chamber opens beyond this immense brass door. The sunken floor resembles an amphitheater with multiple stone columns supporting the ceiling overhead. A small pool of water covers the floor near the eastern wall, surrounding a giant statue of a cyclops warrior that reaches almost to the ceiling.

The ancient cyclopes used this room as a gathering place and shrine dedicated to their god of wisdom and vigilance. It's seen little use since the time of the Ghol-Gan empire. Because of the chamber's proximity to the sea, a small pool of seawater has seeped into the room. The ceiling is 20 feet high.

Development: This chamber plays a role in Part Four of this adventure. Before the PCs' feast, the notorious

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halfing alchemist known as the Eel uses his *fluid form* extract to gain access to this chamber through the stagnant pool here. Unless the PCs discovered this chamber and opened it up to the rest of the fort by shoring up the passageway from the tower's cellar, the Eel establishes a secret alchemy lab here from which to conduct his sabotage (see page 40 for further details on the Eel and his plans).

PART THREE: THE RUINS OF GHOL-GAN

Whether directed by the ghost of Bikendi Otongu, the crazed ruminations of his apprentice Ederleigh, or their own volition, the PCs should eventually head inland, climbing the island's highest plateau to explore the cyclopean ruins of ancient Sumitha.

G. RUINS OF SUMITHA

The ruins of Sumitha consist of several aboveground buildings as well as subterranean chambers carved into the mountainside. The underground passageways once led to the Darklands, but an earthquake closed those tunnels long ago. Most of Sumitha has fallen into disrepair, as the degenerate cyclops inhabitants of the ruins have grown too despondent or busy to maintain their ancestral home. Many buildings have partially collapsed and some even lie open to the sky, overgrown with various plants that have taken root among the flagstones underfoot. Most exterior buildings have skylights that provide dim light during the day. Underground rooms are lit with giant torches. All doors are made of solid brass (hardness 10, hp 60, Break DC 28) with iron hinges that have become severely rusted. They creak loudly when opened (+10 bonus on opposed Perception checks to hear those entering). Unless otherwise noted, ceilings are 30 feet high in most rooms.

G1. MAIN APPROACH (CR 8)

A flagstone path leads past alabaster columns and a pair of tall trees into a small mountain valley. Immense stone buildings stand dark and silent, some clearly weathered by the test of time. The path continues north between the structures to a wide set of stairs leading up to a circular, open-air monument.

Trap: To defend their home, the cyclopes laid a net on the path leading between the trees to trap animals and other intruders to add to their food supply. The net has hardness 0 and 5 hit points, and creatures caught in the net must succeed at a DC 20 Escape Artist check to escape the net or a successful DC 25 Strength check to burst the net. The cyclops lookouts in area **G2** watch this area so they can quickly summon the hunters in area **G3** to subdue any visitors.

ENTANGLING NET

CR 8

XP 4,800

Type mechanical; Perception DC 30; Disable Device DC 26

EFFECTS

Trigger location; Reset manual

Effect Atk +20 ranged touch (entangled); multiple targets (20-ft.-by-20-ft. area)

G2. GUARD POST (CR 7)

The southwest wall of this building lies open to the elements. Several stones lie stacked together to create a low rampart with a clear view of the valley entrance.

Creatures: Two cyclops lookouts are posted here to monitor the approach to Sumitha. They wait for any intruders to trip the net trap (in area **G1**), then one of them summons the hunters in area **G3** while the other pins down intruders from the cover offered by the crumbling rock wall.

CYCLOPES (2)

CR 5

XP 1,600 each

hp 65 each (*Pathfinder RPG Bestiary* 52)

TACTICS

During Combat The guards keep their crossbows ready while on duty so they can quickly fire at anyone in area **G1**, using their flash of insight to inflict critical hits on anyone escaping the trap.

Morale The cyclopes fight to the death.

G3. SLAUGHTERHOUSE (CR 9)

A charnel stench fills this long, rectangular chamber, where the discarded carcass of a huge, unidentifiable beast lies on the floor.

Creatures: The cyclopes butcher their kills in this room. Four cyclops hunters gather here, cleaning their latest catch—a baby triceratops from the lowlands (see area **D**). Unless summoned by the lookouts in area **G2** or alerted by a loud disturbance, the hunters remain focused on their task, preparing meat for their chieftain Ishtoreth.

CYCLOPES (4)

CR 5

XP 1,600 each

hp 65 each (*Pathfinder RPG Bestiary* 52)

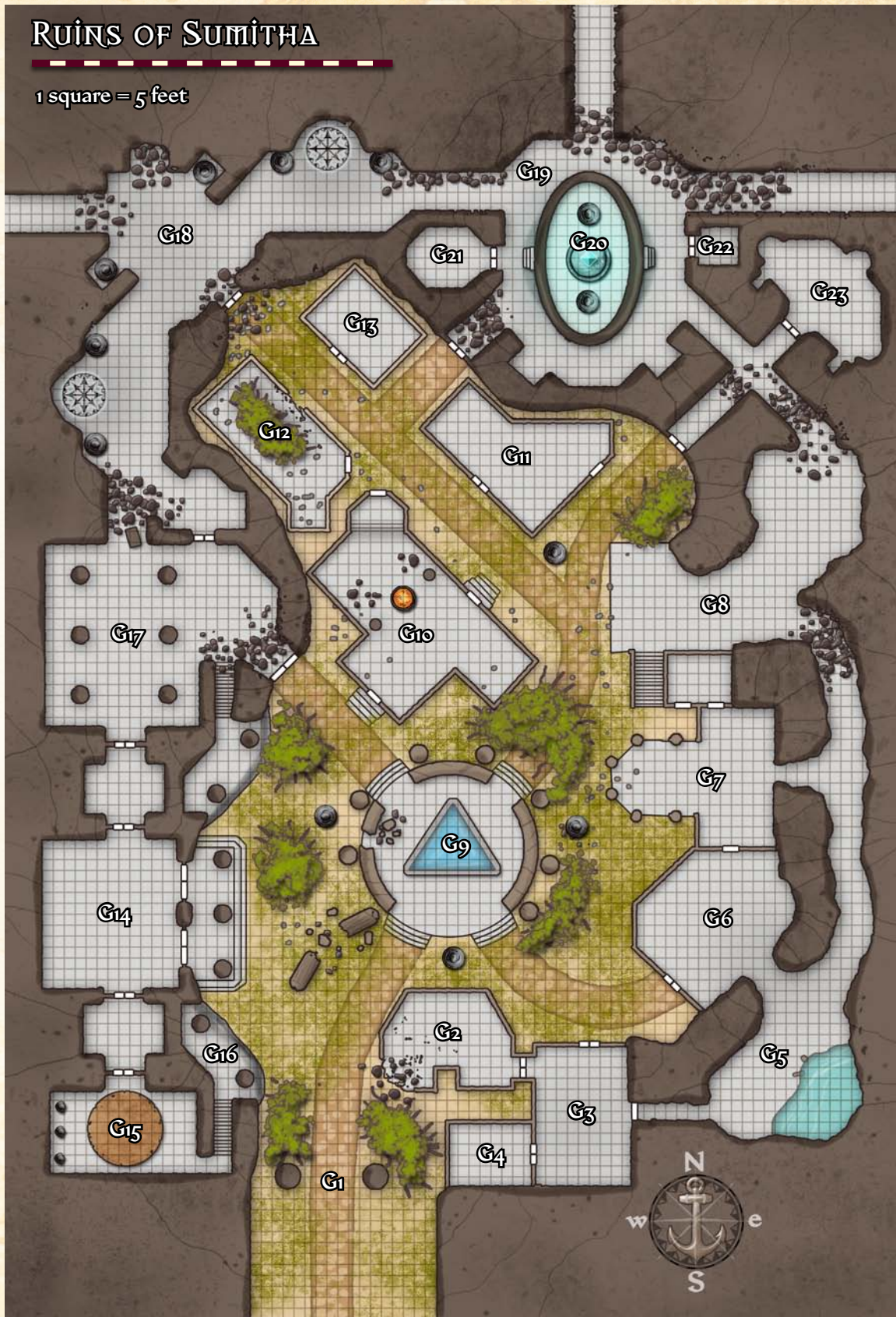
TACTICS

During Combat The hunters combine their attacks to bring down prey, using Power Attacks backed by their flash of insight ability to inflict multiple critical hits on the most dangerous opponent. Once they neutralize their biggest threat, they turn their axes on anyone who remains.



RUINS OF SUMITHA

1 square = 5 feet



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Morale Eager to add more food to their larder, these cyclopes fight to death.

G4. LARDER

Twelve sets of shackles of varying sizes hang from the walls of this room, all lying unused on the chamber floor.

The cyclopes turned this room into a holding pen for the animals and captives they subdue, shackling prey here until they're ready to butcher it for the cook fires (area **G10**). Currently, the room lies empty, as the giants have eaten the last of their food stores.

Development: If any of the PCs are captured by the cyclopes, they will most likely be brought here and shackled before being eaten.

G5. CESSPOOL (CR 10)

The smell of stagnant water and discarded offal fills this low-lying cave. A wide pool takes up the eastern part of the chamber, while scattered bones lie strewn across the rest of the floor. Among the bones, a bejeweled short sword glints between two passageways leading north.

Creature: An intelligent lurking ray of immense size and considerable age, a trapper known as a Great Mother, lairs in this cave. Trappers are female lurking rays, manta ray-like ambush predators from the Darklands, able to change the color and texture of their leathery skin to blend in with the floor around them. A trapper waits for creatures to unwittingly walk across her skin, then twists her body around her prey to smother and constrict it before swallowing and digesting it.

This Great Mother crept into Sumitha from the Darklands after squeezing through the collapsed rubble of the upper passageways. Since then, she and the cyclopes have entered into a tenuous arrangement. They feed her the leftover bones and scraps from the slaughterhouse (area **G4**) in exchange for leaving them in peace. Since the cyclopes' food stores have run low, however, Ishtoreth has started rethinking his deal with the trapper, anticipating adding the creature to the larder in the near future. In the meantime, the Great Mother presents a significant danger to anyone wandering near. She purposefully uses a valuable short sword as a lure to draw potential victims to her.

GREAT MOTHER

CR 10

XP 9,600

Female advanced giant trapper (*Pathfinder Campaign Setting: Misfit Monsters Redeemed* 51, *Pathfinder RPG Bestiary* 294–295)

N Gargantuan aberration

Init +6; **Senses** blindsense 10 ft., darkvision 60 ft., scent; Perception +27

DEFENSE

AC 25, touch 8, flat-footed 23 (+2 Dex, +17 natural, –4 size)

hp 149 (13d8+91)

Fort +13, **Ref** +8, **Will** +13

DR 10/piercing or slashing; **Resist** cold 10, fire 10

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., climb 5 ft.

Melee slam +19 (3d8+21 plus grab)

Space 20 ft.; **Reach** 15 ft.

Special Attacks constrict (3d8+21), smother

TACTICS

During Combat The Great Mother lies in wait until someone ventures into reach, then she grabs and smothers and constricts her victim while fending off any would-be rescuers with her slam attack.

Morale If reduced to 50 hit points or fewer, the Great Mother releases any remaining victims and flees north, squeezing past the rubble to reach the relative safety of area **G19** before slipping back into the Darklands.

STATISTICS

Str 38, **Dex** 14, **Con** 25, **Int** 18, **Wis** 21, **Cha** 17

Base Atk +9; **CMB** +27 (+31 grapple); **CMD** 39 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +38, Knowledge (dungeoneering) +20, Knowledge (local) +17, Perception +27, Sense Motive +18, Sleight of Hand +15, Stealth +16 (+24 in rocky areas), Survival +21;

Racial Modifiers +4 Stealth (+12 in rocky areas)

Languages Aklo, Common, Cyclops, Giant, Undercommon

SQ amorphous

SPECIAL ABILITIES

Amorphous (Ex) Trappers are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter their space without squeezing or one-eighth their space when squeezing.

Smother (Ex) When a trapper grapples a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells with verbal components, and must hold its breath (see Suffocation, *Core Rulebook* 445).

Treasure: The jeweled short sword is actually a Large +2 *dagger* that the Great Mother brought with her from cyclopes ruins deep below.

G6. FORUM

Two doors enter this vaulted chamber, one to the north and another to the southwest. Frescoes of cyclopes are etched into



the polished walls to the southeast where a natural stone tunnel leads deeper into the mountain.

The cyclopes once used this chamber as a gathering place to debate philosophy. Visitors to the Eye of Serenity would also ruminate here upon the visions and portents they received during their personal sojourn. It lies empty now, its artistic walls giving a brief glimpse into the height of Ghol-Gan culture.

G7. ROTUNDA

An open-air rotunda capped by a small dome overlooks the valley and ruined streets here, connecting to a short rectangular hall where exits lead north, south, and east. A collection of clay tablets, each marked with strange runes, lie neatly stacked in the northeast corner of the hall.

Sumitha's ancient leaders consulted with one another and addressed their people from this building. In their waning days, they often gathered in the attached hall to discuss their civilization's decline. The clay tablets are all written in Cyclops, and contain reports from outlying communities facing new hardships, requesting aid, or outlining plans for relocation. A successful DC 20 Linguistics check or *comprehend languages* spell can decipher these writings, as can any character who speaks Cyclops, though it takes several hours to fully review the tablets.

G8. GARGOYLE AERIE (CR 11)

A wide flight of stone stairs leads to a terrace, which offers a commanding view of the ruined streets and buildings below. Several statues gaze outward from its wall. To the northeast and southeast, a giant cavern opens into the mountainside where two tunnels lie choked with rubble.

The stairs climb 25 feet from the floor of the valley to the terrace. The two subterranean tunnels are completely blocked by rubble.

Creatures: A tribe of gargoyles claimed this terrace 3 months ago, entering into an uneasy pact with Ishtoreth after he soundly defeated them with hurled rocks during their last confrontation. Though the two groups have fought each other multiple times in the past, the gargoyles now act as scouts for the cyclopes, soaring to other islands to seek new hunting grounds for their mutual survival or skirmishing with the giant fiendish harpies on the island (see area C). A half-dozen gargoyles always remain here, perched on the terrace and using their freeze ability to resemble hand-carved statues while they guard the village. They eagerly attack anyone they don't recognize as an ally.

GARGOYLE SCOUTS (6)

CR 6

XP 2,400 each

Gargoyle rogue (sniper) 4 (*Pathfinder RPG Bestiary* 137, *Pathfinder RPG Advanced Player's Guide* 134)

CE Medium monstrous humanoid (earth)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

hp 76 each (9 HD; 5d10+4d8+31)

Fort +5, **Ref** +12, **Will** +6

Defensive Abilities evasion, uncanny dodge; **DR** 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee bite +12 (1d4+2), 2 claws +12 (1d6+2), gore +12 (1d4+2)

Ranged mwk composite longbow +13/+8 (1d8+2/x3)

Special Attacks accuracy*, deadly range*, sneak attack +2d6

TACTICS

During Combat The gargoyles execute Flyby Attacks with tooth and claw or Hover while using Deadly Aim with their bows.

Morale If more than half their number are slain, the remaining gargoyles attempt to flee into the wilderness.

STATISTICS

Str 14, **Dex** 18, **Con** 16, **Int** 10, **Wis** 13, **Cha** 9

Base Atk +8; **CMB** +10; **CMD** 25

Feats Deadly Aim, Dodge, Flyby Attack, Hover, Improved Initiative, Skill Focus (Fly), Weapon Finesse

Skills Acrobatics +15 (+19 when jumping), Fly +18, Intimidate +10, Knowledge (local) +8, Linguistics +5, Perception +12, Stealth +18 (+22 in stony environs), Survival +8

Languages Common, Cyclops, Polyglot, Terran

SQ freeze, rogue talents (combat trick, finesse rogue)

Combat Gear +1 arrows (20), +1 giant bane arrows (5), +1 monstrous humanoid bane arrows (5); **Other Gear** masterwork composite longbow (+2 Str)

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses its freeze ability can take 20 on its Stealth check to hide in plain sight as a stone statue.

* See *Advanced Player's Guide*.

G9. WISHING WELL (CR 9)

Tall, alabaster columns—one of which lies toppled and shattered to the west—surround this outdoor monument. Four short stairways climb to the low, circular wall of decorative archways that wraps around the raised dais, where a triangular pool reflects the sky overhead.

Creatures: In the waning days of Ghol-Gan, the cyclopes of Sumitha captured and bound a young genie from the ocean into this near-bottomless well with ancient magics. This marid, named Vailea, suffered

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much abuse at the hands of the cyclopes, forced to grant *wishes* to her evil captors or enable their crossing into other planes. Eventually, the only elders capable of commanding her services died out or abandoned Sumitha, and Vailea has remained trapped and hidden in the pool ever since.

Vailea wants nothing more than to escape her prison, but someone must voluntarily use one of her *wishes* to free her. Once she senses the PCs' arrival, Vailea contacts them via telepathy in an effort to draw them closer, conversing with them in the hope of winning their sympathy and friendship. The genie can be a great source of information about the original inhabitants of Ghol-Gan. She knows quite a bit about Ishtoreth's reign and the troubles the cyclopes have faced in battling famine on the island. Her greatest fear is that the cyclopes will completely die out and she'll be trapped forever, truly alone, with no one to wish her free.

VAILEA CR 9
XP 6,400
 Female marid (*Pathfinder RPG Bestiary* 142)
hp 114
TACTICS



Vailea

During Combat Vailea cannot willingly leave the well, so she uses her water's fury ability to strike at those who antagonize her. If anyone comes within reach, she either uses her trident or grapples in an attempt to pull an opponent into the pool to hold hostage until someone agrees to wish her free.

Morale If reduced to 20 hit points or fewer, Vailea pleads for her life, offering a *wish* to each of her attackers so long as one of them agrees to wish for her freedom. Otherwise, she swims into the well's depths, turning invisible until her attackers leave.

G10. DINING HALL (CR 9)

The sharp tang of woodsmoke fills this building, where a giant fire pit set with roasting spits takes up the northern half of the room, positioned just below an open hole in the roof.

This building served as a traders' hall for ancient Sumitha. A recent earthquake collapsed most of the roof and the cyclopes now use it as a dining hall, cooking their meals over the open flames of the fire pit they dug in the floor.

Creatures: Four cyclopes labor here, readying the fire pit and preparing a massive pot of stew as they make the most of the tribe's few remaining food supplies. The cyclopes defend their food against anyone who enters.

CYCLOPES (4) CR 5
XP 1,600 each
hp 65 each (*Pathfinder RPG Bestiary* 52)

G11. MONEY CHANGER

Smashed tables and chairs, all sized for giants, lie scattered about this building's single, large room.

In the heyday of ancient Ghol-Gan, Sumitha hosted travelers from a variety of cultures, most coming to visit the Eye of Serenity. In exchange, the cyclopes charged a hefty sum, establishing an arbiter here to act as money changer.

Treasure: Long forgotten among the detritus of Sumitha's ruin, several ancient coins from vanished empires can be found scattered about the room. All told, they're worth a total of 2,500 gp to various collectors.

G12. MAGISTRATES' HALL

A large brass door provides access to this ruined hall, though an additional hole gapes in the northeast wall. Inside, much of the roof has long since collapsed and a garden of vegetation has taken root.

The cyclopes once maintained order from this ancient courthouse. Now, the building lies empty, overgrown with plant life. One of the trees inside bears a strange olivelike fruit, harvested by Ishtoreth's tribe for sustenance. Several more root vegetables, herbs, and medicinal plants grow among the wild grass and shrubbery underfoot. The cyclops druid Ummashtar, sister to Shaija (see area G15), normally tends this garden, but she is currently traveling with the fleet Ishtoreth sent to scout the other islands, helping them identify edible plants they can harvest.

G13. LEGATION

The architecture of this building is markedly different from others in the valley—it appears to have been built for human-sized occupants.



A successful DC 25 Knowledge (engineering) or Knowledge (history) check reveals the architecture and cultural trappings of this building belong to ancient Azlant rather than Ghol-Gan. The cyclopes of Sumitha once hosted an Azlanti seer as he consulted the Eye of Serenity. The cyclopes constructed this building to accommodate him and he altered it with *stone shape* to suit his personal tastes. Eventually, the seer passed on to another plane, courtesy of the genie Vailea in area G9, and his home has lain abandoned ever since.

G14. FOUNDER'S COURT (CR 10)

Beyond the double doors of this wide portico lies a huge chamber, only weakly illuminated by giant lamps suspended

overhead. Very large sleeping pallets cover most of the floor space, and two more sets of double doors lead north and south.

The ceiling is 50 feet high in this hall, which the remaining cyclopes of Sumitha use as their primary sleeping quarters. The lamps originate from ancient Ghol-Gan and contain *continual flames*. Because of their height above the chamber floor, the lamps provide only dim light at ground level.

Creatures: Six cyclopes occupy this hall at all times, usually sleeping in shifts while one keeps watch. They also share hunting duties with the cyclopes in area G3, but most of them have returned empty-handed from their last few forays. Ishtoreth has recently instituted a no-eating policy for those who don't add anything to the tribe's larder, and these cyclopes are all quite ravenous and eager to capture any newcomers to their lair as a result.

CYCLOPES (6) **CR 5**
XP 1,600 each
 hp 65 each (*Pathfinder RPG Bestiary 52*)

G15. TRAINING HALL (CR 11)

A bloodstained fighting circle takes up the center of this long, rectangular hall. To the west stand three human-shaped archery targets, while two weapon racks line the opposite wall.

The weapon racks in this room contain Large weapons of average make, mostly axes and clubs.

Creatures: A vicious cyclops warrior named Shaija runs this training room along with her four proteges. Shaija acts as Ishtoreth's seneschal, overseeing the tribe's daily affairs on his behalf.

Her sister Ummashtar and brother Kaval left Sumitha over 2 months ago, leading an expedition to nearby islands in search of food. Shaija resents having to stay behind, and takes out her frustrations on the warriors in her charge while preparing them for raiding and conquering any suitable targets identified by her siblings. Meanwhile, Shaija hunts down visitors to the Island of Empty Eyes, intent on



Shaija

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adding them to the larder (area **G4**) to sustain the tribe until the others return. Shaija and her warriors attack any intruders.

CYCLOPES (4) CR 5

XP 1,600 each

hp 65 each (*Pathfinder RPG Bestiary* 52)

SHAIJA CR 9

XP 6,400

Female cyclops fighter 4

NE Large humanoid (giant)

Init +1; **Senses** low-light vision; Perception +16

DEFENSE

AC 23, touch 10, flat-footed 22 (+4 armor, +1 Dex, +7 natural, +2 shield, -1 size)

hp 123 (14 HD; 10d8+4d10+56)

Fort +15, **Ref** +5, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1, ferocity

OFFENSE

Speed 30 ft.

Melee +1 *battleaxe* +13/+8/+3 (2d6+10/19-20/x3), heavy spiked wooden shield +7 (1d8+3)
+1 *battleaxe* +19/+14/+9 (2d6+10/19-20/x3)

Ranged mwk heavy crossbow +12 (2d8/19-20)

Space 10 ft.; **Reach** 10 ft.

TACTICS

During Combat Shaija coordinates with her fellow cyclopes, encouraging them to use their flash of insight abilities to swiftly take down battle-hardened opponents with critical hits and Power Attacks—or, in her case, with a single Vital Strike. If she's able to easily hit foes, Shaija attacks with both her axe and spiked shield, but she switches to Power Attacks with just her axe if she needs to inflict more damage.

Morale Once Shaija falls below 40 hit points, or when only two of her cyclops partners remain, Shaija orders one of them to warn Ishtoreth in area **G17**, intent on buying the great cyclops time to prepare. She then relies on her ferocity to keep fighting her foes to the death.

STATISTICS

Str 24, **Dex** 12, **Con** 19, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +11; **CMB** +19 (+21 bull rush); **CMD** 30 (32 vs. bull rush)

Feats Cleave, Great Cleave, Improved Bull Rush, Improved Critical (battleaxe), Improved Shield Bash, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Climb +10, Intimidate +10, Knowledge (engineering) +5, Perception +16, Survival +6

Languages Common, Cyclops, Giant

SQ armor training 1, flash of insight

Gear masterwork hide armor, masterwork heavy spiked wooden shield, +1 *battleaxe*, masterwork heavy crossbow with 10 bolts

G16. BALCONY

Stairs lead to this covered balcony carved into the mountain face. It overlooks most of the valley as well as the portico below.

This balcony stands 25 feet above the valley floor. The cyclopes normally keep two lookouts here, but in Shaija's zeal to hone everyone's combat training, she calls them down to archery practice in the training hall (area **G15**) far more often.

Development: If the PCs raid Sumitha and withdraw without defeating the whole tribe, Shaija returns them to duty, at which point two cyclopes are stationed here around the clock.

G17. HALL OF CHAMPIONS (CR 12)

Six columns carved to resemble huge cyclopes in decorative armor support the ceiling of this immense chamber. Fallen rubble blocks passageways to the north and southeast, but double doors still stand in the north wall and another set of double doors leads farther south. In the northeast corner, a giant animal hide is stretched across the floor beside a pile of bones stripped of meat. Several dinosaur skulls hang from the western wall.

The original inhabitants of Ghol-Gan called this chamber the Hall of Champions. Here they honored the accomplishments of their greatest heroes, whether warriors, philosophers, seers, or sorcerers. Each column portrays a famous cyclops from before the Age of Legend, the heroes' names inscribed in ancient Cyclops runes on the floor before them: the Heretic Aveshai, Tok Shal the Fearless, Junlo of the Third Eye, Losailia the All-Wise, Perrom of the Temporal Sphere, and the Twice-Favored Isada Rek. The ceiling is 50 feet high in the hall.

Creature: Ishtoreth, the reigning chieftain of Sumitha, lives here, a sad, gaunt reflection of his honored kin. The great cyclops has the misfortune of standing on the precipice of seeing the very spirit of the people he protects extinguished, having lost many to the depredations of famine—a foe which, despite his great strength, even he feels powerless to defeat. Not exactly the smartest of his kind, Ishtoreth still holds distinction as the only great cyclops remaining in Sumitha. The other cyclopes both fear and revere him for his size, temper, and prowess in battle.

Ishtoreth abhors all outsiders who come to his island, particularly those who would steal from the ruins of his ancestors. Though he's forgotten much of his people's storied past, he feels a deep-rooted protectiveness of the sites that give his tribe their cultural identity. This passion led Ishtoreth to attack Bikendi's pirates and return the stolen *lens of revelation* to the Eye of Serenity—a holy place even his uneducated mind recognizes for the



power it holds. Unfortunately, he lacked the insight to understand the changes Lodhatha made to the crystal when she transformed it into the *immortal dreamstone*, and he hasn't yet realized the damage he's caused by placing the corrupted gem back in its vault.

When the PCs arrive, Ishtoreth is lounging on his animal hide pallet, picking through the bones of his last meal. If warned ahead of time of their presence, however, Ishtoreth hides just behind the corner so he can ready a charge against the first opponents who enter. As he fights, he calls out the names of the honored champions in the hall, hoping their spirits will favor him.

ISHTORETH CR 12

XP 19,200

Male great cyclops (*Pathfinder RPG Bestiary* 3 61)
AC 27, touch 9, flat-footed 26 (+5 armor, +1 Dex, +13 natural, -2 size)

hp 195

Melee +1 greatclub +25/+20/+15 (3d8+20), gore +17 (1d8+6)

TACTICS

During Combat Ishtoreth makes a powerful charge against any spellcasters first, hoping to gore them to death. Thereafter, he makes Awesome Blows with his greatclub to keep anyone from getting inside his reach. If surrounded, Ishtoreth inspires himself with a flash of brutality, using his Cleave and Staggering Critical feats to devastating effect. Against flying opponents, he hurls rocks from a pouch kept at his side.

Morale As a great cyclops and leader of his tribe, Ishtoreth fears nothing. He fights to the death, either drinking his *potions of cure serious wounds* to keep himself going, or relying on his Diehard feat to activate another flash of brutality when brought below 0 hit points.

STATISTICS

Combat Gear *potions of cure serious wounds* (2); **Other Gear** +1 hide armor, +1 greatclub, rocks (10), belt pouch

G18. CROSSROADS (CR 11)

Several statues and two ornate runic circles stretch along this rubble-strewn hall. Several exits have been blocked by a cave-ins, but a single open passage, its dusty floor marked with giant-sized footprints, leads eastward.

The runic circles here are *teleportation circles* that once connected Sumitha with other outposts. The northeastern circle no longer functions, its paired circle destroyed long ago in the fall of Ghol-Gan. The southwestern circle still connects to the teleportation chamber beneath the Chelish fort (area B32), but as the *teleportation circle* in that location is now out of attunement, it is currently nonfunctional as well. If the circle in area

B32 is repaired, the southwestern *teleportation circle* here resumes its normal operation.

Creatures: Two ancient caryatid columns, carved to resemble large female cyclops warriors from the height of Ghol-Gan's enlightened age, guard this large corridor from alcoves just to the northwest of the hall. The statues are attuned to the *teleportation circles* at either end of the chamber, and move to attack any non-cyclops attempting to activate or use the portals. The caryatids fight until destroyed.

CYCLOPS CARYATIDS CR 9

XP 6,400

Advanced caryatid column (*Pathfinder RPG Bestiary* 3 46)

N Large construct

Init +1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, -1 size)

hp 101 (13d10+30)

Fort +4, Ref +5, Will +4

Defensive Abilities shatter weapons; DR 10/—; Immune construct traits, magic

OFFENSE

Speed 30 ft.

Melee +1 keen falchion +19/+14/+9 (2d6+10/15-20)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 22, Dex 13, Con —, Int —, Wis 11, Cha 1

Base Atk +13; CMB +20; CMD 31 (cannot be disarmed)

SQ statue

Gear +1 keen falchion

G19. ORACLE'S HALL

The domed ceiling of this chamber rises eighty feet overhead. In the center of the hall, a thirty-foot-high egg-shaped structure stands on the floor. Stone stairs climb the side of this domed structure, ending before a stone wall chiseled to resemble an immense eye, circled with strange runes glowing with an eldritch light. The stairs and eye are mirrored on the opposite side of the dome. Tiny stars roil across the top of the structure, their light projecting strange constellations on the ceiling overhead. Much of the northeast corner of the chamber lies in ruin, collapsed by obvious cave-ins, but three other exits remain—doors to the east and west, and a corridor leading southeast.

This hall belonged to the seers and oracles of Sumitha and houses the ovoid vault known as the Eye of Serenity at its center. The runes around the eyes on the walls of the vault are in Cyclops (DC 20 Linguistics check to translate) and state: "Only by blinding yourself to the world around you can you see the way forward to the Eye of Serenity." In order to enter the Eye, a supplicant must

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purposefully blind himself, either with magic (such as *blindness/deafness*) or by using the *irthaval* incense kept in the storeroom to the east (area **G22**). Thus blinded to the real world, a character can perceive doorways in the irises of the giant eyes and pass through them as if they were incorporeal, entering the Eye of Serenity (area **G20**). Wearing a blindfold or closing the eyes is not enough; to enter, one's eyes must remain open and uncovered.

Once a living creature has passed through one of the iris portals to enter the Eye of Serenity, the starry dome of the vault vanishes as the walls become incorporeal for 1 minute, revealing the interior of the Eye and allowing anyone to freely enter or exit for as long as the walls remain incorporeal.

G20. THE EYE OF SERENITY (CR 12)

A flare of light sweeps through this oval chamber, blazing from a large, singular crystal resting atop a six-foot-high silver pedestal in the center of a raised dais. Two large statues face the pedestal, holding up large, curved swords that nearly touch the chamber's ceiling.

The cyclopes of Sumitha called this chamber the Eye of Serenity; it was a place where their seers could divine the future and scry the past through the *lens of revelation*. The cyclopes oracles routinely devoted themselves to the mystery of time and purposefully blinded themselves or suffered the curse of clouded vision, even as they opened their minds to far greater vistas of enlightenment. The power of this ancient artifact is diminished now, no longer able to enact the far-reaching divinations once practiced here, and has been further weakened by Lodhatha's transformation of the *lens of revelation* into the *immortal dreamstone*. Enough magic remains, however, that a successful DC 25 Spellcraft check can decipher the Eye's original purpose, enabling characters to understand the taint of the heartstone resting atop the pedestal.

Hazard: For living creatures, time is slowed inside the Eye of Serenity—a purposeful feature the seers found useful for their divinations. As a result, any living creature entering the Eye must succeed at a DC 19 Will save or be immediately affected by a *slow* effect.

Although Ishtoreth returned the *lens of revelation* to its pedestal inside the Eye, he had no idea Lodhatha had transformed it into a heartstone. The taint of the night

hag's magic absorbed by the lens when it was transformed into the *immortal dreamstone* has resulted in flawed interaction with the ancient cyclops artifact, releasing intermittent waves of necromantic energy. Each round, a random living creature inside the Eye is targeted by an *enervation* effect from the crystal. If the walls of the Eye have become incorporeal but no living creatures are inside the vault, the *dreamstone* targets creatures in area **G19**. If a creature's negative levels equal or exceed its Hit Dice, it is slain, and is immediately targeted with a *soul bind* effect that draws the creature's soul into the gem (DC 23 Will save negates).

A character capable of channeling positive energy can expend one of her daily uses to suppress the gem's effect for 1 round. Removing the *dreamstone* from the pedestal immediately ends these attacks, but the Eye's *slow* effect makes it harder to reach the gemstone before it siphons souls. In addition, a creature touching the stone on the pedestal is automatically subjected to a *trap the soul* effect (DC 22 Will save negates). Smashing the gem (hardness 10, hp 30, Break DC 30) releases any souls trapped inside.

Creatures: In the waning days of Ghol-Gan, cyclops necromancers grew concerned with the safety of the Eye of Serenity and the *lens of revelation*, and placed additional guardians within the Eye. They created two undead cyclops called gholdakos and placed them here to protect and defend the Eye for all eternity. The gholdakos appear to be withered cyclops corpses, with single shrunken, milky eyes, wrapped in strips of linen covered with runes and glyphs scribbled in blood. Since Ishtoreth returned the *lens of revelation* to the Eye, the gholdakos have absorbed some of the *dreamstone's* taint and now attack anyone entering the Eye, including the cyclopes of Sumitha. Unaffected by the Eye's *slow* effect, the gholdakos now serve the *dreamstone's* insatiable hunger, maneuvering throughout areas **G19** and **G20** to drag or knock victims into the gem's soul-stealing light and prevent anyone from taking the stone from its pedestal.

GHOLDAKOS (2)

CR 10

XP 9,600 each

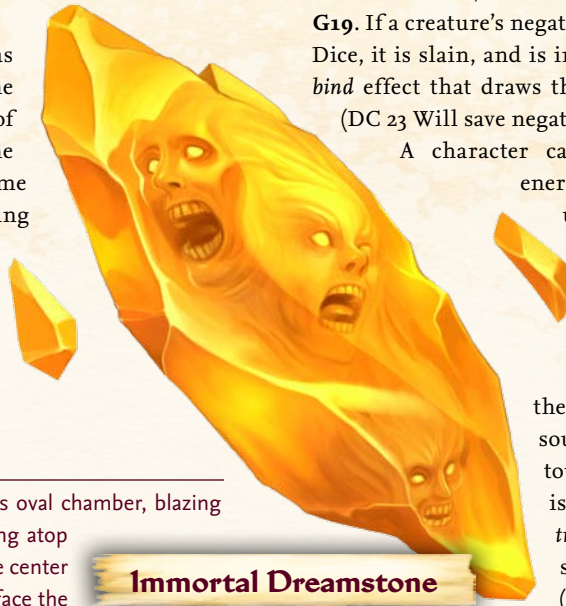
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NE Large undead (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 25, touch 9, flat-footed 25 (+4 armor, +12 natural, -1 size)



Immortal Dreamstone



hp 127 each (15d8+60)

Fort +9, Ref +5, Will +10

Defensive Abilities channel resistance +3; DR 5/good;

Immune undead traits; Resist cold 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +17 (1d8+7), 2 claws +18 (2d8+7/19–20 plus disease)

Space 10 ft.; Reach 10 ft.

Special Attacks blinding breath

TACTICS

During Combat The gholdakos use their blinding breath to blind opponents, then make Awesome Blows or bull rush attacks to push foes into the Eye's *slow* effect and make it easier for them to slay intruders.

Morale The gholdakos fight until destroyed.

STATISTICS

Str 25, Dex 10, Con —, Int 10, Wis 13, Cha 19

Base Atk +11; CMB +19 (+21 bull rush); CMD 29 (31 vs. bull rush)

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (claws), Power Attack, Weapon Focus (claws)

Skills Intimidate +22, Knowledge (history) +8, Perception +19, Sense Motive +11, Stealth +11

Languages Cyclops

Gear hide armor

SPECIAL ABILITIES

Blinding Breath (Su) Once every 1d4 rounds, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a DC 21 Fortitude save. The save DC is Charisma-based.

Disease (Ex) *Seaside Rot*: Claw—injury; save Fort DC 21; onset 1 minute; frequency 1/day; effect 1d4 Str damage and 1d4 Dex damage; cure 2 consecutive saves.

G21. MEDITATION CHAMBER

A wall of silent darkness looms past this solid brass door, obscuring and muting anything within.

Visitors to the Eye of Serenity prepared themselves by spending hours of sensory deprivation in this room. It carries permanent *deeper darkness* and *silence* effects inside (CL 17th). The cyclops seers would also light sticks of *irthaval* incense from the storeroom (area G22) to blind each supplicant and induce an altered state of mind before allowing entry into the Eye.

G22. STOREROOM

Dozens of crates fill this small storeroom, the air heavy with the smell of incense.

Treasure: The cyclops seers stored special incense called *irthaval* here as a means for readying visitors to the Eye of Serenity. The incense has lost much of its potency over the years, but when used in quantity, it can still produce its original effect. *Irthaval* incense is an addictive, mind-altering drug (*Pathfinder RPG GameMastery Guide* 236). The storeroom holds enough remaining incense for 8 preparations.

IRTHAVAL INCENSE

Type inhaled; Addiction minor, Fortitude DC 18

Price 200 gp

Effects 1 hour; +1d4 alchemical bonus to Wisdom, the user is blinded

Effect after 1 hour; –2 penalty on Perception and Sense Motive skill checks for 1d2 hours

Damage 1d2 Con and 1d2 Cha damage

G23. HALL OF TRIBUTE

Several urns, chests, and strange relics fill this ancient vault. They all seem born of a bygone age, ancient artifacts of a distant time.

The cyclopes of ancient Ghol-Gan used this chamber to store tribute given in exchange for use of the Eye of Serenity. An *arcane lock* seals the doors to the vault (CL 15th, DC 30 Disable Device to open). The wizard who originally sealed it left Sumitha over a century ago, and Ishtoreth and his remaining tribe no longer have the means to open it.

Treasure: Inside the vault are a cursed *net of snaring*, a *pearl of power* (3rd level), a *rod of wonder*, a *potion of neutralize poison*, a *scroll of divination*, a *wand of summon monster IV* (23 charges remaining), a gold necklace worth 500 gp, an expensive vase worth 750 gp, nine pearls worth 100 gp each, 159 pp, 2,786 gp, 427 sp, and 633 cp.

PART FOUR: FEAST OF SPOILS

After exploring the Island of Empty Eyes, investigating the ruins of Sumitha, and putting Bikendi Otongu's spirit to rest, the PCs should have some time to settle into their new home. Still, the PCs must prepare for the upcoming visit by the lords of the Pirate Council. These emissaries will expect a proper welcome, including a feast in their honor, complete with entertainment and a retelling of the PCs' exploits on the Island of Empty Eyes.

To make a good impression, the PCs will likely want (or need) to secure additional resources, both to set up a base of operations on the island and to host a feast worthy of their important guests. If the PCs brokered a deal with Bikendi, or found his journal, they can attempt to retrieve his hidden treasure cache in area Q. The PCs

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also learn of a shipment of smuggled rum from Hell's Harbor that they can raid for drinks for their feast (see Rumrunning on page 40).

If you wish to provide the PCs with additional opportunities for piracy or experience points at this point, you can use some of the sample ships and captains presented in Ships, Sailors, and Other Victims on page 81 or in earlier volumes of the Skull & Shackles Adventure Path to expand this section.

Q. SUNKEN SHRINE

In the thousands of years following the fall of Ghol-Gan, more than one ancient ruin has been swallowed by the sea, whether because of Earthfall, earthquakes, or just the ravages of time. One such location now lies just below the water's surface a few miles southwest of the Isle of Empty Eyes, a holy shrine dedicated to the cyclops incarnation of Sivanah, the patron goddess of illusions and mysteries. Bikendi Otongu originally came to this site while researching the magic practiced by the great cyclopes of old. After discovering the powerful illusions and abjurations of Sivanah's temple, he decided to use it as a perfect hiding place for his gang's most valuable treasures.

If the PCs made a deal with Bikendi, or found the map in his journal, they can attempt to retrieve his hidden treasure cache from the shrine, which is protected by a permanent *mage's private sanctum* effect that shields it from divination magic. Following Bikendi's directions or his map leads the PCs to the ocean over the temple, but getting to the secret cache actually requires a prolonged diving expedition and a successful DC 25 Perception check to find the shrine in the dim light of the ocean floor 100 feet down. Swimmers must succeed at DC 15 Fortitude saves every minute (+1 to the DC for each prior check) or take 1d6 points of damage from the water pressure at that depth (*Core Rulebook* 445). Use the map on page 41 for this area.

SHARK-INFESTED WATERS (CR 11)

Creatures: The PCs are not alone as they search for the ruin. A mated pair of megalodons also swim these waters. The giant dire sharks are far too large to enter the coral maze (area Q1), but can easily zero in on any light sources or erratic movements caused by the PCs as they search the ocean floor. Utterly voracious, the sharks attack as soon as they spot potential food sources, biting and attempting to swallow their victims whole. The sharks fight to the death, giving chase as far as the coral maze.

DIRE SHARKS (2) CR 9
XP 6,400 each
hp 112 each (*Pathfinder RPG Bestiary* 247)

Q1. SHIPWRECK AND CORAL MAZE

The remains of a sailing ship sit among the rocks on the ocean floor. Beyond it, an immense, cave-like maze of overlapping coral grows across an ancient, giant-sized ruin.

The sunken ship, the *Lady's Kiss*, was an expeditionary vessel of the Pathfinder Society lost at sea. Bikendi's gang discovered the wreck during their own dive and added its spoils to their treasure trove (see area Q5). The ship holds nothing of value now and serves as little more than a home for tropical fish.

Hazard: The razor-edged formations of the coral maze pose a danger to swimmers. Anyone swimming through the maze must make a successful DC 20 Swim check each round or take 1d6 points of slashing damage. Alternatively, the PCs can chop through the coral (hardness 2, hp 15, Break DC 23 per 5-foot-square section) to create a safer route through the maze.

Q2. OVERGROWN STATUES

A giant statue of a feminine figure with a veiled face stands here, overgrown with layers of coral. Its features are barely discernible, but it holds a fist-sized gem in its outstretched hand.

A successful DC 25 Knowledge (religion) check recognizes the statue as a representation of one of the seven forms of the goddess Sivanah—that of a cyclops.

Treasure: The statue holds a fire opal worth 500 gp in its hand, but prying the gemstone free from the overgrown coral requires a successful DC 26 Strength check.

Q3. PORTICO (CR 9)

Wide stone steps lead to dual alcoves in the undersea cliffs. Giant brass doors bar the northern passageway, but the southern passage lies open, its doors smashed and broken.

Trap: The temple entrance bears a powerful enchantment that assaults the minds of those who aren't followers of Sivanah. Bikendi's expertise in mind-affecting magic allowed him to counteract and bypass it when he came here. The symbol is triggered when anyone passes through the doorway.

SYMBOL OF INSANITY CR 9

XP 6,400

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger location; Duration 160 minutes; Reset automatic (1 day)

Effect spell effect (permanent *symbol of insanity* [CL 16th],



DC 22 Will save negates); multiple targets (all targets within 60 feet)

Q4. AQUATIC ATRIUM (CR 11)

One of the columns supporting the high ceiling of this room has toppled, collapsing the chamber's northwest corner. To the south, bright light filters down from a set of stairs, casting weird shadows through the murky water.

The ceiling is 50 feet high here.

Creature: A giant sapphire jellyfish hovers near the ceiling of this room, slowly drifting in the water. Any movement in the room draws its attention.

SAPPHIRE JELLYFISH CR 11

XP 12,800

hp 138 (*Pathfinder RPG Bestiary* 3 155)

TACTICS

During Combat The sapphire jellyfish attacks anyone entering its lair, discharging its electricity blast ability before attacking victims with its tentacles. The jellyfish pursues fleeing prey even through the outer doors, using its compression ability to give chase.

Morale The jellyfish fights to the death.

Q5. TREASURE ROOM

Stairs climb out of the water into a chamber filled with stale air. Tons of fallen rock bury an alcove to the east. Dozens of small crates and chests lie neatly stacked about the room.

Two everburning torches illuminate this room.

Treasure: Bikendi's pirates kept their most lucrative booty here, confident the chamber's magic would hide anything they stored. The trove contains a *potion of heroism*, a *ring of sustenance*, a *scroll of gaseous form*, a *skeleton anchor* (see page 61), a bone *wand of false life* (23 charges remaining), a diamond worth 1,000 gp, a jeweled headdress worth 800 gp, a jade necklace worth 350 gp, and a carved darkwood mask worth 100 gp. In addition, the chamber contains a variety of valuable trade goods stolen from ships, including alcohol, gems, ivory, ceramic vases, and whale oil, worth a total of 10 points of plunder.

RUMRUNNING

As the PCs prepare for the upcoming visit of the lords of the Pirate Council, an interesting bit of information falls into their hands, courtesy of some judicious eavesdropping by one of their allies (you should select an NPC who the PCs have befriended earlier in the campaign, such as Corlan, Jaymiss Keft, Merrill Pegsworthy, or Pierce Jerrell). Eager to see the PCs succeed in their

bid to join the Pirate Council, their friend reports that a shipment of smuggled rum will soon be leaving Hell Harbor for Cheliax, aboard a ship called the *Jester's Grin*. If the PCs can "liberate" this cargo, they'll acquire plentiful, quality libations for their dinner party that should impress their visitors. According to the PCs' source, a smuggler named Fargo Vitterande captains the *Jester's Grin*. Rumors indicate that Vitterande uses his cover as a smuggler to occasionally spy for Cheliax, and that he often works as a smuggler for Arronax Endymion, the ex-Chelish admiral who is lord of Hell Harbor and holds a seat on the Pirate Council.

The timing of this event is no coincidence, however. An agent of Barnabas Harrigan, a halfling alchemist known as "the Eel," has been ordered to disrupt the PCs' feast and embarrassing them in front of their pirate lord guests. The Eel did this by breaking into one of Arronax Endymion's storehouses in Hell Harbor and lacing the rum stored inside with a special alchemical agent. Odorless and tasteless, the chemical poses no real threat to anyone who imbibes it. But when mixed with another alchemical reagent that the Eel plans to later introduce into the food served to the PCs' guests, it will cause food poisoning.

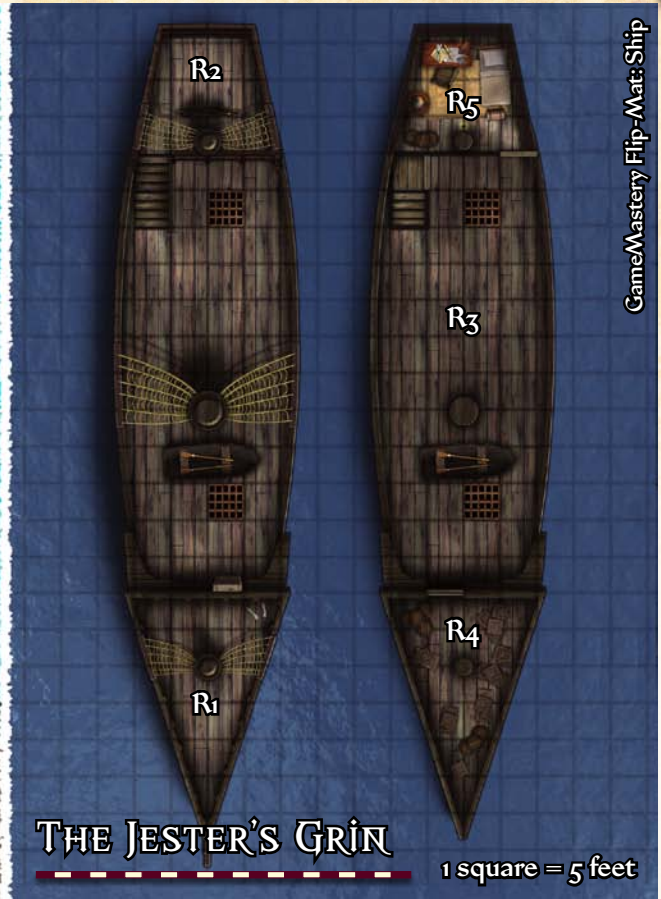
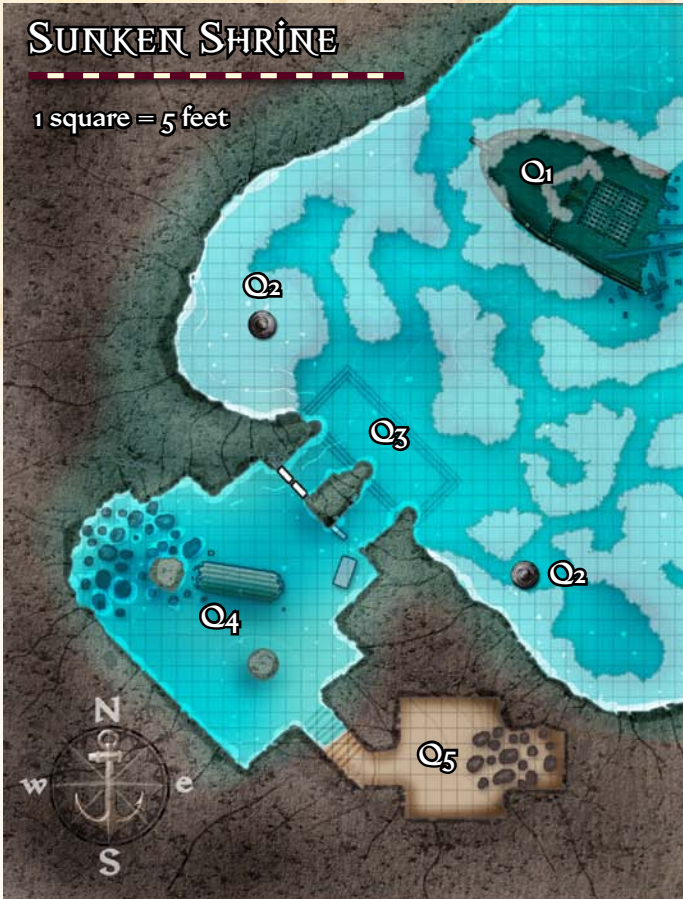
Through intermediaries, the Eel then arranged to help Fargo Vitterande steal the rum from Endymion's warehouse, and then seed specific rumors of Vitterande's loyalties as well as the frequent meetings between Vitterande and Endymion to the PC's allies. Finally, the Eel purposefully leaked this information about the shipment of smuggled rum to the PCs. Each cask of rum bears the pirate lord's seal, and coupled with the Eel's rumors, the Eel hopes to throw suspicion Endymion's way. The PCs might already have some suspicions about Endymion's loyalty, so the opportunity to waylay one of his contacts on the open sea could also entice them to intercept the *Jester's Grin* to gather more evidence. While Endymion is occupied with defending himself against the PCs' accusations, Harrigan will be free to carry out his own betrayal.

THE JESTER'S GRIN (CR 12)

The PCs' source informs them that the *Jester's Grin* is scheduled to stop at Ghrinitshahara in the Rampore Isles to drop off a shipment of slaves and take on fresh water before the long journey north to Cheliax. Once the ship leaves the Shackles, it will be almost impossible to find, so the PCs have one chance to catch the *Jester's Grin*.

Ship Combat: Assuming the PCs lie in wait for the *Jester's Grin*, they encounter the rumrunner just east of the Rampore Isles. A successful DC 30 Perception check is required to spot the ship. Using divination magic (such as *augury*, *divination*, or the like) or a spyglass grants a cumulative +2 circumstance bonus on this check. The *Jester's Grin* spots the PCs' ship at the same

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time and makes a run for it, hoping to reach the safety of Ghrinitshahara's port before the PCs can catch it. Use the evasion and pursuit rules on page 11 of the *Skull & Shackles Player's Guide* to run the chase. Once the PCs catch up to the *Jester's Grin*, it turns to face them—if Vitterande can't outrun the PCs, he'll take the fight to them.

JESTER'S GRIN CR 11

Shackles corvette (sailing ship) (*Skull & Shackles Player's Guide* 25)

Init +5

DEFENSE

AC 17, touch 2; **Hardness** 5

hp 1,620 (sails 360)

Save +13

OFFENSE

Ranged 4 light ballistae +8 (3d8/19–20), 2 light catapults +17 (4d6)

CMB +23; **CMD** 33

Ramming Damage 8d8

CREW

Captain Fargo Vitterande (CE male human natural wererat rogue 3/enchanter 3/arcane trickster 5; Profession [sailor] +15)

4 pirate bodyguards (CE half-orc fighter 4/rogue [thug] 3)
32 sailors (minimum 20)

EQUIPMENT

Gear 4 light ballistae with 10 bolts each (two aft, one port and one starboard), 2 light catapults with 15 stones each (fore), broad rudder, extended keel, rapid-deploy sails, smuggling compartments

Cargo 5 points of plunder (rum)

Creatures: Fargo Vitterande hides in the captain's cabin (area R5) with four pirate bodyguards. Once the PCs board the *Jester's Grin*, however, Fargo quickly sacrifices his bodyguards to save his own neck when the PCs arrive. As the bodyguards attack any intruders, Fargo slips out a window, using *spider climb* to crawl up to the aft deck (area R2). He waits there to confront the PCs when they follow.

PIRATE BODYGUARDS (4) CR 6

XP 2,400 each

Half-orc fighter 4/rogue (thug) 3 (*Pathfinder RPG Advanced Player's Guide* 135)

CE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 shield)



hp 57 each (7 HD; 4d10+3d8+18)
Fort +6, **Ref** +6, **Will** +2; +1 vs. fear
Defensive Abilities bravery +1, evasion, orc ferocity

OFFENSE

Speed 30 ft.
Melee +1 *cutlass* +12/+7 (1d6+7/18–20)
Ranged light crossbow +8 (1d8/19–20)
Special Attacks brutal beating*, sneak attack +2d6

TACTICS

During Combat The bodyguards use their frightening ability to intimidate opponents, then flank with each other to make sneak attacks, using their Outflank and Precise Strike feats and brutal beating ability to sicken enemies. They use Vital Strike against skilled warriors and full attacks against less armored foes.

Morale If reduced to 10 hit points or fewer, the bodyguards drop their weapons and beg for quarter.

STATISTICS

Str 18, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8
Base Atk +6; **CMB** +10; **CMD** 23
Feats Dodge, Intimidating Prowess, Outflank*, Precise Strike*,

Toughness, Vital Strike, Weapon Focus (cutlass), Weapon Specialization (cutlass)

Skills Acrobatics +12, Climb +10, Intimidate +15, Knowledge (engineering) +11, Profession (sailor) +10, Stealth +12, Swim +8

Languages Common, Orc

SQ armor training 1, frightening*, orc blood, rogue talents (strong impression*), weapon familiarity

Gear +2 *chain shirt*, masterwork buckler, +1 *cutlass*, light crossbow with 10 bolts, 35 gp

* See the *Advanced Player's Guide*.

FARGO VITTERANDE (HYBRID FORM) CR 11

XP 12,800

Male human natural wererat rogue 3/enchanter 3/arcane trickster 5 (*Pathfinder RPG Bestiary* 197)

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent, *see invisibility*; Perception +19

DEFENSE

AC 26, touch 16, flat-footed 20 (+4 armor, +5 Dex, +1 dodge, +2 natural, +4 shield)

hp 91 (11 HD; 3d8+8d6+49)

Fort +8, **Ref** +14, **Will** +9

Defensive Abilities evasion, trap sense +1; **DR** 10/silver

OFFENSE

Speed 30 ft., climb 20 ft.

Melee +2 *short sword* +12 (1d6+3/19–20), bite +5

(1d4 plus disease and curse of lycanthropy) or

mwk dagger +11 (1d4+1/19–20), bite +5

(1d4 plus disease and curse of lycanthropy)

Ranged mwk hand crossbow +11 (1d4/19–20) or

mwk dagger +11 (1d4+1/19–20)

Special Attacks impromptu sneak attack 1/day, sneak attack +4d6

Arcane School Spell-Like Abilities (CL 8th; concentration +11)

6/day—dazing touch

Enchanter Spells Prepared (CL 8th; concentration +11)

4th—*charm monster* (DC 18), *confusion* (DC 18), *greater invisibility*



Fargo Vitterande

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- 3rd—*blink*, *dispel magic*, *hold person* (DC 17), *major image* (DC 16), *suggestion* (DC 17)
 2nd—*cat's grace*, *false life*, *hideous laughter* (DC 16), *see invisibility*, *spider climb*
 1st—*charm person* (DC 15), *hold portal*, *jump*, *ray of enfeeblement* (DC 14), *shield*, *silent image* (DC 14)
 o (at will)—*bleed* (DC 13), *daze* (DC 14), *mage hand*, *message*
Opposition Schools conjuration, evocation

TACTICS

Before Combat Fargo casts *false life* every morning. Once the PCs engage the *Jester's Grin*, he shifts into his hybrid form and casts *cat's grace*, *jump*, *see invisibility*, *shield*, and *spider climb* on himself.

During Combat Fargo casts *greater invisibility* and climbs into the ship's rigging. From there, he creates a *major image* of himself on the fore deck (area R1) to make it seem that he teleported to the far side of the ship. Fargo uses the illusion to draw out conversations with his enemies; the illusion acts in a conciliatory fashion while he himself uses tricky spells to secretly target them with *charm monster* or *suggestion*. He follows those spells with *message* so he can whisper directions to anyone affected by his enchantments. Fargo targets anyone who sees through his ruse with debilitating spells such as *confusion* or *hideous laughter* so they can't inform the others. He then slips back into the fray, executing sneak attacks or casting *hold person* on enemy spellcasters. Against especially dangerous foes, he keeps his distance while firing his *wand of lightning bolts*.

Morale If reduced to 20 hit points or fewer, Fargo casts *blink* and withdraws. Diving overboard, he transforms into a dire rat and clings to the ship's hull while holding his breath. If he eludes pursuit, Fargo abandons his crew (and his ship, if the PCs commandeer it) and makes for shore at nightfall.

STATISTICS

Str 12, **Dex** 21, **Con** 15, **Int** 16, **Wis** 15, **Cha** 11

Base Atk +5; **CMB** +6; **CMD** 22

Feats Alertness^B, Combat Casting, Combat Expertise, Dodge, Improved Feint, Lightning Reflexes, Scribe Scroll, Spell Focus (enchantment), Toughness, Weapon Finesse

Skills Acrobatics +15 (+35 when jumping), Appraise +10, Bluff +15, Climb +18, Diplomacy +9, Disable Device +12, Escape Artist +12, Intimidate +9, Knowledge (arcana) +10, Perception +19, Profession (sailor) +12, Sense Motive +12, Sleight of Hand +12, Spellcraft +10, Stealth +19, Swim +10

Languages Common, Halfling, Osiriani, Polyglot

SQ arcane bond (rat familiar named Baggywrinkle), change shape (human, hybrid, and dire rat; *polymorph*), enchanting smile, lycanthropic empathy (rats and dire rats), ranged legerdemain, rogue talents (finesse rogue), trapfinding +1, tricky spells 3/day

Combat Gear *potion of cure serious wounds*, *wand of lightning bolt* (12 charges); **Other Gear** +2 leather armor,

THE JESTER'S GRIN

The following key lists locations on the *Jester's Grin*, as shown on the map on page 41. These rooms contain little of note or value and are not detailed, though you can further expand on these areas if you wish.

- R1. Foredeck
- R2. Aft deck
- R3. Main deck
- R4. Storeroom
- R5. Captain's cabin

+2 *short sword*, masterwork hand crossbow with 10 bolts, masterwork dagger, spellbook (contains all prepared spells, all 0-level spells, plus 1d8 additional spells of 1st through 4th level), spell component pouch, thieves' tools, 43 gp

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 17; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Str damage; *cure* 2 consecutive saves.

Development: If the PCs capture and interrogate Fargo Vitterande, he can provide no information about the Eel and his machinations, nor of Barnabas Harrigan and his dealings with Cheliox. He claims to be unaffiliated with Arronax Endymion, and while he admits (under duress) spying for Cheliox in the past, he has no knowledge of any current Chelish plans in the Shackles.

SHIP'S HOLD (CR 6)

Scores of barrels and casks lie stacked about this dark hold. Doors lead fore and aft.

Following the battle, the PC should have plenty of time to search the *Jester's Grin*. Stairs from the main deck (area R3) lead down into the ship's hold, where the smuggled rum is stored.

Creatures: Fargo keeps several rat swarms on his ship, which he commands to guard his cargo as well as to intimidate troublemakers among the crew. Currently, the rats guard the stores of smuggled rum stored here, and attack any creatures other than Fargo entering the hold. Any area-effect spells that deal energy damage destroy the fragile containers holding the liquor.

RAT SWARMS (4)

CR 2

XP 600 each

hp 16 each (*Pathfinder RPG Bestiary* 232)



Treasure: The smuggled rum is worth 5 points of plunder, but might be of greater value served at the PCs' feast. Each barrel and cask of rum bears an insignia that can be identified with a successful DC 15 Knowledge (local) check. The insignia marks the rum as the property of Arronax Endymion, lord of Hell Harbor.

Development: The markings on the barrels of rum, combined with the clues the PCs likely found in the Jasperleaf Apothecary in "Tempest Rising" and the Eel's spurious rumors, might very well lead the PCs to suspect Arronax Endymion of traitorous dealings with Cheliix, when the real traitor, of course, is Barnabas Harrigan. This adventure doesn't expound further on these red herrings, but the PCs can follow up on them in the next volume of the Skull and Shackles Adventure Path, "The Price of Infamy."

A CHANGE OF PROFESSION

This encounter occurs at some point before the feast when the PCs return to the Island of Empty Eyes, likely after recovering Bikendi's sunken treasure or capturing the *Jester's Grin*.

When the PCs return to port, a beautiful, confident woman named Audessa Reyquio waits for them on the docks. Audessa is the de facto leader of seven former prostitutes from a brothel in Quent. They abandoned their previous employment after suffering one too many abuses under their harsh overseer. They bartered passage on a ship bound for Mediogalti Island, hoping to start over, but when they refused the crude advances of the ship's crew, the captain marooned them on the Island of Empty Eyes.

Now destitute and stranded, Audessa seeks an audience with the PCs to request safe harbor for her people in exchange for honest work. Each of Audessa's courtesans also worked in their brothel's attached tavern, and is skilled in hosting parties and feasts—they can all cook, clean, sing, and dance. It should quickly become apparent to the PCs that professional entertainers and serving staff at their feast would further impress the pirate lords. The PCs are free to negotiate the terms of any arrangement with Audessa as they see fit, though she proves a shrewd businesswoman, and she expects her people to be paid fairly for their services.

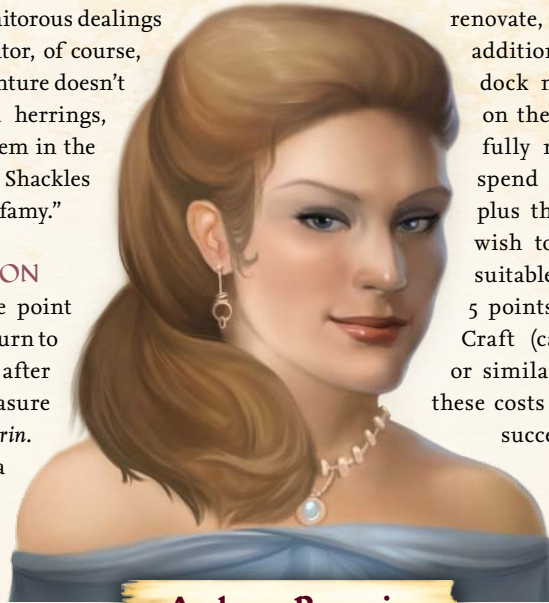
AUDESSA REYQUIO

CR 5

XP 1,600

Female human minstrel (*Pathfinder RPG GameMastery Guide* 273)

hp 30



Audessa Reyquio

AUDESSA'S COURTESANS (6)

CR 1

XP 400 each

Prostitute (*Pathfinder RPG GameMastery Guide* 301)

hp 11 each

THE PIRATES' FEAST

Once the PCs have gathered enough resources to their establish a base on the Island of Empty Eyes and host their feast, they can begin preparing for their visitors.

The Chelish fort is an obvious site for the PCs to renovate, repair, and make their own. In addition, the PCs might want to build a dock near the fort to establish a port on the island where ships can dock. To fully renovate the fort, the PCs must spend at least 10 points of plunder, plus the cost of any siege engines they wish to mount in the fort. Building a suitable harbor requires an additional 5 points of plunder. A successful DC 30 Craft (carpentry), Craft (stonemasonry), or similar skill check can reduce each of these costs by 1 point of plunder. If the PCs successfully cured Ederleigh Baines's insanity, his extensive knowledge of the fort reduces the cost by another 1 point of plunder. If the PCs befriended the nereid Sefina, her aid reduces the cost of building a dock by 1 point of plunder as well. Failure to rebuild the

fort or construct a dock has a negative impact on the PCs' efforts to impress their guests (see page 50).

Hosting the feast itself requires a minimum of 5 points of plunder to purchase food, drink, and entertainment. If the PCs hire Audessa and her courtesans to prepare the food and drink, and provide service and entertainment during the feast, reduce the cost by 2 points of plunder. Serving the rum from the *Jester's Grin* at the feast does not reduce the cost, but it does provide the PCs with a bonus to impress their guests (see page 50).

SABOTAGE

Regardless of how much they spend or prepare, however, the PCs have more to worry about than just their important visitors, for Barnabas Harrigan still has an axe to grind with the PCs. Still angry at the PCs for their mutiny, not to mention their last-minute win during the Free Captains' Regatta, Harrigan attempts to discredit and embarrass them before the lords of the Pirate Council.

Harrigan has retained the services of a halfling alchemist called the Eel to disrupt the PCs' feast. The Eel arrives on a ship carrying supplies for the party to

ISLAND OF EMPTY EYES

the Island of Empty Eyes and secretly infiltrates the PCs' base, using *fluid form* to slip unnoticed into the ruined amphitheater beneath the PCs' fort (area **B33**). Thereafter, the Eel establishes a hidden alchemy lab where he can prepare his schemes to sabotage the PCs' efforts. If the PCs earlier discovered and opened up the amphitheater, he instead sets up his lab in a hidden dell in the forest southwest of the PCs' fort.

The Eel has a reputation for constructing elaborate webs of deceit and guile with his unique brand of alchemy, poison, and explosives. He has already laced the rum taken from the *Jester's Grin* with one-half of his alchemical poison, and the day before the PCs' guests arrive, the Eel sneaks invisibly into the fort to introduce the second half of the compound into the food for the feast. He then sets into motion his other plans, which come to fruition as outlined in the events below. To impress their guests and preserve their reputations, the PCs must deal with the Eel's "accidents" and eventually track him back to his secret lair beneath their fort.

DINNER GUESTS

The PCs can invite whomever they want to their feast, but they should make an effort to include the most powerful and influential lords on the Pirate Council. Of these potential guests, the Hurricane King and Arronax Endymion decline to attend, but Tessa Fairwind and the Master of the Gales (see *Pathfinder Adventure Path* #57) accept the invitation, as do any other friends or allies among the Free Captains whom the PCs met earlier in the Adventure Path. In addition, the Pirate Council sends three representatives to assess the PCs' progress in taming the Island of Empty Eyes and their worthiness to join the council—Avimar Sorrinash, Lady Cerise Bloodmourn, and Captain Mase Darimar. These guests and their personalities and backgrounds are all further detailed in the NPC Gallery on pages 52—59.

The various guests arrive throughout the day of the feast, navigating the shoals surrounding the island and dropping anchor in the bay. The visitors, each accompanied by a small retinue of guards, take ship's boats to shore to be welcomed by the PCs. The three representatives from the Pirate Council are the last to appear, arriving together later in the day. When the three lords representing the Council arrive, read or paraphrase the following.

Three ships arrive offshore and drop anchor, clearly identifiable by the flags flying from their mastheads. The first is the two-masted brig *Blood Moon*, flagship of Avimar Sorrinash, lord of Ollo. The second is the galley *Come What May*, vessel of Lady Cerise Bloodmourn. Finally, the frigate *Wavecrest* flies the banner of Captain Mase Darimar. Boats

are lowered into the water from the three ships and head for shore, their passengers surveying the harbor and port with measured, discerning eyes.

When the pirate lords come ashore, they greet the PCs as amiably as any meeting between pirates allows. Lady Bloodmourn hails the PCs with a flourish, while Avimar Sorrinash gruffly acknowledges them. Captain Darimar proves the most reserved and introspective, saying no more than is necessary and quietly inspecting the island's shore while Lady Bloodmourn and Lord Sorrinash take part in the normal social graces.

RESPECT

The PCs have opportunities to win the favor and regard of their examiners in different ways throughout the feast. At the same time, the PCs must deal with the Eel's sabotage attempts in a timely and discreet manner, keeping these misfortunes hidden from their guests, or earn the pirates' disapproval. These opportunities and setbacks transpire in a sequence of events, which should be run in the order in which they are presented below.

Taking advantage of the opportunities to impress the pirate lords requires a combination of skill checks or other interactions, each appealing to the pirate lords' specific interests. If these checks are successful, the PCs gain Respect, representing how much they have impressed the pirate lords, who also bestow the PCs with gifts for their continued success.

Likewise, the PCs lose Respect for each episode that embarrasses or threatens the pirate lords, or otherwise damages the PCs' reputations in their eyes. At the end of the adventure, the total amount of Respect the PCs have accumulated will have a direct effect on their chances of joining the Pirate Council (see page 50).

EVENT 1: TOURING THE FORT

Once the initial pleasantries are out of the way, Avimar Sorrinash wastes no time in getting down to business. In brusque tones, he bluntly suggests that the PCs give them a tour of their fortifications prior to the feast. During the tour, Sorrinash asks pointed questions about the PCs' defenses, trying to determine how knowledgeable they are about defending against offshore raiders. The PCs can impress him with a successful DC 25 Knowledge (engineering) or Profession (siege engineer) check, or by demonstrating their proficiency with targeting and sinking ships in the bay.

For this latter exercise, the PCs have 4 rounds to sink a rowboat towed behind his ship, the *Blood Moon*, with siege engines mounted in the fort or spells. Sorrinash signals his crew to get the *Blood Moon* under way, so the rowboat is not a stationary target. The rowboat floats 400



feet offshore and has AC 23, touch 9; **Hardness** 5; **hp** 60; **Save** +8.

Gift: If the PCs successfully impress Avimar Sorrinash with their knowledge of coastal defenses, or by sinking the rowboat in 4 rounds, he gives them an *impossible bottle* (see page 60).

EVENT 2: AN EVENING'S ENTERTAINMENT

After giving their visitors a tour of their fort, the PCs' next challenge lies in entertaining their guests. The fort's mess hall (area **B11**) is the obvious location to host the feast itself. Away from the responsibilities of her ship and crew, Lady Cerise Bloodmourn takes especial

delight in shore leave and strong drink. Soon after retiring to the mess hall, she asks the PCs for a round of their best drinks and encourages them to share a tale of their adventures on the island. Presumably, the PCs serve the stolen rum from the *Jester's Grin*, thereby introducing the first of the Eel's two alchemical compounds to their guests and laying the foundation for the Eel's sabotage of the party. The substance laced within the rum is colorless, odorless, and tasteless, so there's no way to identify it. Even spells such as *detect poison* or *neutralize poison* fail to detect or remove the compound, as the alchemical agent is not yet a poison and is harmless on its own. Spells such as *purify food and drink* can remove the compound from the rum, though there is little reason for the PCs to suspect the drink is tainted at this point.

The time Lady Bloodmourn spent in the noble courts of Taldor gave her a fondness for music and storytelling, and helps her recognize a quality song or tale when she hears one. The PCs can impress her with a successful DC 25 Perform (sing) or Perform (oratory) check to regale her and the other pirate lords with entertaining tales of their exploits, or, once properly emboldened by the rum, she suggests a fencing match so she can take their measure in skill-at-arms. Lady Bloodmourn is an accomplished duelist and challenges each PC to disarm her before she does the same to them. This plays out as a duel using the normal rules for disarm combat maneuvers. Lady Bloodmourn uses her rapier's *defending* ability and Combat Expertise to withstand aggressive moves from her opponents for the first 3 rounds. Thereafter, she goes on the offensive, making use of her Greater Feint, Improved Disarm, and Disarming Strike feats to disarm her opponents. She insists on matching herself against each PC, regardless of the outcome of any individual duel, so she can test all their skills with a blade.

Gift: If the PCs successfully impress Cerise Bloodmourn with their performance skills, or if anyone successfully disarms her or gets through her defenses well enough to score at least three hits, she gives them a *scoundrel's sword cane* (see page 60).



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LADY CERISE BLOODMOURN

CR 11

XP 12,800

hp 137 (see page 54)

EVENT 3: DISTURBANCE IN THE KITCHEN
(CR 6)

Sometime during Lady Bloodmourn's sparring match, or shortly thereafter, one of Audessa's courtesans comes into the room. Although she is trying to hide it, a successful DC 15 Sense Motive check recognizes that she is distraught. She summons the PCs to the kitchen to deal with what she describes as a "minor" problem.

Creatures: The first sign of the Eel's sabotage manifests as a swarm of rats in the kitchen (area B10). The Eel used an alchemical lure of his own making to attract the rats into the root cellar beneath the kitchen, and the creatures are now beginning to bubble up from the cellar. So far, the rat swarm has been confined to the cellar, but a few rats get free each round, emerging into the kitchen to frighten the servers and potentially contaminate the food.

The PCs face a particularly difficult challenge in dealing with this situation. Any loud noises in the kitchen could alert their guests to the problem and cause them to have reservations about eating any of the food, despite Audessa's reassurances. Give each pirate lord a base DC 25 Perception check against the PCs' actions in the next room. The DC increases by +5 if the door between the kitchen and the mess hall is closed, and each 10 feet of distance between the pirate lords and the door increases the DC by an additional +1. Casting *silence* prevents the pirate lords from hearing anything going on in the kitchen, but the PCs must still prevent any rats from escaping the kitchen into the dining hall. A successful DC 28 Perception check is required to spot a rat running for the kitchen door. A single rat appears every other round until 16 have been slain, or until the swarm in the cellar is destroyed or driven away. While slaying individual rats is fairly easy, the squeals of Audessa's courtesans during the commotion reduce the DC of the pirate lords' Perception checks by 10 while this event is in progress.

RAT SWARM

CR 2

XP 600

hp 16 (*Pathfinder RPG Bestiary* 232)

RATS (16)

CR 1/4

XP 100 each

hp 4 each (*Pathfinder RPG Bestiary* 132)

Development: If the PCs investigate the root cellar, they can find numerous small tunnels that the rats used to tunnel into the cellar. A successful DC 25 Perception

check detects a strange-smelling residue on the floor, which can be identified with a successful DC 25 Craft (alchemy) check as some kind of alchemical lure that apparently drew the rats into the cellar. Where the lure came from remains a mystery, however.

EVENT 4: DINNER CONVERSATION

After drinks, Audessa's courtesans serve the first course. Captain Mase Darimar questions the PCs on their familiarity with the Shackles and its myriad hidden currents, smuggler's coves, and weather patterns. The PCs can impress him with a successful DC 25 Knowledge (geography), Knowledge (nature), or Survival check to demonstrate their knowledge and plot a sample course through the Shackles. Part aquatic elf, Captain Darimar has always held a fascination for the creatures of the deep and the aquatic fey. The PCs can also impress him by introducing him to the nereid Sefina, which demonstrates their willingness to befriend and work with the aquatic races, a piece of knowledge that Darimar can take back to his secret aquatic elf benefactors.

CAPTAIN MASE DARIMAR

CR 11

XP 12,800

hp 106 (see page 58)

Gift: If the PCs successfully demonstrate their knowledge of the Shackles to Mase Darimar, or introduce him to Sefina, he presents them with his own gift, a magical conch shell called a *horn of the tritons* (see page 60).

EVENT 5: THE MAIN COURSE

Following the first course and the unexpected rat infestation in the kitchen, the PCs and their guests can finally enjoy the main course. As the PCs converse with Mase Darimar, Audessa's courtesans bring more food and rum to the table. The PCs face another challenge during dinner, however, as the Eel's second chemical compound is introduced in the food. As with the compound in the rum, this chemical is colorless, odorless, and tasteless. It is not yet a poison and cannot be detected or removed with *detect poison* or *neutralize poison*. As this second chemical mixes with the compound laced in the stolen rum, it creates a poison that causes alchemical food poisoning. Victims are sickened first, and the condition worsens to nauseated each additional hour. If the PCs cast *purify food and drink* on the food before it is consumed, the chemical is removed from the food and the compound in the rum remains harmless.

If the PCs sampled any of the food in the kitchen, either during Audessa's preparations or while dealing with the rat infestation, they are affected first by the alchemical food poisoning. This allows them to realize the dilemma before their guests are affected, but they have only a short



time to address the problem before it afflicts everyone else. A successful DC 20 Heal check grants a victim a bonus on his saving throw, while a *neutralize poison* or *restoration* spell can put things right with one single victim. To avoid making a bad impression on their guests, the PCs should try to ease their suffering as quickly as possible, but the challenge lies in doing so without letting on to the problem. For instance, a successful DC 25 Sleight of Hand or Bluff check can convince the pirate lords to accept a potion or spell to remove the effects of the affliction before any of them feel the effects. The PCs, on the other hand, might have to endure being sickened or nauseated if they use such resources on their guests rather than themselves.

ALCHEMICAL FOOD POISONING

Type poison, ingested; **Save** Fortitude DC 20

Onset 10 minutes; **Frequency** 1/hour for 6 hours

Initial Effect sickened; **Secondary Effect** nauseated; **Cure** 1 save

EVENT 6: PASSIONATE FOR DESSERT (CR 11)

On the heels of a couple of close calls, the PCs face yet another challenge at the end of the meal. As they served the feast, Audessa's courtesans caught the lecherous eyes of Avimar Sorrinash and his crew. To make matter worse, one of the courtesans also unknowingly serves Sorrinash a drink laced with a powerful alchemical aphrodisiac prepared by the Eel (see *A Clean Confession*, below). The aphrodisiac causes Sorrinash to take a special interest in Audessa, and he questions the PCs extensively about her. She seems familiar to Sorrinash, who visited the brothel in Quent where Audessa worked in the past. As Audessa and her courtesans go about clearing the tables, Sorrinash's advances grow more pronounced. Audessa becomes uncomfortable under this direct attention, but the more she denies his advances, the harder he pursues.

Defusing this situation proves delicate, as Sorrinash sees no reason for the PCs to deny him the object of his desire, and he uses his stature on the Council to make demands of the PCs and Audessa. Audessa's repeated refusals soon make Sorrinash unfriendly and belligerent. To avoid an embarrassing incident, the PCs must make a successful DC 24 Diplomacy check to deny him without hurting his ego or embarrassing him in front of his crew, making him indifferent. Spells such as

calm emotions or *neutralize poison* also remove the effects of the aphrodisiac. If the PCs fail to rebuff him politely, or if they try to intimidate him, Sorrinash becomes hostile, revealing his true nature as a werewolf as he takes on his hybrid form and attacks the closest PC. The PCs must then subdue the drunk, unruly werewolf.

The other pirate lords do not involve themselves in the conflict, though they certainly disapprove if the PCs slay Sorrinash for a little drunken lechery.



Avimar Sorrinash

AVIMAR SORRINASH CR 11

XP 12,800

hp 109 (human form) or 120 (hybrid form) (see page 52)

Story Award: If the PCs calm Sorrinash down, make him friendly, or subdue him without killing him, award them XP as if they had defeated him in combat.

EVENT 7: A CLEAN CONFESSION (CR 10)

Late in the evening, after the PCs have addressed Avimar Sorrinash's uncouth behavior, one of Audessa's young proteges approaches the PCs. The courtesan is responsible for the aphrodisiac introduced into Sorrinash's drink, and realizing his mistake, he tries to explain what happened. The young man tells the PCs that while he was throwing out scraps in the back alley, a beautiful woman approached him and asked him to serve Lord Sorrinash a specially prepared drink. It never even occurred to the man to refuse her. Canny PCs might pick up on the hint that the courtesan was under some sort of mental control. If they ask the young man for the woman's description, the PCs can quickly surmise that the woman in the alley was the nereid Sefina—who up until now has remained a completely trustworthy and helpful ally. As the PCs discover this betrayal, their guests retire for the night, either making their way to any lodgings the PCs have prepared for them or returning to their ships.

Creature: If the PCs take this opportunity to look for Sefina, they can find her once more in her private grotto (area N), but the nereid proves far less friendly than at their first meeting. Unfortunately for both the PCs and Sefina, the Eel encountered the nereid while scouting the island and stole her magic shawl, forcing her to act as his accomplice in his sabotage attempts. Normally Sefina would have remained friendly toward

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the PCs, but with her shawl (which contains a portion of her life force) in the hands of the Eel, she has no choice but to treat them as enemies.

When the PCs arrive, Sefina lights a skyrocket firework (*Pathfinder Player Companion: Adventurer's Armory* 10), which shoots into air and explodes in a burst of light and sound high in the sky, alerting the Eel (see Development, below). The nereid then attacks the PCs, apologizing for what the "tiny man" makes her do. The PCs can either subdue and question Sefina or draw her out in conversation as they battle. Either way, she freely explains the control the Eel currently holds over her. She also reveals that she used her beguiling aura and *suggestion* ability on the courtesan to not only give Sorrinash the aphrodisiac, but also to guide the PCs to her, for the Eel tasked her with occupying the PCs while he carries out his greatest act of sabotage—setting fire to the pirate lords' ships.

SEFINA

CR 10

XP 9,600

Nereid (*Pathfinder RPG Bestiary* 2 198)

hp 126

TACTICS

During Combat Sefina targets anyone fascinated by her beguiling aura with a *suggestion* to defend her. She uses her poison spray to blind and weaken those who remain, then summons 1d3 Large water elementals to attack and grapple her opponents. She uses drowning kiss on anyone grappled by the elementals and her poison touch against foes that reach her in melee combat.

Morale If reduced to 30 hit points or fewer, Sefina attempts to escape into the sea, using her superior swim speed and transparency ability to elude pursuers.

Development: As soon as Sefina signals the Eel, you should begin counting rounds, to track both the PCs' actions and the Eel's actions, as detailed in **Event 8** and in the sidebar on this page.

If the PCs spend more than 6 rounds fighting Sefina, the Eel plants his first bomb aboard the *Blood Moon*, and 13 rounds later it detonates. If the PCs have not already learned of the Eel's planned sabotage, the explosion should certainly alert them to the danger.

Story Award: If the PCs are able to subdue or question Sefina without killing her, award them XP as if they had defeated her in combat.

EVENT 8: THE FIRES OF INDIGESTION

While Sefina occupies the PCs, the Eel drinks an extract of *fluid form* and swims out into the bay to plant bombs on each of the pirate lords' ships. He uses delayed explosive bombs to increase the blast radius and inflict as much

THE EEL'S BOMBS

As soon as the Eel sees Sefina's signal, he begins his final act of sabotage, as detailed in **Event 8**. The following list details the Eel's action on a round-by-round basis, starting on the first round of the PCs' combat with Sefina in **Event 7**.

Round 1: Sefina fires the skyrocket, signaling the Eel, who swims to the *Blood Moon*.

Round 3: The Eel arrives at the *Blood Moon*.

Round 6: The Eel finishes planting his first bomb on the *Blood Moon*.

Round 8: The Eel arrives at the *Wavecrest*.

Round 19: The bomb on the *Blood Moon* detonates.

Round 23: The Eel finishes planting his second bomb on the *Wavecrest*.

Round 25: The Eel arrives at the *Come What May*.

Round 36: The bomb on the *Wavecrest* detonates.

Round 39: The Eel finishes planting his third bomb on the *Come What May*.

Round 40: The Eel retreats back to his secret lab.

Round 44: The Eel arrives back in his lab (area **B33**).

Round 52: The bomb on the *Come What May* detonates.

damage as possible, affixing them to the hulls of the ships with tanglefoot bags. The Eel can create only one delayed bomb at a time, and the bombs detonate on 13-round delayed timers, so the Eel swims to the next ship and waits for the previous bomb to explode before setting the next bomb. It takes 3 rounds for the Eel to create each bomb and anchor it to a ship's hull, and 2 rounds to swim between the ships, which are anchored about 200 feet away from each other.

The Eel plants his first bomb on Avimar Sorrinash's flagship *Blood Moon*, then moves on to Mase Darimar's ship *Wavecrest*, and finally places his last bomb on Lady Bloodmourn's galley *Come What May*. When a bomb explodes, it deals 7d6+4 points of fire damage to the ship, and the ship automatically catches fire (*Skull & Shackles Player's Guide* 16).

Once the PCs learn of the Eel's sabotage, either from Sefina or by hearing the first explosion on the *Blood Moon*, they'll need to go after him to stop these acts of sabotage. Locating planted bombs proves relatively easy: a successful DC 20 Perception check identifies the tanglefoot bag holding the bomb against the hull. Defusing the bombs is more difficult, requiring a successful DC 27 Disable Device check or *dispel magic*. In addition, the PCs might also need to help the crews extinguish the flames on any burning ships.



THE SLIPPERY EEL (CR 12)

Creature: After placing his three bombs, the Eel swims back to his secret lab, seeping through the rocky shoals and sand in *fluid form* to eventually enter the tide pool in the ruined amphitheater beneath the ancient cyclops tower connected to the PCs' fort (area **B33**). If the PCs encounter the Eel in the water of the bay or on one of the pirate lords' ships, he breaks off his sabotage and attempts to flee back to his lab, hoping to elude pursuit with stealth and his fast swim speed. The Eel has no interest in fighting the PCs unless cornered, as his only goal is to ruin their reputation with the Pirate Council.

Once back in his lab, the Eel packs his things, breaking down his portable alchemist's lab and storing each component in his *handy haversack*. He then waits in his lab until the PCs' guests leave, hoping to stow away on

one of the pirate lords' ships. Until that time, however, he is trapped on the island, giving the PCs the opportunity to find him and confront him before he can escape.

THE EEL

CR 12

XP 19,200

hp 155 (see page 56)

RESPECT

The PCs earn Respect based on their actions both before and during the feast. Events that impress the pirate lords add Respect to the PCs' total, while those incidents that reflect badly on the PCs subtract Respect. Following the PCs' final encounter with the Eel, tally their Respect total to determine the outcome of the feast, as detailed in Table 1 below.

TABLE 1: RESPECT TALLY

Challenge Completed or Setback Suffered	Respect
Slaying the giant octopus in the bay (area A)	+2
Putting Bikendi's spirit to rest (area B30)	+2
Defeating the cyclopes of Sumitha (area G)	+2
Hiring Audessa's courtesans as servers at the feast (page 44)	+2
Spending more than the minimum amount to renovate the fort, build a harbor, or host the feast (page 44)	+1 per additional point of plunder spent
Spending less than the minimum amount to renovate the fort, build a harbor, or host the feast (page 44)	-1 per point of plunder not spent
Serving the rum from the <i>Jester's Grin</i> at the feast (page 46)	+2
Impressing Avimar Sorrinash with the fort's defenses (Event 1)	+2
Impressing Cerise Bloodmourn with a performance or in a duel (Event 2)	+2
Failing to contain the kitchen's rat infestation (Event 3)	-1
Impressing Mase Darimar with knowledge of the Shackles or introducing him to Sefina (Event 4)	+2
Allowing the pirate lords to endure food poisoning (Event 5)	-1 per pirate lord
Fighting Avimar Sorrinash after rebuffing him too indelicately and making him hostile (Event 6)	-1
Killing Avimar Sorrinash (Event 6)	-3
Failing to prevent a pirate lord's ship from catching fire (Event 8)	-1 per ship
Allowing the Eel to escape (page 50)	-1
Total Respect	Outcome
less than 0	Disastrous: The pirate lords are astonished with the PCs' ineptitude and develop an entirely negative impression of them. Though the PCs retain possession of the Island of Empty Eyes, they don't receive an invitation to join the Pirate Council. If one of the pirate lords took particular offense at the PCs' actions, that character becomes an enemy of the PCs, perhaps even allying with Barnabas Harrigan.
1-5	Mild Success: The PCs secure the bare minimum of goodwill from the pirate lords. The Pirate Council awards the PCs a provisional seat on the council—the PCs will be privy to the council's plans and deliberations, but they will not have a vote on the council. The lords of the council watch the PCs closely, however, and any misstep could see the PCs' provisional status revoked.
6-14	Success: The pirate lords take away a favorable impression of the PCs' social skills and martial prowess, and offer the PCs a seat on the Pirate Council.
15+	Great Success: Word spreads of the PCs' legendary dinner party and impressive accomplishments. Each of the PCs gains his or her own seat on the Pirate Council. The PCs' reputations start to attract more independent Free Captains who seek an alliance with the PCs to the Island of Empty Eyes.

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Story Award: If the PCs secured a mild success (Respect of 1 to 5), award them 9,600 XP. If the PCs received a success (Respect of 6 to 14), award them 12,800 XP and 2 points of Disrepute and Infamy. If the PCs achieved a great success (Respect of 15 or higher), award them 19,200 XP and 4 points of Disrepute and Infamy.

CONCLUDING THE ADVENTURE

The PCs' feast ends with the Eel's last act of sabotage, and hopefully, with his defeat as well. As the PCs' allies clean up any mess left behind by the evening's trials, their guests take their leave, though how friendly their farewells are depends on the PCs' actions, both during the feast and after.

As the PCs settle into their new roles as pirate lords, additional opportunities for adventure may yet surface on the Island of Empty Eyes. If the PCs failed to eliminate all the threats during their overland exploration, they could still run afoul of the giant anaconda, jungle treants, or Daughters of Imerta. The cyclops whaling

ships could also return, leading to a naval clash in the bay and another battle for control of the island. The night hag Haetanga might even arrive to investigate her sister's demise and the fate of the *immortal dreamstone* herself. If the Eel escaped the PCs, he may still possess Sefina's shawl, and the nereid could beg the PCs to attempt to recover it, even as she tries to craft a new shawl to replace the one stolen by the Eel.

Regardless of other possible adventures on the island, the PCs now have a home to maintain and call their own. They may wish to further strengthen their fort, or expand their nascent port to support more ships, and they might need to go in search of more plunder to fund such projects. But amid the treacherous political currents of the Shackles, the PCs must still hold on to their island, a task that will soon become more difficult. The PCs are destined to once more come into conflict with Barnabas Harrigan, now seething after this latest defeat at the hands of the PCs, in the next volume of the Skull and Shackles Adventure Path, "The Price of Infamy."