



AVIMAR SORRINASH

Avimar Sorrinash, the cruel Lord of Ollo, is a vicious, natural-born werewolf, a savage raider of the Shackles who clawed his way onto the Pirate Council as captain of the brig *Blood Moon*.

AVIMAR SORRINASH (HYBRID FORM) CR 11

XP 12,800

Male human natural werewolf ranger 11 (*Pathfinder RPG*)

Bestiary 198)

CE Medium humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +16

DEFENSE

AC 27, touch 14, flat-footed 23 (+8 armor, +3 Dex, +1 dodge, +4 natural, +1 shield)

hp 120 (11d10+5)

Fort +10, **Ref** +12, **Will** +5

Defensive Abilities evasion; **DR** 10/silver

OFFENSE

Speed 30 ft.

Melee +2 *longsword* +16/+11/+6 (1d8+6/19–20), +1 *throwing axe* +14/+9/+4 (1d6+5), bite +12 (1d6+4 plus trip and curse of lycanthropy)

Ranged +1 *throwing axe* +15 (1d6+5)

Special Attacks curse of lycanthropy, favored enemy (animals +2, aquatic humanoids +4, humans +4)

Ranger Spells Prepared (CL 8th; concentration +10)

3rd—*greater magic fang*

2nd—*barkskin*, *bear's endurance*

1st—*endure elements*, *longstrider*, *resist energy*

TACTICS

Before Combat Avimar casts *longstrider* and casts *greater magic fang* to augment his bite before the feast. If given time before a fight, he casts *barkskin*, *bear's endurance*, and *resist energy* (fire), and drinks a *potion of bull's strength*.

During Combat Avimar changes into his hybrid form, wielding blade, axe, and teeth against all comers. He savages any favored enemies first, targeting humans ahead of others, followed by any animal companions accompanying them.

Morale Avimar Sorrinash fears nothing and no one. He gives himself over completely to his bestial nature, fighting to the death or until his enemies lie brutally broken and slain around him.

STATISTICS

Str 18, **Dex** 16, **Con** 16, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +11; **CMB** +15; **CMD** 29

Feats Dodge, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Lightning

Reflexes, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (longsword)

Skills Climb +8, Intimidate +13, Knowledge (geography) +5, Perception +16, Profession (sailor) +16, Stealth +14, Survival +16, Swim +8

Languages Common

SQ change shape (human, hybrid, and wolf; *polymorph*), favored terrain (jungle +2, water +4), hunter's bond (companions), lycanthropic empathy (wolves and dire wolves), quarry, swift tracker, track +5, wild empathy +10, woodland stride

Combat Gear *elixir of swimming*, *potions of bull's strength* (2), *potions of cure moderate wounds* (2); **Other Gear** +2 *breastplate*, +1 *throwing axe*, +2 *longsword*, gold earring worth 50 gp, 20 pp, 27 gp

AVIMAR SORRINASH (HUMAN FORM) CR 11

XP 12,800

Male human natural werewolf ranger 11 (*Pathfinder RPG*)

Bestiary 198)

CE Medium humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +16

DEFENSE

AC 23, touch 14, flat-footed 19 (+8 armor, +3 Dex, +1 dodge, +1 shield)

hp 109 (11d10+44)

Fort +9, **Ref** +12, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee +2 *longsword* +15/+10/+5 (1d8+5/19–20), +1 *throwing axe* +13/+8/+3 (1d6+4) or

+2 *longsword* +17/+12/+7 (1d8+5/19–20)

Ranged +1 *throwing axe* +15 (1d6+4)

Special Attacks curse of lycanthropy, favored enemy (animals +2, aquatic humanoids +4, humans +4)

Ranger Spells Prepared (CL 8th; concentration +10)

3rd—*greater magic fang*

2nd—*barkskin*, *bear's endurance*

1st—*endure elements*, *longstrider*, *resist energy*

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +11; **CMB** +14; **CMD** 28

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Feats Dodge, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Lightning Reflexes, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (longsword)

Skills Climb +7, Intimidate +13, Knowledge (geography) +5, Perception +16, Profession (sailor) +16, Stealth +14, Survival +16, Swim +7

Languages Common

SQ change shape (human, hybrid, and wolf; *polymorph*), favored terrain (jungle +2, water +4), hunter's bond (companions), lycanthropic empathy (wolves and dire wolves), quarry, swift tracker, track +5, wild empathy +10, woodland stride

Gear see hybrid form

Avimar Sorrinash first came to the Shackles by way of Andoran, a natural lycanthrope born to mated werewolves. He spent his early years ravaging the Arthfell Forest alongside his parents. However, repeated atrocities committed by their pack drew the attention of foresters in the wood. The youngest member of his pack, Avimar barely escaped with his life as hunters killed the rest of his family with silver-tipped arrows. Driven from the forest, he escaped to Augustana, where he hid until he eventually joined an Andoren corsair hunting slavers in the Inner Sea. In the savagery of battle on blood-slicked decks on the open sea, however, Avimar was unable to hide his true nature. Confined to the brig by his crewmates, Avimar broke free and slew them all, from the captain to the cabin boy. Soon thereafter, a pirate ship picked him up and he traded his former ship and its cargo for passage to the pirates' next port of call. Eventually, Avimar ended up in the Shackles, finding the life of a pirate and raider much more suitable to his bestial nature.

Avimar soon signed on as first mate aboard the pirate brig *Dogfish*, and enlisted like-minded companions interested in mutinying against their captain. In the dead of night, Avimar bit each of his confederates, secretly afflicting them with lycanthropy. At the next full moon, Avimar's new pack of werewolves rose up as one and Avimar took command of the ship, which he renamed the *Blood Moon*.

Since then, Avimar has risen swiftly through the ranks of the pirates of the Shackles, becoming one of the most feared and bloodthirsty of the Free Captains. He soon gathered a fleet of like-minded pirates around him, and laid claim to the port of Ollo on Shark Island, thus securing himself a seat on the Pirate Council. Sorrinash lives only for the chase and bloodshed of the open sea. Even his visits to his home port see him and his crew of werewolves rampaging across the island's countryside, indulging in bloody hunts with each full moon.

CAMPAIGN ROLE

The Pirate Council sends Avimar Sorrinash to the Island of Empty Eyes to test the PCs before offering them a seat on the council. As a guest at the PCs' dinner party, he expects and demands the best, but he also presents a threat to those in the PCs' care. He is lascivious, spiteful, and used to getting his way, and his manners and goodwill only extend so far. Under the influence of strong drink, Sorrinash becomes more belligerent and prone to acting on his baser instincts.





LADY CERISE BLOODMOURN

After a falling-out with her disgraced father in Taldor, Cerise Bloodmourn traded her family name for a stolen galley out of Cassomir called the *Come What May* and the life of a pirate on the Inner Sea.

CERISE BLOODMOURN

CR 11

XP 12,800

Female human aristocrat 2/fighter 7/rogue 5

CN Medium humanoid (human)

Init +4; Senses Perception +12

DEFENSE

AC 23, touch 16, flat-footed 18 (+6 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural)

hp 137 (14 HD; 2d8+7d10+5d8+63)

Fort +9, Ref +10, Will +5; +2 vs. fear

Defensive Abilities bravery +2, evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +2 *defending rapier* +19/+14/+9 (1d6+5/15–20) or mwk dagger +17/+12/+7 (1d4+1/19–20)

Ranged mwk hand crossbow +16 (1d4/19–20) or mwk dagger +17 (1d4+1/19–20)

Special Attacks sneak attack +3d6, weapon training (light blades +1)

TACTICS

Before Combat If she is able to, Cerise drinks a *potion of heroism* before battle (not included in her stat block).

During Combat Highly skilled in swordplay, Cerise uses Combat Expertise, her offensive defense rogue talent, and her *defending rapier* to increase her Armor Class and keep attackers at bay. She moves strategically through any melee, tumbling past opponents and through occupied squares with her superior Acrobatics skill in order to avoid becoming surrounded. When possible, she feints to create sneak attack opportunities for herself, always attempting to knock away an enemy's weapon by utilizing her Disarming Strike feat when she scores a critical hit.

Morale Cerise appreciates anyone who bests her in physical combat, becoming intrigued enough to surrender. After falling below 20 hit points—and provided her attackers have acted honorably—she relinquishes her blade, counting on escaping later or waiting until her loyal crew rescues her. If she senses duplicity and evil intentions in her opponents, however, she evades capture at all costs.

STATISTICS

Str 10, Dex 18, Con 16, Int 14, Wis 8, Cha 15

Base Atk +11; **CMB** +15 (+17 disarm); **CMD** 30 (32 vs. disarm)

Feats Agile Maneuvers, Combat Expertise, Disarming Strike*, Defensive Combat Training, Dodge, Greater Feint, Improved Critical (rapier), Improved Disarm, Improved Feint, Toughness, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +18, Bluff +18, Climb +8, Diplomacy +18, Disable Device +12, Intimidate +10, Knowledge (geography) +6, Knowledge (local) +10, Knowledge (nobility) +10, Perception +12, Profession (sailor) +14, Sense Motive +12, Sleight of Hand +10, Stealth +10, Swim +6

Languages Common, Elven, Polyglot

SQ armor training 2, rogue talents (finesse rogue, offensive defense*), trapfinding +2

Combat Gear *potion of cure serious wounds*, *potions of heroism* (2); **Other Gear** +2 *chain shirt*, +2 *defending rapier*, masterwork hand crossbow with 10 bolts, masterwork dagger, *amulet of natural armor* +1, *belt of physical might* +2 (Con, Dex), *ring of protection* +1, *spyglass*, thieves' tools, 78 gp

* See the *Advanced Player's Guide*.

Lady Cerise Bloodmourn comes from noble stock, a member of the once-proud Vauxtiere family displaced by the Red Revolution of Galt. In 4681 AR, during the height of the chaos, her family escaped into Taldor, counting on the hospitality of friends in Cassomir to house and care for them until her pregnant mother could give birth to Cerise. When the fires of revolution failed to die down back home, the Vauxtieres stayed on in Taldor, spending what little remained of their family fortune to ingratiate themselves with the local nobility. Cerise's father made sure she attended all the right boarding schools, hoping to shape her into a lady of breeding and grace, even in exile.

Rather than fulfill her father's wishes by becoming the lady he'd intended, Cerise rebelled to escape the harassment of her peers, instead skipping school to spend days with various ne'er-do-wells along the docks of Cassomir. Where other debutantes learned the proper etiquette for dinner parties, ballroom dancing, and afternoon socials, Cerise took up fencing, petty theft, and carousing alongside several short-lived paramours, each one eager to sully the young noble. Of course,

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these actions only further scandalized her family, whom the established Taldan aristocracy already looked down upon. Cerise's mounting indiscretions sparked numerous embarrassments for her father, leading to several heated arguments between the two, the worst of which led her to run away.

In a fit of anger after her father struck her, Cerise sought out and seduced a down-on-his-luck pirate captain named Daerius Wynnt. Without a ship or crew at the time, Wynnt fell easily to Cerise's charms and passion. Intent on setting sail for the open sea and never returning, she convinced him to help her strike back at her family and Taldor's elite by stealing her inheritance and commandeering a newly built galley from the naval shipyards. Together, Cerise and Daerius formed a crew from her prior accomplices on the streets of Cassomir and the pirate's remaining contacts. The pirates then raided her family's estate while Cerise distracted the city guard long enough for Daerius to steal their ship. Once on the open sea, they renamed the galley the *Come What May*, and Cerise changed her name to Lady Bloodmourn, a reminder to herself of all her family lost, both in Galt and Taldor.

In time, Lady Bloodmourn's adventures brought her to the Shackles. Daerius Wynnt had died in battle against the Taldan navy, leaving Cerise in sole command of the *Come What May*. Sensing a kindred spirit in Tessa Fairwind, Cerise joined the pirate lord's growing fleet, capably serving the Mistress of Quent until she decided to pursue her own title. Lady Bloodmourn regards her position on the Pirate Council as a new form of "nobility"—the difference being that her name and reputation are of her own making rather than the product of a family name which means nothing to her anymore.

Although she employs a maid whom she rescued from slavery on a Chelish yacht, Cerise favors functional pirate's clothes, worn with a Taldan dandy's flair, but is just as comfortable in a courtier's gown when the situation calls for it. Beneath such fashionable clothes, however, she still wears a simple blouse and trousers tucked

into hard-heeled boots, ready to slip free of the gown and draw her rapier—an action many of her enemies fail to recognize before it's too late and she draws their blood.

CAMPAIGN ROLE

Lady Bloodmourn is one of three pirate lords sent by the Pirate Council to assess the PCs' success in claiming and settling the Island of Empty Eyes. Though fervently interested in the dinner party honoring her and the other emissaries, she also takes her duty very seriously. Her every word, action, and peal of laughter is designed to measure the PCs and determine their worthiness in joining her on the council. Like any clever noblewoman, however, she also seeks to curry their favor and build alliances. Indeed, Cerise hopes to someday displace Kerdak Bonefist, and claim the title of Hurricane Queen and dominion of the island nation as her own.

Cerise could easily become an ally or an adversary of the PCs as they continue through the Skull & Shackles Adventure Path. She plays the game of social graces and secret betrayals as well as anyone, appearing eminently friendly even as she orchestrates a rival's downfall from the shadows. Depending on how well the PCs impress her, Lady Bloodmourn could become a supporter in their own rise to power—so long as it coincides with her own. If she senses that they have designs on taking over the Shackles themselves, however, she may very well lead a rebellion against them.





THE EEL

An former slave from Chelixa, the halfling alchemist Myskur Marquardt established a new identity for himself in the Shackles as “the Eel,” a cold-blooded killer, arsonist, and reaper of reputations.

MYSKUR MARQUARDT, A.K.A. THE EEL **CR 12**

XP 19,200

Male halfling alchemist 13 (*Pathfinder RPG Advanced Player's Guide* 26)

NE Small humanoid (halfling)

Init +7; **Senses** darkvision 60 ft., *see invisibility*; Perception +17

DEFENSE

AC 30, touch 18, flat-footed 23 (+4 armor, +6 Dex, +1 dodge, +4 natural, +4 shield, +1 size)

hp 155 (13d8+93)

Fort +13, **Ref** +16, **Will** +6; +2 vs. fear

DR 10/slashing; **Immune** poison; **Resist** electricity 10

OFFENSE

Speed 50 ft., swim 60 ft.

Melee +1 *light mace* +18/+13 (1d4+1)

Ranged bomb +18/+13 ranged touch (7d6+4 fire)

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

Special Attacks bomb 17/day (explosive bomb 7d6+4 fire and catch fire, DC 20, 10-ft. radius)

Alchemist Extracts Prepared (CL 13th)

5th—*resurgent transformation**

4th—*detonate** (DC 18), *fluid form**, *freedom of movement*, *greater invisibility*

3rd—*cure serious wounds*, *displacement*, *fly*, *nondetection*, *protection from energy*

2nd—*cat's grace*, *darkvision*, *elemental touch** (DC 16), *false life*, *see invisibility*, *spider climb*

1st—*bomber's eye**, *cure light wounds*, *disguise self*, *expeditious retreat*, *shield*, *true strike*

TACTICS

Before Combat The Eel drinks extracts of *darkvision*, *false life*, and *resurgent transformation* every day. Before planting his bombs on the pirate lords' ships (see **Event 8**), he drinks his greater mutagen, followed by extracts of *fluid form*, *cat's grace*, *expeditious retreat*, *freedom of movement*, *protection from energy* (fire), *see invisibility*, *shield*, and *spider climb*.

During Combat The Eel drinks an extract of *greater invisibility* on the first round of combat, using *spider climb* and his *ring of jumping* to leap and scamper from one wall to another as he fights. While invisible, he hurls explosive or dispelling bombs at his opponents, enhancing his throws with *bomber's eye* or *true strike*, if given time. If his invisibility

expires or proves ineffective, the Eel drinks extracts of *displacement* and *nondetection* to further hide his position. If cornered, he activates his armor's *elemental aura* and drinks an extract of *elemental touch* (acid) to better defend himself. If still surrounded when his armor's aura expires, the Eel drinks an extract of *detonate*.

Morale If the Eel is reduced to fewer than 39 hit points, his *resurgent transformation* activates, and he drinks an extract or *potion of cure serious wounds* to further restore himself. If his *resurgent transformation* expires, or he is reduced to fewer than 25 hit points, the Eel drinks an extract of *fly* and attempts to flee elsewhere on the island until he can escape. If unable to flee, the Eel fights to the bitter end.

STATISTICS

Str 10, **Dex** 24, **Con** 19, **Int** 18, **Wis** 8, **Cha** 8

Base Atk +9; **CMB** +8; **CMD** 26

Feats Brew Potion, Dodge, Extra Discovery*, Iron Will, Point-Blank Shot, Precise Shot, Throw Anything, Toughness, Weapon Finesse

Skills Acrobatics +16 (+29 when jumping), Climb +12, Craft (alchemy) +21, Disable Device +23, Escape Artist +16, Fly +16, Knowledge (arcana) +10, Knowledge (nature) +10, Perception +17, Sleight of Hand +23, Spellcraft +12, Stealth +20, Swim +20

Languages Common, Draconic, Gnome, Halfling, Infernal, Polyglot

SQ alchemy (alchemy crafting +13, identify potions), mutagen (+6/+4/-2, +4 natural, 130 minutes), discoveries (delayed bomb, dispelling bomb, explosive bomb, fast bombs, greater mutagen, precise bombs [4 squares], shock bomb), poison use, swift alchemy, swift poisoning

Combat Gear *elixir of fire breath*, *elixir of love*, *elixir of swimming*, *potion of cure serious wounds*, *potion of water breathing*, greater mutagen (+6 Con, +4 Dex), liquid ice* (3), tanglefoot bags (5), thunderstones (3), tindertwigs (5); **Other Gear** *eel skin armor* (+2 slick electricity resistance leather armor; see page 60), +1 *light mace*, *chime of opening*, *handy haversack*, *ring of jumping*, alchemist's kit*, formula book (contains all prepared extracts plus additional 1st- through 5th-level extracts of your choice), portable alchemist's lab* (in area **B33**), thieves' tools, 65 gp

* See the *Advanced Player's Guide*.

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Myskur Marquardt learned the secrets of alchemy as a slave in a Westcrown apothecary run by the lowly Vitaron family, a lesser noble house loyal to House Thrune of Cheliox. Ever resentful of his master's abuse and arrogance, Myskur methodically squirreled away enough of the old man's knowledge to eventually poison and murder him. The ensuing investigation drove Myskur underground, where he escaped notice by hiding among the thieves and smugglers of Westcrown's waterfront. His growing skills as an alchemist put him in high demand among those lawbreakers, who offered him protection in exchange for a steady supply of toxins, curatives, and potions. In time, however, Myskur realized that he'd only exchanged one form of slavery for another, so he quietly struck a deal with the pirate captain Barnabas Harrigan to smuggle him out of town in exchange for his services as an alchemist and healer.

Myskur served on Harrigan's ship the *Wormwood* for 5 years on the open sea, taking an active part in the pirates' larcenous schemes. He earned the nickname "the Eel" not only for his savagery and slipperiness, but also for the shock bombs he used to torture and slay many of Harrigan's captives. Eventually, the sadistic halfling parted ways with Harrigan, establishing a laboratory in Port Peril where he could conduct his own research and investigate new compounds culled from the jungles of Garund. As a result, the Eel has developed relationships with hardened criminals throughout the region, supporting their activities by supplying alchemical substances, bottled toxins, and distilled drugs to those with enough coin to pay. More often, he exchanges these services for rare reagents or favors instead.

At some point, the Eel also developed a fascination and admiration for Norgorber, god of greed, secrets, poison, and murder. But rather than worship Norgorber, the Eel seeks to emulate him and unravel the secrets of his ascension to godhood, hoping to someday take the Test of the *Starstone* in Absalom himself and supplant Norgorber as the Reaper of Reputation. Until that time, all of the Eel's efforts focus purely on enriching his knowledge and resources to ensure his success, increasing his own reputation while studying the faith of Norgorber's followers and leeching away their jealously guarded secrets.

The Eel's relationship with Barnabas Harrigan remained cordial after he left the *Wormwood*, and when Harrigan sought a way to discredit the PCs in front of the Pirate Council, he turned to the Eel. With Cheliox's impending invasion and annexation of the Shackles, the Eel plans to leave the region soon and relocate to Absalom. To that end, he agreed to ruin or eliminate the PCs for Harrigan in exchange for his own ship to sail to the Isle of Kortos.

CAMPAIGN ROLE

As Barnabas Harrigan's agent, the Eel is the primary villain of "Island of Empty Eyes," tasked with bringing about the PCs' ruin—either through subterfuge and guile or direct confrontation. He focuses primarily on undermining the PCs' standing with the pirate lords, but he also relishes the thought of adding them to his long list of victims. The Eel has his own plans, however, and has little wish to die in Harrigan's service. If defeated and unable to escape, he surrenders, and he bargains for his life by offering as much information as he can provide. He blames Harrigan for everything, casting himself as an unfortunate lackey beholden to the pirate captain for helping him escape a life of slavery in Cheliox. He even offers to switch sides, suggesting he can aid the PCs in opposing Harrigan if they let him live. However, the Eel knows little about Harrigan's dealings with Cheliox. He lives up to any promises he makes only for as long as it takes him to escape, perhaps returning later to vex the PCs during the remainder of the campaign.





CAPTAIN MASE DARIMAR

A half-elf of mixed Mwangi and aquatic elf ancestry, Captain Mase Darimar practices the weather-bound faith of Gozreh while championing the will of the Pirate Council aboard the frigate *Wavecrest*.

MASE DARIMAR CR 11

XP 12,800

Male half-elf druid of Gozreh 8/fighter 4

CN Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +13

DEFENSE

AC 25, touch 14, flat-footed 22 (+8 armor, +1 deflection, +2 Dex, +1 dodge, +3 natural)

hp 106 (12 HD; 8d8+4d10+44)

Fort +14, **Ref** +5, **Will** +11; +1 vs. fear, +2 vs. enchantments, +4 vs. fey and plant-targeted effects

Defensive Abilities bravery +1, resist nature's lure

OFFENSE

Speed 30 ft.

Melee +1 *human bane scimitar* +16/+11 (1d6+7/15–20) or +1 *trident* +15/+10 (1d8+7)

Ranged +1 *trident* +13 (1d8+5)

Special Attacks lightning lord (8 bolts/day), storm burst (1d6+4 nonlethal damage, 7/day), wild shape 3/day

Cleric Spells Prepared (CL 8th; concentration +12)

4th—*air walk*, *ball lightning** (DC 18), *freedom of movement*, *sleet storm*^D

3rd—*call lightning*^D (DC 17), *cure moderate wounds* (DC 17), *protection from energy* (DC 17), *quench*, *water breathing*

2nd—*barkskin*, *bull's strength*, *fog cloud*^D, *gust of wind* (DC 16), *warp wood*

1st—*cure light wounds* (DC 15), *endure elements*, *entangle* (DC 15), *obscuring mist*^D, *speaking with animals*, *touch of the sea** (DC 15)

o (at will)—*create water*, *flare* (DC 14), *purify food and drink*, *stabilize*

D Domain spell; **Domain** Weather

TACTICS

Before Combat Mase casts *barkskin*, *bull's strength*, and *protection from energy* (fire) on himself ahead of any battle. If he anticipates fighting in the water or close quarters combat, he casts *freedom of movement* as well.

During Combat Initially, Mase prefers to use *air walk* or wild shape into a Medium air elemental to rise above the battlefield. From that vantage point, he pelts anyone under him with *ball lightning*, *call lightning*, *sleet storm*, or his lightning lord domain ability, utilizing his Natural

Spell feat if necessary. He casts *warp wood* to render the ranged weapons of attackers useless. After softening up his opposition with these tactics, Mase returns to the ground, targeting humans whenever possible with his scimitar.

Morale If reduced to 25 hit points or fewer, Mase attempts to withdraw, screening himself with *fog cloud* or *obscuring mist* so he can wild shape into an elemental and move away at maximum speed.

STATISTICS

Str 18, **Dex** 15, **Con** 14, **Int** 10, **Wis** 18, **Cha** 8

Base Atk +10; **CMB** +14; **CMD** 28

Feats Combat Casting, Dodge, Great Fortitude, Improved Critical (scimitar), Natural Spell, Sea Legs**, Toughness, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Acrobatics +2, Climb +10, Fly +6, Handle Animal +6, Heal +10, Knowledge (geography) +7, Knowledge (nature) +9, Linguistics +1, Perception +13, Profession (sailor) +12, Spellcraft +6, Survival +10, Swim +16

Languages Aquan, Common, Druidic, Elven, Polyglot

SQ armor training 1, elf blood, nature bond (Weather domain), nature sense, water child*, wild empathy +7, woodland stride, trackless step

Combat Gear *elemental gem* (water); **Other Gear** +2 *brine dragonhide breastplate*, +1 *human bane scimitar*, +1 *trident*, *belt of mighty constitution* +2, *ring of protection* +1, silver holy symbol of Gozreh, spell component pouch

SPECIAL ABILITIES

Water Child (Ex) Because of his aquatic elf ancestry, Mase gains a +4 racial bonus on Swim checks and can always take 10 while swimming. This alternate racial trait replaces the adaptability and multitalented racial traits.

* See the *Advanced Player's Guide*.

** See *Ultimate Combat*.

Mase Darimar is the result of a pairing between an aquatic elf from the Fever Sea and a Bonuwat woman from the Mwangi Expanse. When Mase's badly wounded father, Deverel, washed ashore upon the western Mwangi coast, a local Bonuwat tribe took him in. It fell to Mase's mother, Masira, to nurse him back to health, providing him with frequent baths of salt water just to sustain him. Without a proper healer in the tribe, however, Deverel's recovery took

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a while. During that time Masira came to love the elf, but eventually Deverel had to return to the sea. As a result, Mase grew up never knowing his real father. Instead, he learned the culture and ocean-going ways of his mother's people.

Unfortunately, because of his mixed heritage, Mase found little acceptance among the Bonuwat. The only positions he established for himself came as an expert diver for shellfish and occasional lookout, watching for pirates. All that changed, however, when slavers raided his village. Mase was captured in the chaos and dragged aboard a galleon bound for the markets of Cheliox. While passing through the Shackles, however, pirates mistook the slaver ship for a merchant vessel and attacked. In the aftermath of the ensuing battle, Mase found himself press-ganged into the victorious pirates' crew. Separated from his family and tribe, Mase eventually came to enjoy the pirating life and stayed on, taking on his present nom de guerre.

Entrusted with ever-increasing responsibilities by the ship's captain, Mase worked his way up the ship's ranks, eventually acquiring his own ship, an older frigate he named *Wavecrest*. As captain of his own ship, Mase joined the fleet of the Master of Gales. Naturally drawn to the ocean, Mase converted to the faith of Gozreh, learning the mysteries of the weather from his mentor. Mase engaged in frequent forays on the open sea in search of his father's people. It took several years of deep-sea diving, but his wild shape abilities eventually enabled him to locate an undersea city of aquatic elves. There, he sought and found his long-lived father. Deverel welcomed his half-breed son with open arms and the two struck up an immediate friendship. Before returning to his ship and crew, Mase and his father agreed to stay in touch, and Mase committed himself to serving the interests of the aquatic elves among the land-faring races.

This arrangement has put Mase in the unique position of spying for the aquatic elves, sharing information with Deverel about developments among the Free Captains of the Shackles. Mase counts the aquatic elves among his strongest allies, and often slips away from his ship to secretly meet with Deverel below the waves. In return, the elves bring him warnings that he passes on to the Pirate Council as his own reconnaissance, further elevating his status on the council.

In outward appearance, Mase has the dark skin of a Mwangi, but his hands and feet are lightly webbed, betraying his aquatic elf heritage. Mase wears a distinctive dragonhide breastplate crafted from a young brine dragon he slew several years ago. Though he always carries a trident as an outward sign of his faith, Mase prefers to fight with the magic *human bane scimitar* given to him by his father.

CAMPAIGN ROLE

Mase Darimar comes to the Island of Empty Eyes to assess the PCs' progress in taming their new stronghold. Unlike the other pirate lords, however, he does so at more than just the Pirate Council's behest. He also secretly represents the interests of the aquatic elves of the Shackles. Mase's outward demeanor remains somewhat aloof, though cordial, and over dinner, he gauges the PCs' seagoing prowess and any threat they might pose to his father's people—a concern to the elves, as one of their small communities lies beneath the waves just 30 nautical miles from the PCs' island. If the PCs especially impress him, Mase shares word of them with his father, perhaps prompting Deverel to visit the PCs later.





SKULL & SHACKLES TREASURES

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

EEL SKIN ARMOR

Aura moderate evocation; **CL** 6th
Slot armor; **Price** 33,810 gp; **Weight** 15 lbs.

DESCRIPTION

This red +2 *slick electricity resistance leather armor* is crafted from the skin of the crimson hagfish, more commonly known as the Shackles slime eel. The armor exudes a slippery slime that grants its wearer a +5 competence bonus on Escape Artist and Swim checks. In addition, as a standard action once per day, the wearer can form an aura of electricity around himself that persists for 5 rounds. Creatures adjacent to the wearer when this power is activated and at the start of the wearer’s turn take 2d6 points of electricity damage and are staggered for 1 round. A successful DC 14 Reflex save halves the damage and negates the staggering effect. The aura persists for 5 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *elemental aura* (*Pathfinder RPG Advanced Player’s Guide* 218), *grease*, *resist energy*; **Cost** 16,985 gp

HORN OF THE TRITONS

Aura moderate conjuration and transmutation; **CL** 9th
Slot none; **Price** 15,000 gp; **Weight** 2 lbs.

DESCRIPTION

This conch shell can be blown as a horn once per day, except by a triton (*Pathfinder RPG Bestiary* 2 270), which can sound it three times per day. Blowing the horn activates any one of the following functions:

- Calm rough waters in a 1-mile radius. Alternatively, this use functions as a *dismissal* spell against a targeted water elemental (DC 19 Will negates).
- Summon 1d4+1 sharks or 1d3 advanced sharks as if using *summon nature’s ally* V.
- Create a *fear* effect (DC 16) in a 500-foot radius that only affects creatures with the aquatic or amphibious subtype that have Intelligence scores of 1 or 2.

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.

CONSTRUCTION

Requirements Craft Wondrous Item, *control water*, *dismissal*, *fear*, *summon nature’s ally* V, creator must be a triton; **Cost** 7,500 gp

IMPOSSIBLE BOTTLE

Aura faint abjuration and transmutation; **CL** 5th
Slot none; **Price** 20,000 gp; **Weight** 1 lb.

DESCRIPTION

An intricately detailed miniature sailing ship sits inside this clear glass bottle. When taken aboard an undamaged sailing vessel at sea, the model automatically reconfigures to become a perfect replica of the new ship. It takes 24 hours for the model to attune to the ship.

A ship attuned to an *impossible bottle* takes half damage from all attacks that deal damage. The model ship in the *impossible bottle* absorbs the remaining damage, registering holes in its hull, rips in its sails, and scorch marks from fire. Once the attuned ship gains the broken condition, however, the *impossible bottle* ceases its protection, and any further attacks on the attuned ship deal full damage. If the attuned ship gains the sinking condition or is destroyed, the *impossible bottle* shatters and is permanently destroyed. If an *impossible bottle* was attuned to a damaged ship, once that ship has been fully repaired, the *impossible bottle* re-attunes itself over 24 hours and thereafter resumes its protection. An *impossible bottle* removed from its attuned ship ceases its protection, and must be re-attuned over 24 hours if brought back on board. If the bottle is shattered while it is attuned to a ship, the *impossible bottle* is destroyed and the attuned ship immediately takes 150 points of damage.

Lastly, an *impossible bottle* can be used to repair an unattuned ship. As long as the bottle still functions, its owner can christen a vessel by smashing the *impossible bottle* against the ship’s prow, releasing a wave of restorative magic that immediately repairs up to 150 points of damage to the vessel.

CONSTRUCTION

Requirements Craft Wondrous Item, *make whole*, *shield other*, *shrink item*, creator must have 5 ranks in the Craft (ships) skill; **Cost** 10,000 gp

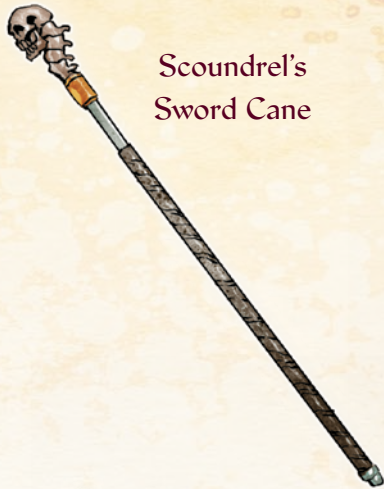
SCOUNDREL’S SWORD CANE

Aura moderate divination; **CL** 7th
Slot none; **Price** 20,925 gp; **Weight** 4 lbs.

DESCRIPTION

A skull and partial backbone carved from ivory top this +2 *sword cane* (*Advanced Player’s Guide* 179), and gray sharkskin covers its

SKULL & SHACKLES TREASURES



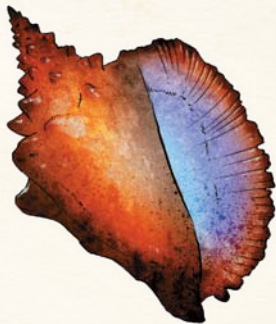
Scoundrel's
Sword Cane



Eel Skin Armor



Skeleton
Anchor



Horn of the
Tritons

Impossible
Bottle



wooden scabbard. The wielder can use the Weapon Finesse feat to apply her Dexterity modifier instead of her Strength modifier to attack rolls with a *scoundrel's sword cane* sized for her, even though it isn't a light weapon.

The eyes of the skull atop the *scoundrel's sword cane* constantly enhance the wielder's awareness, granting the wielder a +5 competence bonus on Perception checks. In addition, once per day, the wielder can concentrate while holding the cane to see through the skull's eyes as if they were her own. In effect, the *scoundrel's sword cane* can be used as a periscope, allowing the wielder to safely peer over obstacles or around corners. If the wielder has total concealment from an observed creature except for the end of the cane, the wielder uses the skull's Diminutive size modifier for her Stealth check instead of her own size modifier.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *arcane eye*, *obscure object*; **Cost** 10,635 gp

SKELETON ANCHOR

Aura moderate necromancy; **CL** 7th
Slot none; **Price** 14,450 gp; **Weight** 100 lbs.

DESCRIPTION

This ship's anchor is crafted of fused bones and skulls, but it has the strength and hardness of iron. When attached to a ship by a

rope or chain and dropped into the water, the anchor increases its weight to properly anchor the ship it is attached to. Once per day, the *skeleton anchor* can hold the ship it is attached to immobile for up to 1 day, or until commanded to release.

The greatest property of a *skeleton anchor*, however, is to summon undead skeletons from the corpses of drowned mariners, who rise from the depths of the sea and clamber up the sides of the ship to serve as its crew. The undead created by the anchor are 1 Hit Die skeletons (*Pathfinder RPG Bestiary* 250) that possess Profession (sailor) scores of +7. Each skeleton can perform the duties of one crew member but has no other abilities. The skeletons cannot speak, attack, or even defend themselves. They are not proficient with any weapons or armor. The skeletons obey the commands of the ship's captain or pilot, but they only obey orders pertaining to the operation of a ship.

A *skeleton anchor* can be used just once every 7 days to create up to 28 skeletal crew members. The skeletons do not count against the maximum total Hit Dice worth of undead creatures that the user can control. The skeletons act as crew for 1 week or until dismissed by the ship's captain or pilot. At the end of the week, the skeletons abandon the ship.

CONSTRUCTION

Requirements Craft Wondrous Item, *desecrate*, *levitate*, *skeleton crew* (*Pathfinder Player Companion: Pirates of the Inner Sea* 29); **Cost** 7,250 gp