

ASSEMBLE THE FLEET

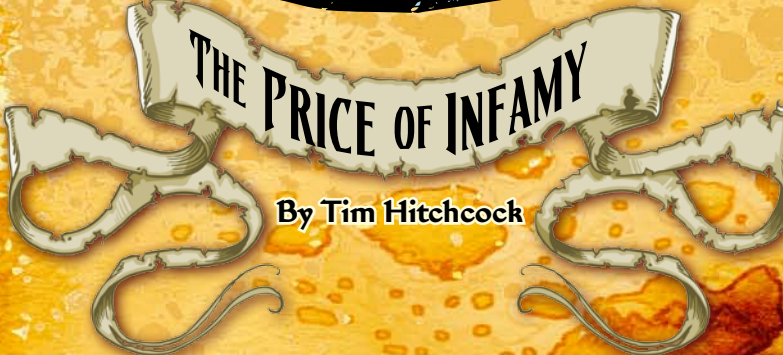
The adventurers now have their own island and port, but they'll need more than one ship to defend it. When a past rival sends a fleet to attack them, they're forced to pull out all the stops to defend their island home, scouring the harbors and docks of the Shackles in order to recruit more ships and crews to their flag. Yet when they sail to the attacker's own island to get their revenge, the adventurers discover a traitor—one whose betrayal threatens not only their own fleet, but the very islands of the Shackles themselves.

This volume of Pathfinder Adventure Path includes:

- "The Price of Infamy," a Pathfinder RPG adventure for 11th-level characters, by Tim Hitchcock.
- Fleet battle rules that allow players to stand as admirals and commodores directing their own armadas against enemy fleets in large-scale naval warfare, by James Jacobs.
- A glimpse behind the gray veil of Norgorber, Golarion's most secretive deity, by Sean K Reynolds.
- Lock-breakers and sea-devils in the Pathfinder's Journal, by Robin D. Laws.
- Four new monsters, by Savannah Broadway, Ryan Costello, Mark Moreland, and Sean K Reynolds.



PATHFINDER® ADVENTURE PATH™



By Tim Hitchcock



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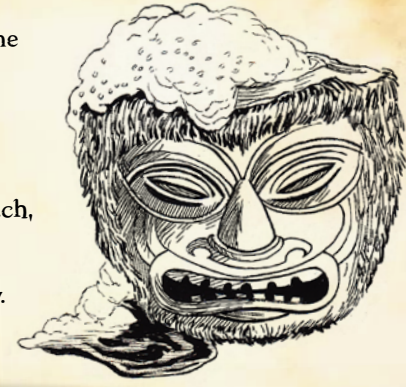
paizo.com/pathfinder

THE SHACKLES



Teroro and Ina

Captain Malago first found this carved cup near one of the outer isles of the Shackles, and he's been looking for its mate ever since. These paired cups represent two figures from ancient kuru tales; one who gave life, and another who took it away. As such, one of these cups provides constant nourishment, while the other leaves the drinker endlessly thirsty. Poor Captain Malago possesses the latter.



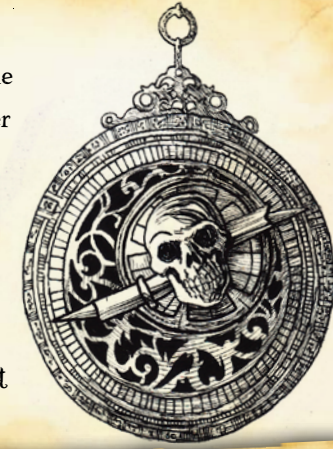
Skeletal Cutlass

Gregsly One-Arm found this strange cutlass in a tidepool on a remote island. As the tale goes, the blade belonged to a pirate captain who, when pressed to surrender, said his attacker would have to pry it from his dead fingers. The curse worked, and his entire forearm had to be removed to take the weapon. Gregsly is now looking for a way to fuse the old cutlass with his stump.



Liecaller

Ever fearful of leaked secrets, Captain Marissa Gabrelle commissioned this amulet to ensure no one would ever be able to use magic to speak with her corpse upon her death. The sea witch who made it claimed that after wearing the device for a year, Marissa would be protected from such divinations. Furthermore, Captain Gabrelle learned that she could use the liecaller to point to any lies or secrets nearby, making it an invaluable tool in keeping her crew honorable.



Mister Ripples

Mascot of the *Briney Blade*, this grotesque mummified trophy steers the ship away from storms and barely submerged rocks. Some of the crew says it talks to the captain; others claim it sings during the night. No one knows where Captain Crenshaw got the blasted thing. Some think it's a long-dead ningyo, while others claim it's a shaved selkie. Either way, the important thing is that Mister Ripples keeps the ship and crew safe.

