



ADELITA DOLORUSO

While Adelita serves as first mate to Barnabas Harrigan, her alliance is merely one of temporary convenience. Only a fool would fail to recognize her true ambition to become a Free Captain in her own right.

ADELITA DOLORUSO

CR 12
XP 19,200

Female human evoker 13

NE Medium humanoid (human)

Init +6; **Senses** Perception +14

DEFENSE

AC 23, touch 15, flat-footed 20 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +4 shield)

hp 126 (13d6+78)

Fort +12, **Ref** +10, **Will** +11

OFFENSE

Speed 30 ft.

Melee wizard hook +6/+1 (1d4)

Ranged mwk silver dagger +9 (1d4–1/19–20)

Special Attacks intense spells (+6 damage)

Arcane School Spell-Like Abilities (CL 13th; concentration +17)

At will—elemental wall (13 rounds/day)

7/day—force missile (1d4+6)

Evoker Spells Prepared (CL 13th; concentration +17)

 7th—quickened *fireball*, *prismatic spray* (DC 21)

 6th—*chain lightning* (DC 20), quickened *scorching ray*, *repulsion* (DC 20)

 5th—*cone of cold* (DC 19), quickened *shield*, *telekinesis* (DC 19), *teleport*

 4th—*bestow curse* (DC 18), *dimension door*, *ice storm* (DC 18), *phantasmal killer* (DC 18), *shout* (DC 18), *wall of fire*

 3rd—*dispel magic*, *fireball* (2; DC 17), *heroism*, *vampiric touch* (2)

 2nd—*arcane lock*, *flaming sphere* (DC 16), *ghoul touch* (DC 16), *gust of wind*, *invisibility*, *mirror image*

 1st—*burning hands* (DC 15), *mage armor*, *magic missile* (2), *shocking grasp* (2; DC 15)

 o (at will)—*dancing lights*, *detect magic*, *flare*, *light*, *read magic*
Opposition Schools enchantment, transmutation

TACTICS

Before Combat Adelita casts *mage armor* every day.

During Combat Adelita hangs back at first, letting her crew move forward while she supports them with spells. She casts quickened *shield* on the first round, along with *invisibility* so she can prepare a few other spells (*mirror image* and *heroism*) before she joins in with her attack spells. She casts *repulsion* if too many enemies are reaching her.

Morale Adelita fights until reduced to 40 hit points or fewer,

 at which point she attempts to teleport back to Harrigan's fortress to warn him of the fleet's failure. If she escapes in this manner, feel free to either have her join forces with Harrigan (if your PCs could use a bigger challenge) or join the other prisoners in the prison (area **D5**) after some unfortunate mutilations to her hands and tongue.

STATISTICS

Str 8, **Dex** 14, **Con** 18, **Int** 18, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +5; **CMD** 20

Feats Arcane Strike, Craft Wondrous Item, Dodge, Eschew Materials, Great Fortitude, Improved Familiar, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll, Toughness

Skills Acrobatics +10, Intimidate +13, Knowledge (arcana) +20, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (nature) +13, Perception +14, Profession (sailor) +17, Spellcraft +20

Languages Common, Cyclops, Infernal, Osiriani, Polyglot
SQ arcane bond (cacodaemon familiar), *contingency* (*stoneskin* activates as soon as she takes any physical damage)

Gear wizard hook (+1 hook hand; see page 61), masterwork silver daggers (6), *belt of mighty constitution* +4, *cloak of resistance* +2, *mutineer's bane earring* (see page 60), *ring of protection* +2, jewelry worth 1,200 gp, spellbook

Adelita Doloruso was born in Galt, daughter to a husband and wife who had collaborated on more than just her—they were the authors of a particularly scandalous underground series of chapbooks that saw circulation throughout the city of Isarn. Her parents were always careful to cover their tracks, but one day, a week after Adelita's 11th birthday, her father was captured and taken to the *final blades*. Fearing for her daughter, Adelita's mother disguised her and put her aboard a merchant vessel bound for distant Sargava, a scant few hours before the noble parent was captured and executed herself.

Adelita was discovered halfway to Sargava, but rather than throw her overboard, the cruel captain merely smashed her hand with a mallet as punishment. Adelita bore the pain stoically and without a cry, and the ship's crew began to grow worried about the young girl who was immune to pain. When a terrible storm struck several

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days later, they blamed the girl and cast her adrift in a small rowboat. It would be 2 days before her boat washed ashore on the wild coast of the Kaava Lands. She was badly sunburned and half-dead from thirst, but still lived, though her hand had turned gangrenous.

Adelita was rescued by a Zenj wizard—a man who saved her life not only by giving her food and water, but also by amputating her hand and preventing the gangrene from spreading. For the next decade, Adelita lived with her savior's tribe, learning the ways of the wizard and his people. Then pirates came, seeking fresh slaves. Many of those strong enough to resist were slain in combat, the weak and infirm were butchered, and the prisoners (Adelita among them) were taken aboard the *Wormwood* to the slave markets of Port Peril. The ship's captain, a florid man named Alaster Flint, took a liking to Adelita, and kept her as his own prize. In a matter of weeks, she was with child. Once her pregnancy was obvious, Captain Flint quickly lost interest in her and planned to sell her off at their next port—if he could find no buyers for a pregnant slave, he'd just toss her overboard. Always a fool, Captain Flint made the mistake of openly bragging about his plans in front of Adelita. On the night before they were to sail into Bloodcove, Adelita snuck into Flint's cabin and slit his throat.

Rather than attempt to flee the *Wormwood*, she instead made a canny move, confessing her crime to the first mate, a young man named Barnabas Harrigan, who had been more than vocal about his desire to seize the *Wormwood* for his own command. If Harrigan promised to let her go free in Bloodcove, she would back him up on his claim of having murdered Captain Flint. Harrigan agreed, and took command of the *Wormwood* at dawn. He honored his promise to Adelita, granting her freedom and dropping her off in Bloodcove. It would be several years until the two spoke again.

In Bloodcove, Adelita sought whatever menial work she could find. She saved any extra coin she scrounged in order to acquire a spellbook, determined to continue the studies she once pursued with the old Zenj wizard. Hoping to make

a better life for herself, she eventually took a job as a weatherwitch aboard a small vessel headed back to Absalom, where she thought she might start her life anew. After a week at sea, tragedy struck again when a drunken crew member made unwanted advances and attacked Adelita. Though she was able to defend herself, Adelita suffered several rough blows during the fight that caused her to miscarry later that evening. After this loss, she spiraled into darkness and violence.

Instead of continuing on to Absalom, Adelita jumped ship at Ollo, where she fell in with thugs and cutthroats, and she convinced them to let her join their crew after promising victory on their next raid. Good to her word, she helped them bring down a small merchant vessel by torching its sails with her magic. Having earned their respect, she stayed aboard as a battlemage, and through her fierce use of evocation magic, she quickly gained a reputation for ruthlessness. In 6 months, she helped seize seven merchant vessels, including two Chelish galleons. Her growing reputation caught the attention of an older and more notorious Barnabas Harrigan, who upon meeting and recognizing her as the woman who had helped win him the *Wormwood*, immediately offered her the recently opened position of first mate aboard his ship.

Adelita is in her late twenties. She dresses like a male pirate and favors traditional Zenj jewelry, wearing tiger fang plugs in her earlobes. Still, her most identifiable feature is the cruel metal hook fastened to the stump of her left forearm—a weapon she recently paid to have turned into a wizard hook.

CAMPAIGN ROLE

Adelita is the admiral of the fleet that Barnabas Harrigan sends to attack the PCs, and is the primary antagonist of the naval Battle of Empty Eyes. If she survives the battle and escapes back to Harrigan's side only to be thrown in prison for her failure, she may well have a change of heart if the PCs rescue her, and would likely join them in seeking revenge for this latest mistreatment.





ARRONAX ENDYMION

Lord of Hell Harbor and captain of the former imperial frigate *Tyrannous*, this disgraced Chelish admiral is one of the leading lords of the Pirate Council.

ARRONAX ENDYMION **CR 11**

XP 12,800

Male middle-aged human aristocrat 6/fighter 6

NE Medium humanoid (human)

Init +5; **Senses** Perception +10

DEFENSE

AC 24, touch 13, flat-footed 23 (+8 armor, +2 deflection, +1 Dex, +3 shield)

hp 94 (12 HD; 6d10+6d8+30)

Fort +8, **Ref** +7, **Will** +7; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *keen longsword* +16/+11 (1d8+7/19–20)

Ranged mwk dagger +12 (1d4+3/19–20)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat Endymion prefers to avoid combat whenever he can by bluffing or intimidating foes into standing down before a fight begins, but if battle is inevitable, he fights with Combat Expertise and attempts to disarm his foes as quickly as possible. Once combat begins, Endymion rarely, if ever, has an interest in taking hostages or prisoners—he kills his foes as quickly and ruthlessly as possible.

Morale Endymion fights to the death.

STATISTICS

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

Base Atk +10; **CMB** +13 (+17 disarm); **CMD** 26 (28 vs. disarm)

Feats Alertness, Combat Expertise, Combat Reflexes, Greater Disarm, Improved Disarm, Improved Initiative, Lightning Reflexes, Shield Focus, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +15, Climb +9, Intimidate +15, Knowledge (geography) +8, Knowledge (nobility) +8, Perception +10, Profession (sailor) +15, Sense Motive +10, Swim +9

Languages Common, Infernal

SQ armor training 1

Combat Gear *potions of cure serious wounds* (2); **Other Gear** +2 *breastplate*, +1 *keen longsword*, masterwork dagger, *belt of mighty constitution* +2, *boots of speed*, *feather token* (anchor), *ring of force shield*, *ring of protection* +2, bicorne hat, Chelish admiral's coat, 682 gp

Arronax Endymion was born in Westcrown. A military brat and second son to famed Commodore Arrodius Endymion, Arronax was quick to follow in his father's footsteps, enlisting in the Chelish Imperial Navy at the young age of 16. His father used his position and influence to have his young son stationed at a relatively safe and small port in the Bay of Solva, but Arronax lusted for the chance to prove himself in battle, and switched his paperwork with another new conscript. He was soon off to guard the Arch of Aroden at Corentyn. Arronax stayed on at the Arch for the next 5 years, attaining the rank of captain and taking a wife soon after. The promotion placed him in command of a small ship with a letter of marque granting him permission to raid the ships of rival nations, a task at which Arronax proved most adept. After numerous successes, the young captain caught the eye of Lyserius Thrune, a wealthy noble who offered to sponsor him. With Lyserius's support, Arronax swiftly achieved the rank of admiral, in command of the Fourth Chelish Fleet. During this time, he spent months at sea chasing down enemies of the House of Thrune throughout the entire Inner Sea region, traveling as far north as the Steaming Sea, east to the isle of Jalmeray, and south to the waters of Desperation Bay. Through his exploits, Arronax grew rich and became quite the toast of Corentyn society.

Still, while Arronax's successes grew, the months at sea gnawed their way through his personal life. His many triumphs brought significant attention to his house and his beautiful young wife Adeline. The Endymions were often expected to attend important social affairs, but with Arronax usually at sea and unable to attend, Adeline went to these events in her husband's stead. An excellent conversationalist, she grew quite versed in culture and current politics, and transformed into a budding socialite. As she became more of a scene fixture, she started squandering the family's considerable finances, and eventually fell into a sordid and very public affair with Lyserius Thrune, the very nobleman who had sponsored Arronax's ascension to the admiralty. When Arronax returned to Corentyn and learned of the affair, he marched straight into Lyserius's court and demanded a duel. Lyserius responded by ordering a guard to shoot Arronax

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in the knee with an arrow and had the wounded admiral thrown out into the street. With great effort, Arronax staggered back to his flagship *Tyrannous* and, after healing his injury, retaliated by plundering Lyserius Thrune's shipping houses and burning them to the ground. This triggered a rapidly escalating clash that, in the end, Lyserius Thrune won. With an Imperial warrant issued for his arrest, Arronax had no choice but to abandon his wife and holdings forever and flee south to the Shackles.

His crew remained loyal, and when the *Tyrannous* finally sailed into Hell Harbor with a boatload of riches ransacked from Thrune warehouses and ships, flying an upside down Chelish flag with a white skull painted over the shield, they found a place more welcoming of plunder and treachery. Arronax purchased the service of several moderately talented captains and went on a piratical rampage, principally targeting Chelish trading vessels. With his knowledge of Chelish tactics, trade routes, and the weaknesses of the ships and their captains, he proved to be a highly efficient scourge indeed. Within a month, he'd seized more than a dozen vessels, enough to make a name for himself as a Free Captain.

Over the following years, Endymion acquired a sizable fleet and reputation. His crew swelled with mutineers from the Chelish navy, who soon became known throughout the Shackles as the Devils' Own. Endymion continued to operate out of Hell Harbor, and purchased large chunks of property within the port, building himself a great manse overlooking the harbor. Endymion's reputation for swift and creatively cruel punishment earned him loyalty as surely as his reputation for crushing Chelish ships, and soon, Endymion found himself referred to as Lord of Hell Harbor. He did little to stifle the use of this title.

Arronax Endymion is a powerfully built, middle-aged man with pale skin and strong, chiseled Chelish features. His short-cropped black hair is only beginning to gray at the temples, and his eyes shine an icy blue. He takes great pride in his appearance, and he wears only the finest clothing, custom tailored in the style of the pre-Throne Chelish

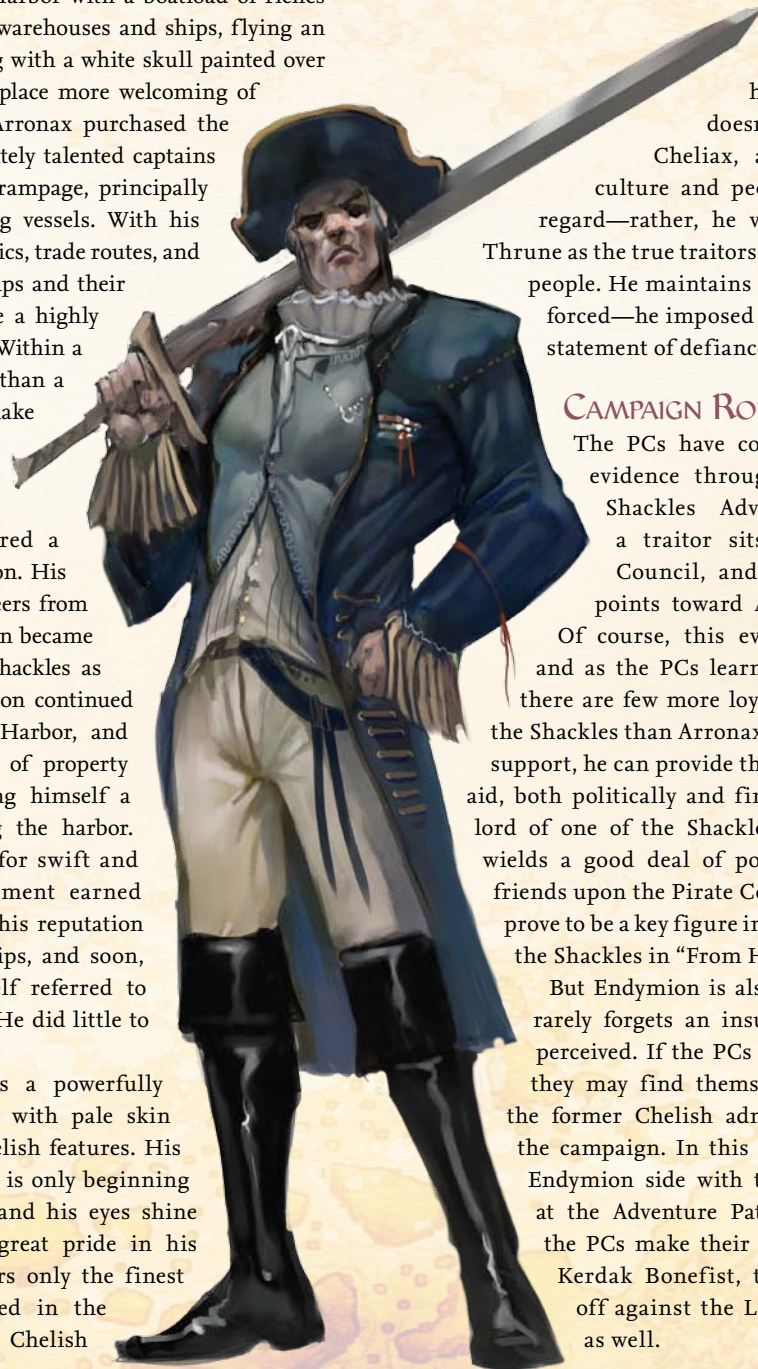
naval uniforms. He wears dozens of medals, presumably from his navy days, though he has had all of them re-cast in the shape of his jolly roger, a crouching imp skeleton run through with a spit. He retains the use of his previous rank of admiral, but he deliberately wears his admiral's stripes upside down on his sleeves.

To this day, Arronax continues to nurture his hatred for the House of Thrune, its lower houses and families, and the Chelish aristocracy in general. He despises implications that he somehow played a role in his wife's infidelity or that he is at fault for what happened to his personal life. He doesn't actually dislike Cheliox, and still holds its culture and people in the highest regard—rather, he views the House of Thrune as the true traitors to his nation and its people. He maintains that his exile wasn't forced—he imposed it upon himself as a statement of defiance and rebellion.

CAMPAIGN ROLE

The PCs have collected tiny bits of evidence throughout the Skull & Shackles Adventure Path that a traitor sits upon the Pirate Council, and thus far, all of it points toward Arronax Endymion. Of course, this evidence is falsified, and as the PCs learn in this adventure, there are few more loyal to the concept of the Shackles than Arronax. If the PCs gain his support, he can provide them with significant aid, both politically and financially, for as the lord of one of the Shackles' largest ports he wields a good deal of power and has many friends upon the Pirate Council. He may even prove to be a key figure in the final defense of the Shackles in "From Hell's Heart."

But Endymion is also a bitter man who rarely forgets an insult, whether real or perceived. If the PCs get on his bad side, they may find themselves pitted against the former Chelish admiral at the end of the campaign. In this event, you can have Endymion side with the Hurricane King at the Adventure Path's end, and when the PCs make their final moves against Kerdak Bonefist, they'll have to face off against the Lord of Hell Harbor as well.





BARNABAS HARRIGAN

Few suspect that Captain Barnabas Harrigan holds a secret pact with Cheliox to sell out his pirate brethren. In exchange, the infernal nation has promised Harrigan a position as the new governor of the Shackles once the archipelago become a new Chelish colony.

BARNABAS HARRIGAN

CR 15

XP 51,200

Male human fighter 5/rogue 11

NE Medium humanoid (human)

Init +9; **Senses** *see invisibility*; Perception +20

DEFENSE

AC 30, touch 16, flat-footed 24 (+6 armor, +5 Dex, +1 dodge, +4 natural, +4 shield)

hp 204 (16 HD; 5d10+11d8+123)

Fort +16, **Ref** +16, **Will** +10; +5 vs. fear

Defensive Abilities bravery +1, evasion, improved uncanny dodge, trap sense +3

OFFENSE

Speed 30 ft.

Melee +3 *short sword* +23/+18/+13 (1d6+8/17–20)

Ranged +1 *returning handaxe* +19 (1d6+3/x3)

Special Attacks sneak attack +6d6, weapon training (light blades +1)

TACTICS

Before Combat Once Harrigan knows combat is near, he drinks a *potion of barkskin* +4, a *potion of cat's grace*, and a *potion of invisibility*. He also activates *see invisibility* from his eye patch.

During Combat If he starts a battle invisible, Harrigan drinks his *potion of haste* on the first round of combat, then positions himself to block the most obvious escape route. On the next round, he activates his *howling skull armor* to attempt to frighten his foes. In succeeding rounds, he focuses his attacks on frightened targets, using Dazzling Display to shake more foes whenever necessary so he can make sneak attacks against such victims thanks to his Shatter Defenses feat.

Morale Harrigan fights until reduced to 30 hit points or fewer, at which point he attempts to escape battle. He fights to the death only when cornered.

STATISTICS

Str 14, **Dex** 20, **Con** 22, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +13; **CMB** +15; **CMD** 31

Feats Combat Reflexes, Dazzling Display, Dodge, Improved Critical (short sword), Improved Initiative, Improved Iron Will, Iron Will, Shatter Defenses, Shield Focus, Toughness, Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Acrobatics +24, Appraise +10, Bluff +11, Intimidate +19, Knowledge (local) +11, Perception +14, Profession (sailor) +20, Stealth +14, Swim +14

Languages Common

SQ armor training 1, rogue talents (bleeding attack +6, crippling strike, defensive roll, finesse rogue, ledge walker), trapfinding +5

Combat Gear *potions of barkskin* +4 (2), *potions of cat's grace* (3), *potion of haste*, *potions of invisibility* (2); **Other Gear** *howling skull armor* (+3 *studded leather*; see page 60), +2 *light steel shield*, +3 *short sword*, +1 *returning handaxe*, *belt of mighty constitution* +4, *cloak of resistance* +3, *glove of storing*, *mariner's eye patch* (see page 60), *bag of holding* (type IV), Chelish invasion plans (kept in *bag of holding*), key ring

Originally hailing from the port city of Senghor, Barnabas Harrigan was born Dwali Kepu, the fifth child to a poor family of Bonuwat fisherfolk. As a young child, he accompanied his mother to her job as a fish-gutter. There, he listened to the stevedores tell romantic tales of pirates and plunder, and he became seduced by thoughts of living a life of freedom, riches, and infamy. When he turned 13, as his mother lay dying of blood poisoning from an infected cut she suffered on the job, Dwali left home and took a job on a merchant vessel headed to Bloodcove, where he hoped to seek a new destiny as a pirate. Upon arriving, his fantasies were quickly shattered when he discovered the pirates he'd romanticized were little more than lice-infested drunks who'd cut a boy's throat over a few gold pieces. With little money and fewer prospects, Dwali lurked around the docks, pickpocketing sailors and stealing stray crates from merchant ships. Eventually, he ran afoul of the authorities, and for his crimes he was pressed into the service of Bloodcove. He served most of his 2-year stint in the militia, during which he received martial training and made numerous contacts with local pirates. Only 2 months before completing his sentence, he abandoned the Bloodcove militia and joined the crew of the pirate ship *Sea Wasp*. As a pirate, Dwali changed his name to Barnabas Harrigan, and over the next 5 years, slowly rose to the rank of first mate, though he lost one of his eyes in the process.

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The *Sea Wasp* mostly targeted merchant vessels off the coast of Senghor, but eventually worked its way up the coast to Port Peril. There, Harrigan jumped ship in search of his own vessel to command. Unfortunately, he learned that there were few opportunities to immediately start as a ship captain, and so he pledged himself to the service of Captain Alaster Flint of the *Wormwood*. Harrigan soon found himself headed south again, but after enduring a few months of slim pickings at sea, Captain Flint looked to shore for easier bounty—slaves. The *Wormwood's* first raid was quick and brutal, and in one strike against a Zenj village, the ship's hold was full of living plunder. Among these slaves was the young Adelita Doloruso, a wild girl who eventually slit Flint's throat and handed Harrigan his ship in exchange for her freedom.

Now finally in command, Captain Harrigan spent the next few years developing a fearsome reputation. But Harrigan's fortunes would not last, for just as his star seemed to be on the rise, he fell into the clutches of the Chelish navy. Although most believe that Harrigan was able to escape the Chelaxians, his greatest secret is that he turned to their side and now serves the Chelish admiral Druvalia Thrune as a pawn who will lead her to the conquest of the Shackles.

Captain Harrigan is a tall, muscular man, with skin the color of fertile earth. His head is shaved, and he keeps his long black beard twisted and waxed into a single lock bound with gold rings.

Years of practice have made Harrigan an accomplished commander. He's edgy enough to push his crew, though he isn't a cruel leader. In his eyes, abusiveness shows weakness. He would have been a champion pirate had his luck not ran out when Druvalia Thrune caught him. Harrigan appears confident, but while he attempts to bolster his ego with Thrune promises, ultimately he realizes he's a pawn and has been for some time. This sense of lost destiny feeds his anger and his mania.

CAMPAIGN ROLE

Captain Barnabas Harrigan has plagued the PCs from the very beginning of the Skull & Shackles Adventure Path. At this point in the campaign, Harrigan serves as a transition between a speculated danger and the final threat of actual war. He alone has done more than anyone to empower Chelax's presence in the Shackles. Even dead, his plans cannot be defeated, for they now belong to Druvalia Thrune.

If Harrigan escapes the PCs at the end of this adventure, he has few choices for survival. He knows his game has ended, for he is no Chelaxian, and the House of Thrune will show him no

sympathy for his failure. He has indeed made a deal with a devil, and the devil holds the contract. Instead, he seeks out a safe spot to hide out on his island until the PCs leave. Then he attempts to stow away on one of the other ships in his harbor, hoping to catch a ride to some other port. He still has a few allies within the Shackles that he can call on for help, so getting a new ship won't be an impossible task for the clever captain. Once he gets a new ship, he also takes on a new identity. Calling himself Dwali the Bloodcove Butcher, he disguises himself by donning a long powdered wig and a frightful Tian demon-faced mask. Tracking down the PCs and murdering them becomes his obsession—one that could well last beyond the climax of the campaign.





SKULL & SHACKLES TREASURES

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

AIGER’S KISS (MINOR ARTIFACT)

Aura strong abjuration and evocation; **CL** 20th
Slot none; **Weight** 2 lbs.

DESCRIPTION

The Shackles are rife with tales of legendary treasures, but the story of the loss of *Aiger’s Kiss* has seen a resurgence of late, it being the 25th anniversary of the blade’s loss in the Black Tower near the Cannibal Isles. Wielded before that loss by Captain Tevenida Aiger—and rumored to have been given to her by Norgorber’s herald as a reward for an unknown task—*Aiger’s Kiss* is said to have been a particularly potent weapon against outsiders. In addition to being a notorious pirate captain, Tevenida Aiger was a priestess of Norgorber, and her specialty was the capture of Chelish warships, particularly those employing devils or other extraplanar defenses. Some whisper that Captain Aiger and her sword vanished in the Black Tower due to a Chelish trap set in the structure, but in fact her fate was much grimmer than that (see Part Three of “The Price of Infamy” for details).

Aiger’s Kiss is a *short sword of the planes* (*Pathfinder RPG Core Rulebook* 477). Three times per day, it can be used to cast *dimensional anchor* on a creature the sword has just struck—activating this effect is a swift action for the sword’s wielder. If the strike is a critical hit, the effect gains a +10 bonus on its caster level check to penetrate the target’s spell resistance, if any.

The weapon’s greatest power, though, is its ability to destroy portals or seal planar rifts. Once per year, *Aiger’s Kiss* can be plunged into an extraplanar portal as a standard action—doing so immediately results in two effects. First, it targets the portal with a *mage’s disjunction* (this effect lasts for as long as the sword remains in the portal). Second, as long as the sword remains lodged in the portal, it becomes affected by an *antipathy* effect against all outsiders. Once removed from a portal, it takes the sword a year to build up its magic to be able to use this ability again.

DESTRUCTION

If *Aiger’s Kiss* is used to attempt to seal a planar rift from the Material Plane to an extraplanar realm under Norgorber’s control, the sword is immediately destroyed and the planar rift is unharmed—in fact, doing so immediately summons the herald of Norgorber to the site to claim the fragments of the sword and punish those who destroyed it.

HOWLING SKULL ARMOR

Aura moderate necromancy; **CL** 7th
Slot armor; **Price** 20,375 gp; **Weight** 20 lbs.

DESCRIPTION

This suit of +3 *studded leather armor* is decorated with metal skulls. Once per day as a standard action, the wearer can command the skulls to unleash a cacophonous chorus of howls, causing all creatures within a 30-foot spread to make a DC 16 Will save to avoid becoming frightened for 1d4 rounds. The wearer can choose up to three targets (plus himself) in the area of effect to be exempt from the effect. The wearer of a suit of *howling skull armor* gains a +4 bonus on all saving throws against fear effects. Each time the wearer of *howling skull armor* succeeds at a saving throw against a fear effect created by someone other than himself, he gains a +2 bonus on Will saves for 1 round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fear*; **Cost** 10,275 gp

MARINER’S EYE PATCH

Aura faint evocation and divination; **CL** 5th
Slot eyes; **Price** 12,000 gp; **Weight** —

DESCRIPTION

This pirate’s eye patch typically features at least one jewel set into a leather patch. Upon uttering a command word as a standard action, the eye patch allows the wearer to use the following abilities once per day each: *comprehend languages*, *scorching ray*, and *see invisibility*. The *mariner’s eye patch* originally appeared on page 73 of *Necromancer Games’ Dead Man’s Chest*.

CONSTRUCTION

Requirements Craft Wondrous Item, *comprehend languages*, *scorching ray*, *see invisibility*; **Cost** 6,000 gp

MUTINEER’S BANE EARRING

Aura moderate divination; **CL** 7th
Slot none; **Price** 4,000 gp; **Weight** —

DESCRIPTION

This magic earring grows warm whenever a ship’s crew begins muttering of mutiny, granting the wearer of a *mutineer’s bane earring* a +5 bonus on all Sense Motive checks made while on a ship under such conditions of poor morale.

A *mutineer’s bane earring* has additional effects if worn by a commodore or admiral. If worn by a commodore, that

SKULL & SHACKLES TREASURES



Wizard Hook



Howling Skull
Armor



Skyrocket
Crossbow



Aiger's Kiss



Mutineer's Bane
Earring



Mariner's
Eye Patch

commodore's squadron gains a +3 bonus on morale checks in fleet battles. If worn by an admiral, all squadrons in the admiral's fleet gain a +1 bonus on morale checks in fleet battles.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect thoughts*; **Cost** 2,000 gp

SKYROCKET CROSSBOW

Aura moderate divination and evocation; **CL** 6th
Slot none; **Price** 10,400 gp; **Weight** 2 lbs.

DESCRIPTION

The stock and bow of this +1 *distance hand crossbow* are decorated with the golden head of an osprey, sea eagle, or other avian creature. Three times per day, a *skyrocket crossbow* can imbue one of two special abilities on its ammunition.

The first causes a bolt fired from the crossbow to explode in a dazzling burst of colored light when it hits a creature or object, or if it reaches its maximum range increment (600 feet). Creatures within a 10-foot radius of the target point are blinded for 1d4+1 rounds. A successful DC 13 Will save means a creature is dazzled for 1 minute instead. Sightless creatures, or those without line of sight to the target point, are unaffected.

The second ability causes a bolt fired from the crossbow to function as a *screaming bolt* (*Pathfinder RPG Core Rulebook* 475).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance*, *doom*, *flare burst* (*Advanced Player's Guide* 223);
Cost 5,400 gp

WIZARD HOOK

Aura moderate necromancy; **CL** 6th
Slot none; **Price** 4,310 gp; **Weight** 1 lb.

DESCRIPTION

A *wizard hook* is a +1 *hook hand* (*Pirates of the Inner Sea* 19) and a useful item for any arcane spellcaster. Although a *wizard hook* does not allow for fine manipulation, it is infused with magic that bolsters somatic components—you can use a hand stump outfitted with a *wizard hook* to fulfill any somatic components for casting arcane spells. A *wizard hook* also grants proficiency in its use as a weapon. You can make touch attacks with spells using a *wizard hook*, either by making a normal attack with the hook (in which case it deals normal hook hand damage plus the spell effect), or by making a touch attack with the hook (in which case you gain a +4 bonus on the attack roll and the save DC of the spell increases by +1, but you do not do hook hand damage).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *spectral hand*;
Cost 2,310 gp