



FROM HELL'S HEART



PART ONE: THE CHELISH ARMADA

The PCs must rally the pirate lords of the Shackles to form a fleet and stop a Chelish invasion of the pirate isles.

PAGE 8



PART TWO: STORMING FORT HAZARD

After defeating the Chelish armada, the PCs return to Port Peril to overthrow the Hurricane King by infiltrating his stronghold, Fort Hazard.

PAGE 18



PART THREE: THE SEA CAVES OF LUCREHOLD

Exploring the sea caves beneath Fort Hazard, the PCs finally face Hurricane King Kerdak Bonefist on the deck of his flagship, the Filthy Lucre.

PAGE 26

ADVANCEMENT TRACK

“From Hell’s Heart” is designed for four characters and uses the medium XP track.

13 The PCs begin this adventure at 13th level.

14 The PCs should reach 14th level while exploring the sea caves beneath Fort Hazard. The final encounters of this adventure are quite difficult, and will test the mettle of even the most heroic (or despicable) pirates. If the PCs are at the low end of 14th level by the time they board the *Filthy Lucre*, consider allowing a few allied PCs to accompany them as they finally face the Hurricane King.

FROM HELL'S HEART

ADVENTURE BACKGROUND

Rumors of a Chelish sympathizer among the pirate lords have been whispered for years in the Shackles, but until Captain Barnabas Harrigan's recent capture by the Chelish navy, the rumors were simply that. Indeed, the existence of those rumors may well have compelled Harrigan to take his chances surrendering when his ship the *Wormwood* was captured. As Harrigan's luck would have it, the person to whom he surrendered was none other than Druvalia Thrune, admiral of the Chelish navy and a member of the ruling family of Cheliox. Admiral Thrune had been searching for a way to increase her standing and power in the Chelish government, and with the capture of her newest prisoner, she finally conceived of a plan.

The Shackles have long vexed Cheliox. As long as the pirate confederacy has existed, it has made travel along the west coast of Garund hazardous, but its alliance with Sargava and its role in that nation's successful bid for freedom from Chelish rule is an insult to Cheliox's pride that has festered for decades. Druvalia Thrune knows that the person who can successfully lead a strike against the Shackles and bring the Hurricane King and Port Peril under her heel will earn not only great prestige and fame, but also enough political power to rise to great heights in the Chelish government.

So when Harrigan fell into her hands, Druvalia immediately took action. She knew (as did only a few others) that her great-uncle Ezaliah Thrune holds a special hatred for Hurricane King Kerdak Bonefist. As Ezaliah Thrune has grown older, he has twice attempted to secure a dose of the youth-restoring *sun orchid elixir* from Thuvia. But to date, both attempts to transport the elixir back home to the elderly Thrune have been waylaid by the Hurricane King's agents. First, the ship transporting the elixir home was captured by Bonefist himself. The second time, Ezaliah's attempt to simply have a loyal agent teleport back to Cheliox with the elixir failed when Bonefist's own agents managed to magically compel that agent to instead teleport to the Shackles—leaving behind a taunting note for Ezaliah to fume over.

Ezaliah Thrune has enough money left over to make one last bid for the elixir, but when his great-niece Druvalia approached him with a different option, the bitter old man found that his thirst for revenge outweighed his fear of death. He instead lent his considerable wealth and political power to ensure that Druvalia had the resources she needed to sail an armada south to attack the Shackles. It's a risky plan—if Druvalia fails to deliver the *Hurricane Crown* to Cheliox, both she and Ezaliah will have more to fear than the shame of failure—yet they are convinced of their chances for success.

Indeed, Ezaliah and Druvalia find it difficult to conceive of a way in which they can fail, for Barnabas

ADDITIONAL RULES

The Skull & Shackles Adventure Path makes use of several new rules subsystems.

Firearms: Complete rules for firearms (including cannons) and black powder are presented in *Pathfinder RPG Ultimate Combat*.

Fleet Battles: Rules for building fleets and fighting mass-scale naval conflicts appear in "Fleet Battles" in *Pathfinder Adventure Path #59: The Price of Infamy*.

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, as well as detailed rules for handling combat between ships, are presented in the *Skull & Shackles Player's Guide*, available for free at paizo.com.

Harrigan and Ezaliah's financial backing are but two of Druvalia's resources—the third is a secret (and relatively illegal) alliance she and her elderly great-uncle made with the archdevil Geryon. In return for his powerful blessings to help guide Druvalia's armada safely through the Eye of Abendego, as well as granting Druvalia the aid of a large number of devils, Ezaliah and Druvalia Thrune have promised one of their souls to Geryon as payment—though exactly whose soul depends on whichever of them perishes first. Ezaliah knows his great-niece's risk-laden lifestyle will come back to bite her someday, while Druvalia knows she needs only wait a few more years (or perhaps just months) for her great-uncle to die. Druvalia and Ezaliah are each as sure that the other will pay the price as they are that the impending assault on the Shackles cannot fail.

But even Druvalia's inside line on the Shackles' defenses, her access to pirate-held secrets of navigating the region, and the support of an archdevil may not be her greatest advantages in her coming attack. The fact that Kerdak Bonefist, after 38 years of successful rule as Hurricane King of the Shackles, has grown complacent and arrogant may well be the Shackles' most critical weakness. Confident that any Chelish fleet of a size large enough to threaten the Shackles would have to sail around the Eye of Abendego (and would thus be noticed far in advance of its arrival in the Shackles, giving the pirates plenty of time to prepare), the Hurricane King is not prepared for a direct strike against his domain from the Eye of Abendego itself. His staunch and increasingly stubborn refusal to gather a Shackles fleet against this threat—even in light of the latest proof the PCs may have discovered—will leave the Shackles disorganized



FIREARMS IN FROM HELL'S HEART

Although firearms are rare on Golarion, they actually play a relatively significant role in this adventure, for the final enemy the PCs face—the Hurricane King himself—has long used firearms as a part of his mystique. If your game has included firearms from the start, you can use the following suggestions to modify “From Hell’s Heart” to incorporate even more firearms in this adventure.

While firearms won’t have much of an effect on the fleet battle with the Chelish armada in Part One, you can equip some of the characters with firearms, such as replacing the Chelish marine officers’ longbows with culverins or blunderbusses, or exchanging Druvalia Thrune’s repeating crossbow for a pepperbox. Likewise, the pirate guards in the seaside warehouse (area D) and in the sea caves beneath Lucrehold (Part Three) could be equipped with pistols, while the pirate snipers could be outfitted with muskets.

You might also want to consider replacing the firearms of important NPCs with more advanced firearms, thus representing the fact that Kerdak Bonefist has access to the cutting edge of technology. Bonefist’s first mate Tsadok Goldtooth (area K4) might have a shotgun instead of a pepperbox, and the Alkenstar arms dealer Omara Culverin (area Q) can be a crack shot with a rifle. Lastly, the Hurricane King might possess a magic revolver. There might even be a few more advanced firearms stashed in Kerdak Bonefist’s private vault (area K7) or in his locker on the *Filthy Lucre* (area Q5a).

and open to Admiral Druvalia Thrune’s attack. That is, unless the PCs can bring their own fleet north to the Eye’s edge to defeat her!

ADVENTURE SUMMARY

At the conclusion of “The Price of Infamy,” the PCs not only found proof that Captain Barnabas Harrigan was a traitor to the Shackles, but also discovered that a huge armada of Chelish ships was even now drawing near to the Shackles, harnessing powerful magic to shield themselves from the winds of the Eye of Abendego and thus using the hurricane to mask their approach. But if the PCs seek the aid and support of the Hurricane King, they find the leader of the Shackles to be arrogant and stubborn, even implying that the PCs forged their “proof” of this imminent attack in an attempt to humiliate and trick him.

It falls to the PCs to take up the mantle of the Shackles’ defenders—with so many other pirate lords too timid

to directly oppose the Hurricane King, the PCs and their fleet are the only ones who stand ready to oppose Admiral Druvalia Thrune of Cheliah. With their ranks perhaps bolstered by a few allies, the PCs sail north to face the Chelish armada. An epic battle ensues at the edge of the storm, and if the PCs are victorious, they capture the Chelish flagship as a prize while turning back the shattered fleet!

With the PCs’ victory over the Chelish armada, the pirate lords call for new leadership of the Shackles, and one of the PCs is nominated to claim the crown of the Hurricane King and unseat Kerdak Bonefist from his throne, for it is clear that his inaction nearly led the Shackles to ruin. The pirate lords predict that many Free Captains loyal to Bonefist will switch allegiance to the PCs, but they guarantee the Hurricane King will not give up his throne without a fight. All of the Free Captains can sense it—a battle for the rule of the Shackles, not seen since Bonefist first took the Hurricane Crown 38 years ago, is about to begin!

The PCs must return to Port Peril, where they find the Hurricane King has retreated into the sea caves beneath Fort Hazard. With their fleet and allies providing a distraction, the PCs can avoid the Hurricane King’s nigh-impregnable fortress and infiltrate Fort Hazard from below. There, the PCs seek out the Hurricane King aboard his ship, the *Filthy Lucre*, in a large sea cave deep under his island, where the future of the Shackles will be decided in one final bloody conflict!

PART ONE: THE CHELISH ARMADA

Armed with the intelligence recovered from Harrigan’s fortress at the end of “The Price of Infamy,” the PCs know that the Chelish armada, led by Admiral Druvalia Thrune, is somehow sailing through the Eye of Abendego to launch an invasion of the Shackles. They also have a timetable of the invasion, which reveals that the armada will emerge from the cover of the Eye in the very near future. While you should set the exact schedule of the invasion to match your campaign’s needs, you should make it clear to the PCs that they have precious little time to warn the Free Captains of the Shackles and prepare for the impending invasion.

AN EMERGENCY COUNCIL MEETING

While spreading the word of the attack in the streets of Port Peril and other ports might seem like one way to warn and rally the Shackles, in fact this is an incredibly inefficient way to raise the alarm, as a successful DC 10 Knowledge (local) check confirms. As members of the Pirate Council, the PCs have the ability to call for emergency meetings. If the PCs approach other allies, like Tessa Fairwind or Arronax Endymion, and solicit them

FROM HELL'S HEART

for advice, they suggest this alternative, for now that the PCs have proof of the coming danger, surely gathering a majority of the pirate lords is all that's needed to spur the Shackles into action.

If the PCs pursue this option, they must travel back to Port Peril. Fortunately, according to the timetable, the PCs should have time to sail from Harrigan's fortress on Gannet Island to Port Peril. Once the PCs arrive in Port Peril, you should take advantage of the opportunity to have all of the pirate lords meet at once, including Kerdak Bonefist. This scene can serve as a satisfying conclusion to the PCs' quest to become pirate lords, for at their calling, all of their allies and enemies alike come to meet in Port Peril. Only one agenda item should be on this meeting's schedule: the threat of an impending Chelish invasion. Unfortunately, as the PCs will soon discover, the Hurricane King's capacity for stubborn arrogance is boundless.

Allow the PCs to state their case and show their evidence, but regardless of what they say or what proof they provide, the PCs are unable to convince Hurricane King Kerdak Bonefist of the legitimacy of their concerns. He even goes as far as to suggest that the PCs have forged the information in an attempt to justify an attack on an old enemy, but "even supposing this threat were real," he points out that meeting the Chelians on the open sea only plays to Chelias's strengths and concentration of force, especially their teleporting diabolic allies. Bonefist argues that the Free Captains do their best in battle when they make small surgical strikes, or attack from defensive positions. "If this Chelish threat is real and not some farcical invention by untested Lords and Ladies eager to cast a disparaging light upon their rival Harrigan—who they obviously feel deserves more humiliation than mere defeat can offer—let those devils try their hand against our ports, after they have been forced to endure the wrath of Abendego itself!"

The Hurricane King grows more and more stubborn the longer the meeting continues, and eventually he simply dismisses the council, declaring his decision final. Bonefist suggests that the lords of the council make ready their squadrons for when they will be needed, but cautions that, as in every previous attempt to invade the Shackles via a stealthy approach through the Eye of Abendego, what emerges from the northern storm will be in no shape to take even a single atoll. He even goes as far as to imply that any captains who sail north on this foolish mission to fight phantoms might well be branded traitors against the Shackles—especially if all of this is but a ruse intended to distract the Shackles' defenses from a still-hidden attack.

After the council meeting, there is grumbling and gossip among the pirate lords. With a successful DC 20 Perception check, the PCs might even hear whispers

naming the Hurricane King a coward, or speaking of a need for new leadership. Any pirate confronted with such opinions is quick to mutter excuses about why it's better to follow Kerdak Bonefist's advice—he is, after all, the Hurricane King, and has been for 38 years. He must know what he's doing!

A successful DC 20 Sense Motive check is enough to establish that while many of the pirate lords might support the PCs' desire to meet the Chelish armada head-on, very few of the Shackles' lords are eager to risk their reputations or lives by openly defying the Hurricane King. On the other hand, should someone take the initiative and meet an incoming enemy fleet with their own, such an act would go far to earn support for a possible change in leadership in the Shackles.

If the PCs don't figure this out for themselves, you should use trusted allies like Tessa Fairwind to say as much. For example, after the Hurricane King dismisses the council, she could approach the PCs and encourage them to take matters into their own hands. She'll go as far as to say to the PCs that if they can defeat the Chelish fleet, she'll certainly support them in any bid they might wish to make for rule of the Shackles. Tessa herself, like many of the pirates of the Shackles, may not be fond of the current Hurricane King, yet she has no real taste for rule herself. If asked why not, she points out how little sailing the Hurricane King does these days—how he remains locked away in Fort Hazard for days, if not weeks at a time. "I still have the love of the open sea in my heart," Tessa says. "Perhaps when I've grown old and gray I'll think differently about such a sedentary life, but for now, I am too restless to pin myself down, even in as 'lovely' a city as Port Peril."

You should use Tessa (or whoever you choose to serve as an advisor to the PCs in this case) to encourage the PCs to sail north to meet the Chelish armada themselves. If they can defeat Admiral Thrune, they will doubtless find an upwelling of popular support in the Shackles for them—and the Hurricane Crown ripe for the plucking!

PREPARING FOR WAR

After the events of "The Price of Infamy," the PCs should already have a fleet—although they could probably use some time to repair their fleet or recruit new ships if they lost some in their battle against Harrigan's fleet. Again, this is where keeping the exact timing of the Chelish attack vague comes in handy—you should time the attack for the near future so that there's a sense of urgency, but you should still allow the PCs a chance to rebuild (and possibly expand) their fleet if they need to. Any allies the PCs didn't call upon to bolster their ranks in the previous adventure can certainly step in to help, but three in particular are willing to provide aid now.



Arronax Endymion (*Pathfinder Adventure Path #59 56*): If the PCs cleared his name in the previous adventure, Arronax Endymion, lord of Hell Harbor, is likely now a strong supporter and ally of the PCs. If the PCs seek his aid, Endymion eagerly grants it, and brings his personal squadron, the Devils' Own, with him. Endymion functions as a "bonus" significant character (in addition to the PCs) and grants the PCs' fleet the Vengeance flagship boon. If Endymion also serves as the commodore of the Devils' Own, this squadron does not count against the maximum number of squadrons that the PC's fleet can consist of, effectively granting their fleet a bonus squadron. The statistics for Endymion's squadron are given below, and include the bonuses gained from having a significant character commodore.

THE DEVILS' OWN

Configuration 5 sailing ships
Commodore Arronax Endymion
 (Profession [sailor] +15,
 Charisma modifier +2)
Hits 15; **Morale** 3
Defense Value 25
Attack Value +17; **Damage** 1d6+7
Morale Check +4

Master of the Gales (*Pathfinder Adventure Path #57 52*): Although the Master of the Gales may not have played a large role so far beyond his involvement in the Free Captains' Regatta, he suspects that his home port of Drenchport may be the first target of the Chelish armada, because of its northerly location. The timeline the PCs recovered from Barnabas Harrigan confirms the Master's fears. As a result, the Master has decided to leave his ships at Drenchport, but he offers his personal aid to the PCs. As long as the Master of the Gales travels with the PCs, he functions as an additional significant character and grants the PCs' fleet the Defensive Tactics flagship boon. Furthermore, his mastery over wind and storm grants a +4 bonus on all Profession (sailor) checks made to determine initiative in mass fleet battles.

Tessa Fairwind (*Pathfinder Adventure Path #57 56*): Tessa Fairwind pledges her personal squadron, Fairwind's Luck, to the PCs to aid them in the coming battle. Tessa functions as an additional significant character, granting the PCs' fleet the Reckless Maneuver flagship boon. If Tessa also serves as the commodore of Fairwind's Luck, the loyalty she inspires in her ships'

crews increases the squadron's morale by +2 to a starting morale of 5. Statistics for Tessa's squadron are given below, and include the bonuses gained from a significant character commodore.

FAIRWIND'S LUCK

Configuration 7 sailing ships
Commodore Tessa Fairwind (Profession [sailor] +15,
 Charisma modifier +4)
Hits 21; **Morale** 5
Defense Value 25
Attack Value +17; **Damage** 1d6+9
Morale Check +6



Tessa Fairwind

COUNTDOWN TO CONFLICT

According to the nautical charts and intelligence the PCs recovered from Barnabas Harrigan, Admiral Druvalia Thrune intends to approach to the Shackles by sailing her armada through the Eye of Abendego, then set a brazen course south to strike against Drenchport, Hell Harbor, and eventually Port Peril itself. If the PCs wait for the Chelish armada to come to them, it will inflict untold damage on the ports of the Shackles, and the longer the PCs wait to launch their attack, the more eager Thrune's squadrons will grow.

When "From Hell's Heart" begins, the Chelish armada is almost ready to strike against the Shackles. For the first few days of this adventure, Admiral Druvalia Thrune waits patiently, hidden in the southern fringes of the Eye of Abendego as her fleet prepares for the attack. While the armada has the blessing of Geryon to aid in navigating the Eye, even an archdevil's aid does not make travel through the eternal hurricane simple, and it takes time for Thrune's fleet to organize itself.

Track the Chelish armada's progress through the Shackles using the following timeline, which details the armada's actions and successes for as long as it remains unopposed. You should adjust the timing of when the fleet emerges from the Eye as needed to give the PCs a good chance to organize their own fleet to stop the armada, but once Admiral Thrune begins her campaign, the attacks should be correspondingly swift and merciless, adhering to the following schedule as strictly as possible until the PCs finally attack the armada. Key to the admiral's success, after all, is being able to strike at as many Shackles cities on her way to Port Peril as she can before the pirates can organize a defense! As the PCs make their own preparations for their attack against the Chelish armada, make sure to count off days as appropriate.

FROM HELL'S HEART

CHELISH ARMADA ATTACK TIMELINE

- Day 1** “From Hell’s Heart” begins! Admiral Thrune’s flagship, *Abrogail’s Fury*, is in place at the southern edge of the Eye of Abendego and begins the frustrating wait for the rest of the fleet to arrive so she can begin her attack. The PCs also arrive in Port Peril on this day after calling an emergency session of the Pirate Council. From this point, it takes 1d4 days for a quorum of pirates to organize and agree to meet. If the PCs take a different route to prepare for the adventure instead, track their time carefully, as they may not have time to call the council together before Admiral Thrune attacks.
- Day 5** Admiral Thrune leads the Chelish armada south, leaving the cover of the Eye of Abendego 2 hours after midnight.
- Day 6** The Chelish armada reaches Tempest Cay at dawn and attacks Drenchport with the rising sun behind it. The armada sinks most of the Master of the Gales’ ships while the devils traveling with the fleet teleport into the town, causing swift and horrific devastation. If the Master of the Gales is not already traveling with the PCs, he manages to sink some Chelish ships before Druvalia Thrune captures him and subjects him to her *robe of powerlessness*. In this case, the Master spends the rest of the adventure locked in the hold of the *Abrogail’s Fury* and is no longer available to aid the PCs. The armada finishes its attack on Drenchport by noon, replaces sunken ships with vessels stolen from Drenchport’s harbor, then sails south to strike at Arena on Widowmaker Isle that evening a few hours after sunset. Arena falls quickly, and while Thrune sets her devils to work dismantling and destroying the town’s namesake coliseum, the armada anchors in Arena’s harbor for the night.
- Day 7** The Chelish armada sets sail at dawn, arriving at Whyrlis Rock a few hours before midnight—as with the two strikes before, it swiftly devastates the town of Chalk Harbor and then spends the night in nearby waters.
- Day 8** At dawn, the Chelish armada sets sail toward Devil’s Arches. By this point, rumors of the swiftly striking fleet have begun to filter in, yet Hell Harbor remains unprepared for the combined power of the Chelish ships and their devilish minions. The armada sails into Hell Harbor just before sunset. This battle proves to be the toughest yet for Admiral Thrune, but she manages to conquer the city nonetheless, and picks up a small army of imps who abandon the city to join the armada as well. If Arronax Endymion has not joined the PCs’ fleet by this time, he is captured in the battle and subjected to the *robe*

FLEET BATTLE ALTERNATIVES

If you don’t have access to the fleet battle rules presented in *Pathfinder Adventure Path* #59, or if you prefer to shift focus away from the actual mass-scale combat between the two fleets, you can do so by simply focusing instead on the three small-scale battles the PCs are faced with: First Contact, Second Wave, and *Abrogail’s Fury*. In this case, you should take a few moments to describe how the battle surrounding the PCs is going, with their ships clashing against the Thrune ships, but the PCs’ victory against the Chelish forces, in this case, should hinge entirely upon the PCs’ level of success in those three encounters. If the PCs fail to defeat Admiral Thrune in *Abrogail’s Fury*, you can assume their fleet lost the battle as well. Likewise, if they defeat Admiral Thrune, you can assume their fleet carried the day.

of powerlessness, and soon joins the Master of the Gales in the hold of the *Abrogail’s Fury*. From this point on, he is no longer available to aid the PCs.

- Day 9** The Chelish armada remains in Hell Harbor for a full day to recover from the battle and prepare for the final assault on Port Peril.
- Day 10** The Chelish armada sets sail for Port Peril at dawn.
- Day 12** The Chelish armada arrives at Port Peril and launches its attack on the capital of the Shackles. If you wish, you can use the Port Peril gazetteer in *Pathfinder Adventure Path* #57 to run an extended defense of the city against Admiral Thrune’s marines and devils—combined with fleet battles against the armada itself, this could make for an exciting conclusion to this part of the adventure, but exact details on this development are otherwise beyond the scope of this adventure. It’s unlikely that things will progress to this point, however—by now, the PCs should either have stopped the armada or have themselves been defeated.

FINDING THE CHELISH ARMADA

Once they have made their preparations and gathered their own fleet, the PCs can sail north to face (and hopefully defeat) the Chelish armada. Finding the armada is relatively easy, even in the vastness of the open sea—after all, the PCs have Harrigan’s charts and intelligence that outline the Chelish timetable, and Admiral Thrune follows her carefully laid plans to the letter. Exactly where the PCs finally engage the Chelish fleet depends on how long they take to prepare, and how far the armada has gotten before the PCs reach it.



Magaav Commander

FIRST CONTACT (CR 13)

As the Chelish armada first comes into view on the horizon, the commodores and sailors of the PCs' fleet spring into action, readying their ships for the battle to come. The armada spots the PCs' fleet at the same time, and the Chelaxians begin arranging their ships to face those of the PCs as the two fleets close for battle.

Creatures: Before the two fleets can come together, however, Admiral Druvalia Thrune unleashes a flock of greater host devils, called magaavs, to assault the PCs' flagship. A wizard aboard the *Abrogail's Fury* casts a *major image* of eight host devils armed with bows that suddenly appear over the PCs' flagship (Will DC 17 to disbelieve). While the illusion draws the PCs' fire, four real magaavs, led by a magaav commander, quaff *potions of invisibility* and teleport to the PCs' ship, identifying high-value targets by their response to the illusion. The magaav commander uses an *anchor feather token* to halt the PCs' ship, then tries to grapple and carry off the PCs' admiral or the flagship's captain, either taking that character back to the *Abrogail's Fury* or dropping her into the sea.

MAGAAV COMMANDER **CR 9**

XP 6,400

Greater host devil fighter (phalanx soldier) 3 (*Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1* 58, *Pathfinder RPG Advanced Player's Guide* 105)

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft., see in darkness;

Perception +15

DEFENSE

AC 30, touch 15, flat-footed 25 (+4 armor, +4 Dex, +1 dodge, +8 natural, +3 shield)

hp 107 (10 HD; 7d10+3d10+53)

Fort +13, **Ref** +10, **Will** +7

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 17

OFFENSE

Speed 20 ft., fly 50 ft. (average)

Melee +1 *adamantine bardiche** +18/+13 (1d10+8/17–20), 2 claws +12 (1d6+3 plus infernal wound)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bardiche)

Special Attacks breath weapon (5-ft., sickened for 1d4 rounds, Fort DC 18 negates, usable 3/day every 1d4 rounds), master grappler, phalanx fighting*, rend (2 claws, 1d6+10 plus infernal wound)

Spell-Like Abilities (CL 12th; concentration +11)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1d2 gaavs, 60%)

TACTICS

Before Combat The magaav commander drinks its *potion of invisibility* before combat.

The adventure assumes that the PCs engage the Chelish armada in a large-scale fleet battle before turning to the *Abrogail's Fury* and the Chelish officers commanding the fleet. Some players might want to shortcut this progression by scrying the *Abrogail's Fury* and immediately teleporting to the flagship. If the PCs choose this option without first destroying the Chelish fleet, they will find their battle to capture the *Abrogail's Fury* much more difficult. In this case, the following combat encounters (First Contact, Second Wave, and *Abrogail's Fury*) should take place at the same time aboard the *Abrogail's Fury*, rather than staggered around the larger fleet battle.

FROM HELL'S HEART



During Combat The magaav commander uses telepathy and shared senses to direct the attacks of the murder magaavs, while attacking foes with its bardiche and claws, or grappling enemies with its spiked armor.

Morale If all of the murder magaavs are slain, the magaav commander teleports back to the *Abrogail's Fury* to report failure. Otherwise, it fights to the death.

STATISTICS

Str 24, **Dex** 19, **Con** 20, **Int** 13, **Wis** 14, **Cha** 9

Base Atk +10; **CMB** +17; **CMD** 32 (33 vs. bull rush, drag, overrun, trample, and trip)

Feats Combat Reflexes, Dodge, Hover, Improved Critical (bardiche*), Iron Will, Mobility, Shield Focus

Skills Acrobatics +16, Fly +16, Intimidate +12, Knowledge (planes) +12, Perception +15, Stealth +16

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ shared senses, stand firm*

Combat Gear *feather tokens* (anchor, 2), *feather token* (whip), *potion of invisibility*; **Other Gear** masterwork spiked chain shirt, masterwork heavy wooden shield, +1 *adamantine bardiche**, *belt of giant strength* +2

SPECIAL ABILITIES

Breath Weapon (Su) Three times per day, a magaav can exhale a noxious cloud of reeking corruption upon a creature within 5 feet. The target must succeed at a DC 18 Fortitude save or be sickened for 1d4 rounds. A creature that successfully saves cannot be affected by the same magaav's breath weapon for 24 hours. This is a poison effect.

Infernal Wound (Su) The damage a magaav deals with its claws or rend inflicts persistent wounds that cause 1 point of bleed damage. Bleed damage caused by an infernal wound is particularly difficult to stanch—a successful DC 18 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed at a DC 18 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim.

Master Grappler (Ex) A magaav can wield a weapon in both hands and still attempt to grapple. If it's not wielding a weapon, a magaav gains a +4 bonus on combat maneuver checks to grapple. A magaav does not provoke an attack of opportunity when attempting to grapple.

Shared Senses (Su) All host devils (gaavs and magaavs) within 100 feet of each other share the same senses. If one individual perceives something, all others within range are immediately aware of it. It is still possible for a magaav to be surprised or flat-footed even if other host devils within range are not.

* See the *Advanced Player's Guide*.

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft., see in darkness; Perception +16

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 93 each (10 HD; 7d10+3d8+42)

Fort +9, **Ref** +13, **Will** +5

Defensive Abilities evasion; **DR** 5/good; **Immune** fire, poison;

Resist acid 10, cold 10; **SR** 17

OFFENSE

Speed 20 ft., fly 50 ft. (average)

Melee +1 *ranseur* +14/+9 (2d4+8/x3), 2 claws +8 (1d6+2 plus infernal wound)

Special Attacks breath weapon (5-ft., sickened for 1d4 rounds, Fort DC 17 negates, usable 3/day every 1d4 rounds), death attack (DC 13), master grappler, rend (2 claws, 1d6+7 plus infernal wound), sneak attack +2d6

Spell-Like Abilities (CL 12th; concentration +11)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1d2 gaavs, 60%)

TACTICS

Before Combat The murder magaavs drink their *potions of invisibility* before combat.

During Combat While the PCs deal with the *major image*, the murder magaavs study their foes for 3 rounds in preparation to make death attacks. Thereafter, they attack in pairs, flanking with one another to make sneak attacks using their Outflank and Precise Strike feats.

Morale The magaavs fight to the death.

STATISTICS

Str 20, **Dex** 19, **Con** 18, **Int** 15, **Wis** 16, **Cha** 9

Base Atk +8; **CMB** +13; **CMD** 28

Feats Combat Reflexes, Dodge, Hover, Mobility, Outflank*, Precise Strike*

Skills Acrobatics +17, Bluff +12, Disguise +4, Escape Artist +17, Fly +17, Intimidate +12, Perception +16, Sense Motive +16, Stealth +17

Languages Aquan, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ poison use, rogue talents (combat trick), shared senses, trapfinding +1

Combat Gear *potion of invisibility*; **Other Gear** +1 *ranseur*

SPECIAL ABILITIES

Breath Weapon (Su) See magaav commander above (DC 17).

Infernal Wound (Su) See magaav commander above (DC 17).

Master Grappler (Ex) See magaav commander above.

Shared Senses (Su) See magaav commander above.

* See the *Advanced Player's Guide*.

THE BATTLE OF ABENDEGO

Once the PCs have dealt with the host devils, the two fleets arrange themselves for battle. The battle between the PCs' fleet and the Chelish armada uses the fleet battle rules presented in *Pathfinder Adventure Path* #59. Admiral

MURDER MAGAAVS (4)

CR 8

XP 4,800 each

Greater host devil rogue 2/assassin 1 (*Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1* 58)



Druvalia Thrune commands the Chelish armada from her flagship *Abrogail's Fury*. Because of the political influence of House Thrune and Ezaliah Thrune's financial backing, four additional significant characters are present with the Chelish armada. Each of these characters grants the Overwhelming flagship boon, allowing Admiral Thrune to command four additional squadrons, for a total of eight squadrons, named for each of the eight archdevils. In all, the armada comprises 47 ships.

As with any fleet battle, the fight itself is an abstract simulation, and you should add cinematic descriptions of the battle to go along with the die rolls as the PCs get ever closer to the Chelish flagship, the *Abrogail's Fury*.

THE CHELISH ARMADA

XP 25,600

Admiral Druvalia Thrune (Profession [sailor] +26, Charisma modifier +1, Initiative modifier +26)

Flagship *Abrogail's Fury*

Significant Characters

- Alsus Agrimant (*Abrogail's Fury*, Magical Artillery)
- Davo Eximander (Belial's squadron, Overwhelming)
- Druvalia Thrune (*Abrogail's Fury*, Advanced Tactics)
- Jarian Randeloric (*Abrogail's Fury*, Swift Repairs)
- Korva Leroung (Mephistopheles' squadron, Overwhelming)
- Lavenia Jeggare (Mammon's squadron, Overwhelming)
- Ursion Quintillus (Moloch's squadron, Overwhelming)
- Valeria Asperixus (*Abrogail's Fury*, Remorseless Advance)

SQUADRONS

Baalzebul's Squadron

- Configuration** 4 warships
- Commodore** Arandor Tauranos (Profession [sailor] +14, Charisma modifier +1)
- Hits** 16; **Morale** 3
- Defense Value** 24
- Attack Value** +15; **Damage** 1d6+4
- Morale Check** +2

Barbatos's Squadron

- Configuration** 5 galleys
- Commodore** Narovia Wintour (Profession [sailor] +14, Charisma modifier +2)
- Hits** 20; **Morale** 3
- Defense Value** 24
- Attack Value** +15; **Damage** 1d6+5
- Morale Check** +3

Belial's Squadron

- Configuration** 6 galleys
- Commodore** Davo Eximander (Profession [sailor] +16, Charisma modifier +3)
- Hits** 24; **Morale** 3
- Defense Value** 26
- Attack Value** +19; **Damage** 1d6+8
- Morale Check** +6

Dispater's Squadron

- Configuration** 7 sailing ships
- Commodore** "Iron" Lurco Solamar (Profession [sailor] +15, Charisma modifier +4)
- Hits** 21; **Morale** 3
- Defense Value** 25
- Attack Value** +16; **Damage** 1d6+7
- Morale Check** +5

Geryon's Squadron

- Configuration** 7 sailing ships
- Commodore** Raula Gallonica (Profession [sailor] +20, Charisma modifier +4)
- Hits** 21; **Morale** 3
- Defense Value** 30
- Attack Value** +21; **Damage** 1d6+7
- Morale Check** +5

Mammon's Squadron

- Configuration** 8 sailing ships
- Commodore** Lavenia Jeggare (Profession [sailor] +15, Charisma modifier +5)
- Hits** 24; **Morale** 3
- Defense Value** 25
- Attack Value** +18; **Damage** 1d6+10
- Morale Check** +8

Mephistopheles' Squadron

- Configuration** 6 sailing ships
- Commodore** Korva Leroung (Profession [sailor] +13, Charisma modifier +3)
- Hits** 18; **Morale** 3
- Defense Value** 23
- Attack Value** +16; **Damage** 1d6+8
- Morale Check** +6

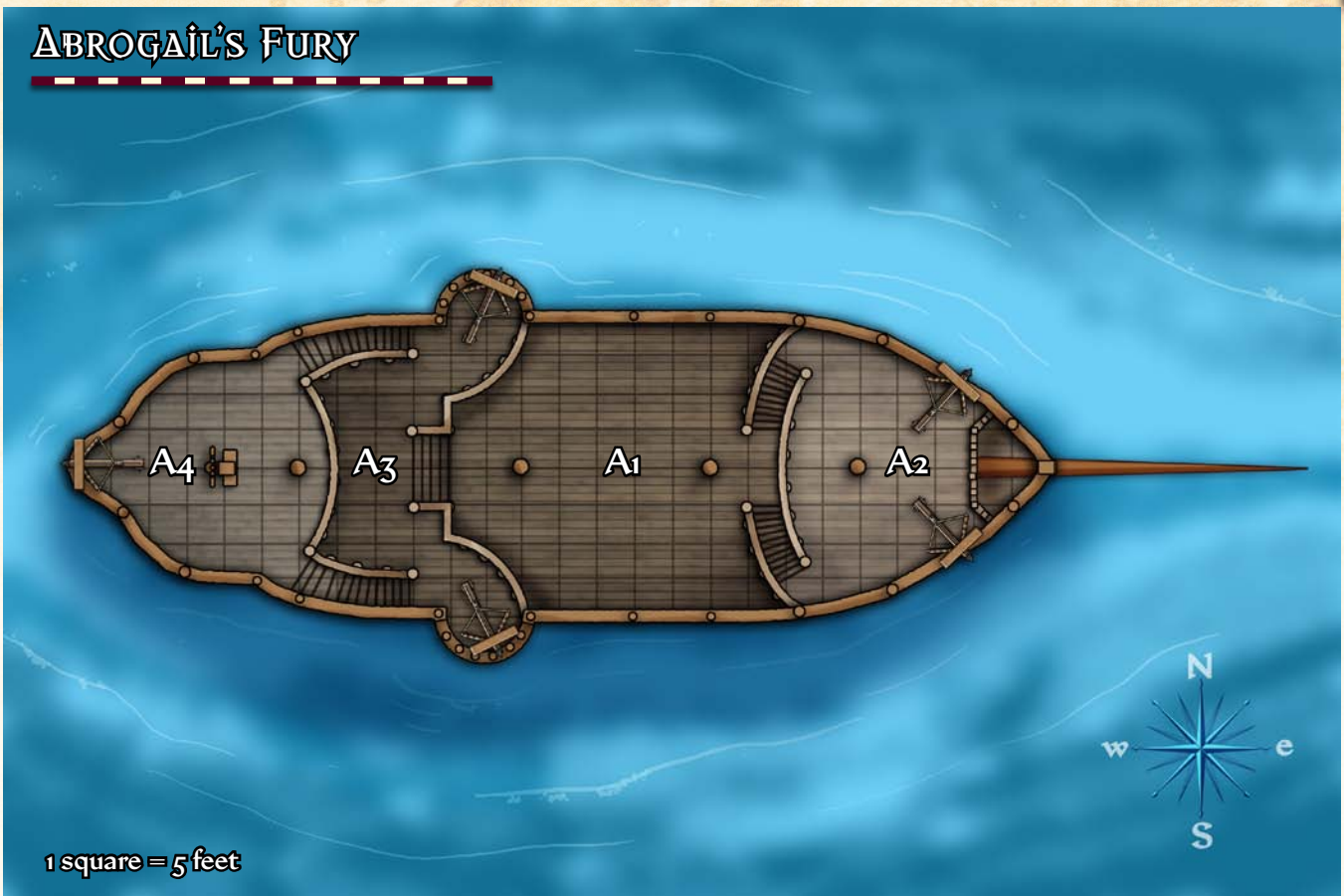
Moloch's Squadron

- Configuration** 5 warships
- Commodore** Ursion Quintillus (Profession [sailor] +18, Charisma modifier +2)
- Hits** 20; **Morale** 3
- Defense Value** 28
- Attack Value** +21; **Damage** 1d6+7
- Morale Check** +5

Development: Although this adventure assumes that the PCs win the fleet battle and defeat the Chelish armada, it is possible that the battle turns against them, and the Chelish armada defeats the Shackles fleet. If this happens, all is not lost. There are three alternatives by which the PCs can still seize the day. Firstly, even with the destruction of their fleet, the PCs can still attempt to board the Chelish flagship and defeat its commander, Admiral Druvalia Thrune. If the PCs can get to the *Abrogail's Fury* and defeat Admiral Thrune and her guards, they can halt the advance of the Chelish armada by taking away its leadership—in effect, winning the war even though they lost the battle.

FROM HELL'S HEART

ABROGAIL'S FURY



Secondly, Admiral Thrune wants to crush those responsible for mustering the fleet that opposed her. In this case, the next two encounters (Second Wave and Abrogail's Fury) happen as written, only this time it is Admiral Thrune boarding the PCs' ship and attacking them instead of the other way around. Once again, defeating Admiral Thrune removes the armada's leadership and saves the day, if only just. Lastly, the PCs can attempt to flee in their flagship after a defeat, as described in *Fleeing a Battle under Rout Phase* on page 68 of *Pathfinder Adventure Path* #59. Should the PCs successfully escape, they can try to gather another fleet to face the Chelish armada. Just how they do so is beyond the scope of this adventure, but it will likely take some time, and the Chelaxians will continue their assault on the Shackles in the meantime. In this case, the PCs might end up facing the Chelish armada in the harbor of Port Peril itself, or perhaps they'll even need to wrest Fort Hazard and Port Peril from Chelish control.

SECOND WAVE (CR 12)

Assuming the PCs' fleet defeats the Chelish armada, they can now capture the Chelish flagship. Before the PCs can board the *Abrogail's Fury*, however, Admiral Druvalia Thrune has one more trick up her sleeve.

Creatures: As the PCs' ship approaches the *Abrogail's Fury*, Admiral Thrune sends one last team of devils to assault the PCs on their flagship. Four drowning devils, serpentine devils with horned, fishlike heads and hands like sea anemones, teleport to the PCs' flagship and attack the PCs. The drowning devils cast *freedom of movement* and attempt to teleport next to armored characters to catch them in their heavy auras. Two of the devils attempt to summon more drowning devils while the other two use their drown ability on characters unaffected by their heavy auras. The drowning devils fight until slain.

DROWNING DEVILS (4)

CR 8

XP 4,800 each

hp 103 each (see page 80)

ABROGAIL'S FURY (CR 15)

The flagship of the Chelish armada is the sleek, black-hulled man-o'-war *Abrogail's Fury*. Its crimson-and-black sails evoke the national colors of Chelias, and the flag of House Thrune flies from the masthead. Below this flies a banner emblazoned with an argent dagger—the personal sigil of the commander of the ship and fleet alike, Admiral Druvalia Thrune.



Once the PCs have defeated Admiral Thrune's drowning devils, nothing lies between them and the Chelish flagship. There is no need to play out ship-to-ship combat against the PCs' flagship at this point—having lost the fleet battle, the *Abrogail's Fury* has no more ships to shield it from attack, and the flagship can easily be grappled and boarded. But the *Abrogail's Fury* is not completely defenseless. Before the PCs can claim true victory over the Chelish armada, they must still face Druvalia Thrune herself.

The *Abrogail's Fury* is a four-masted sailing ship (*Skull & Shackles Player's Guide* 25), 130 feet from stem to stern, with a beam of 40 feet. Since the final battle takes place on the upper decks of the *Abrogail's Fury*, only those decks are detailed below.

A1. Main Deck: The mainmast and mizzenmast rise from the open main deck. Two stairs forward lead to the foredeck (area A2), while a single stair aft climbs to the quarterdeck (area A3). Following the fleet battle, scattered bodies and miscellaneous debris make this deck difficult terrain.

A2. Foredeck: Curving steps to port and starboard climb up to the foredeck, which is located 10 feet above the main deck. The foremast rises from the center of this deck, and two light ballistae are mounted in the bow just behind the bowsprit.

A3. Quarterdeck: Admiral Druvalia Thrune commands the *Abrogail's Fury* and the Chelish armada from this deck, 10 feet above the main deck. A flight of stairs leads down to the main deck, while two curving stairs sweep upward to the poop deck (area A4). A light ballista sits on either side of this deck; each ballista is mounted on a platform that extends over the ship's rails, giving it a wide field of fire.

A4. Poop Deck: The fourth mast, or bonaventure mizzen, rises from the aftmost deck of the *Abrogail's Fury*, just forward of the ship's wheel. Two curving stairs lead down to the quarterdeck (area A3). A single heavy ballista is mounted over the stern of the ship.

Creatures: As with any boarding action, the PCs' crew is assumed to be fighting the crew of the *Abrogail's Fury* while the PCs face its captain and officers. Admiral Druvalia Thrune stands upon the quarterdeck (area A3), accompanied by her bodyguard, Paralictor Valeria Asperixus of the Hellknight Order of the Scourge. Four Chelish marine officers also attend the admiral, two guarding the stairs from the main deck and two posted on the poop deck above (area A4). The Chelish marines

engage any boarders while Valeria protects her mistress, who casts spells and fires at enemies with her crossbow.



Druvalia Thrune

CHELISH MARINE OFFICERS (4) CR 7

XP 3,200 each

Human fighter 8

LE Medium humanoid (human)

Init +2; Senses Perception +4

DEFENSE

AC 21, touch 12, flat-footed 19 (+9 armor, +2 Dex)

hp 88 each (8d10+40)

Fort +10, **Ref** +6, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *boarding pike* +14/+9 (1d8+9/x3) or

+1 *longsword* +16/+11 (1d8+10/19–20)

Ranged mwk composite longbow

+11/+6 (1d8+4/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with *boarding pike*)

Special Attacks *weapon training* (heavy blades +1)

TACTICS

Before Combat The Chelish marines drink *potions of bear's endurance* before battle.

During Combat The marines work together to keep attackers from reaching Admiral Thrune.

The marines on the poop deck engage enemies with their bows until foes are in melee combat, at which point they switch to melee weapons. The marines use their *boarding pikes* to attack with reach, switching to their *longswords* for close combat. Any marine within 10 feet of Admiral Thrune falls under the effects of her *ward the faithful* spell, gaining a +3 deflection bonus to AC and a +3 resistance bonus on all saving throws.

Morale The Chelish marines fight to the death.

STATISTICS

Str 18, **Dex** 14, **Con** 18, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 24

Feats *Combat Reflexes*, *Greater Weapon Focus* (*longsword*), *Iron Will*, *Lightning Reflexes*, *Stand Still*, *Step Up*, *Weapon Focus* (*boarding pike*), *Weapon Focus* (*longsword*), *Weapon Specialization* (*boarding pike*), *Weapon Specialization* (*longsword*)

Skills *Climb* +11, *Intimidate* +10, *Knowledge* (*engineering*) +8, *Perception* +4, *Swim* +11

Languages *Common*, *Infernal*

SQ *armor training* 2

Combat Gear *potion of bear's endurance*, *potion of cure moderate wounds*; **Other Gear** +1 *half-plate*, +1 *longsword*, +1 *boarding pike*, *masterwork composite longbow* (+4 Str) with 20 arrows, 27 gp

FROM HELL'S HEART

ADMIRAL DRUVALIA THRUNE

CR 13

XP 25,600

hp 117 (see page 46)

PARALICTOR VALERIA ASPERIXUS

CR 11

XP 12,800

hp 121 (see page 52)

Treasure: Beyond the value of the ship itself if captured and sold, the *Abrogail's Fury* holds 8 points of plunder in stores, weapons, and valuables belonging to the crew. Druvalia Thrune's cabin (located below areas A3 and A4) contains a velvet- and silk-canopied bed, inlaid with tropical woods in red and gold, and an intricately carved desk of ebony, polished to a glowing sheen. Half a dozen masterful paintings adorn the walls, depicting dreadful tableaux of sea monsters ravaging ship and shore, juxtaposed with idealized merfolk in orgiastic revels. The furnishings and artwork are worth 5 points of plunder. A glass display case mounted on the wall contains a bejeweled golden spyglass worth 1,000 gp, as well as a pair of masterwork alchemical silver daggers with diamond-encrusted pommels (worth 750 gp each) mounted on a shield-shaped ebony plaque. A flat steel chest under the bed has an *arcane lock* (hardness 10, hp 45, break DC 33, Disable Device DC 40) and contains a jar of *restorative ointment*, two *potions of cure serious wounds*, 5,000 gp, and a black scroll inscribed with silver ink in the Infernal tongue—Druvalia's diabolic contract with Geryon. Study of this document reveals Druvalia's alliance with the archdevil, and the aid Geryon granted the armada to safely navigate the Eye, in exchange for the soul of Druvalia or her great-uncle Ezaliah.

ACCLAMATION OF TRIUMPH

With the PCs victorious and the Chelish armada broken, foundering, or sunk, the PCs' surviving allies bring their ships in close to the PCs' flagship for a command council. The pirate lords laud the PCs' leadership and initiative in striking forth and intercepting the warships of Cheliox in a daring venture that preserved the freedom and strength of the Free Captains of the Shackles. Damned by comparison, the Hurricane King is disparaged for his meekness and complacency, which nearly brought doom to the Shackles. Clearly the Chelaxians were able to master the secrets of the Eye of the Abendego, and



Valeria Asperixus

Kerdak Bonefist's passivity in hoping natural barriers alone would be sufficient to deter their onslaught was very nearly the ruin of all.

Tessa Fairwind is the first to voice a vote of no confidence in Kerdak Bonefist and to declare that new leadership is needed for the Shackles. (If Tessa is not with the PCs,

another powerful pirate lord, such as Arronax Endymion, speaks up instead.) In the Shackles, rulers are chosen by their peers for their infamy, boldness, and success in piracy; though Kerdak Bonefist might once have demonstrated these qualities, 38 years is a long time to rule, and recent events have demonstrated that he is no longer the man he was. As it was the PCs who rallied the scattered pirate lords to unite, Tessa puts forth that one of them should take on the mantle of Hurricane King. The other pirate lords take up her call, pointing to the PCs' victory in the Free Captains' Regatta, their unmasking and defeat of the traitor Barnabas Harrigan, the grand fleet the PCs gathered, their triumph over the Chelish armada, and any other great deeds the PCs might have accomplished over the course of the campaign. It should quickly become clear that the PCs have the acclaim of the most powerful pirate lords in the Shackles, and that the opportunity for further infamy and power is there for the taking, should they take the chance.

Only one Hurricane King can rule the Shackles, however. It is up to the PCs to choose which of them will accept the nomination of the pirate lords, but if they cannot decide, or if you wish to have the pirate lords choose one of them, Tessa calls on one of the PCs to step forward and claim the Hurricane Crown, based on the following criteria. For each PC, add up following: the number of ranks in Intimidate, the number of ranks in Profession (sailor), and the Charisma modifier. The PC with the highest total wins the nomination.

But the acclaim of the pirate lords is not enough to crown a new Hurricane King—the title is wholly empty as long as Kerdak Bonefist wears the *Hurricane Crown* and sits enthroned in Fort Hazard, and no one expects him to give up his position without a fight. Hoping to avoid an all-out succession war on the docks and streets of Port Peril, the pirate lords suggest assaulting Fort Hazard directly to overthrow Kerdak Bonefist and send him either into exile or to a watery grave. To claim his title



and crown, the PCs must also demonstrate their power and prowess to all the Free Captains of the Shackles, not just the assembled pirate lords in the PCs' fleet, by proving that they have accomplished three objectives: overcoming the cannon golem that guards Fort Hazard; looting the Hurricane King's treasury; and vanquishing Kerdak Bonefist himself by capturing or sinking his flagship, the *Filthy Lucre*, and by seizing the *Hurricane Crown*. Only by publicly confirming their victories and worthiness to rule can the PCs claim the throne of the Shackles as their own.

PART TWO: STORMING FORT HAZARD

With the defeat of the Chelish armada and the acclaim of the pirate lords, the time is ripe for the PCs to sail back to Port Peril to overthrow the Hurricane King. But before they can claim Port Peril and leadership of the Shackles for themselves, they must attempt a daring assault on Fort Hazard, the fortress of the Hurricane King, and face Kerdak Bonefist himself to seize the Hurricane Crown and control of the jewel of all pirate harbors.

Fortunately, the plans the PCs recovered from Barnabas Harrigan at the end of the previous adventure also provide a means of secretly getting into the fortress, for Harrigan had intended to lead Admiral Thrune through a secret entrance into the chambers below Fort Hazard to assassinate the Hurricane King. While the pirate fleet at their back faces the Hurricane King's naval defenders and sacks Port Peril, the PCs can infiltrate Fort Hazard through Harrigan's secret entrance, which connects to the sea caves beneath the castle, thus avoiding most of the fortress's outer defenses. According to Harrigan's plans, the secret entrance is located in a nondescript seaside warehouse on the southern shore of the island of Lucrehold, in the shadow of Fort Hazard's walls.

LUCREHOLD

The island of Lucrehold sits between mainland Port Peril and Crescent Harbor. The most notable feature of the island is the Hurricane King's stronghold, Fort Hazard, which stands atop the sea cliffs of the island's north shore. A long, rocky beach stretches along the base of the cliffs to the north. A single pier extends into the water from the island's southern shore, where boats from the mainland or visitors' ships can dock. Beyond the pier, at the island's southwest corner, stand several warehouses and outbuildings with presses for olive oil. To the east, small dormitories provide housing for artisans working at the fort during the day, while groves of citrus fruits, figs, and olives grow along the southern flanks of the cliffs. A road of packed earth and palm logs leads from the outbuildings to the fort, joining a steep cobblestone ramp that climbs the cliffs to the castle's main gate.

B. FORT HAZARD

Fort Hazard sits atop the rocky ridge that dominates the northern portion of the island. No less than seven towers rise from its high stone walls, topped with ballistae, catapults, and siege weapons. The tallest tower also contains the lighthouse called Besmara's Beacon. Fort Hazard is a sprawling edifice with many rooms and chambers of little interest to adventurers, and full of both defenders and noncombatant servants and artisans who work at the castle.

This adventure assumes that the PCs avoid a frontal assault on the fort and instead infiltrate the caves beneath the fortress using Harrigan's plans. You should try to guide your players into taking this route, as Fort Hazard itself is not further detailed. Should your players decide to attack the fortress in a more conventional assault, you will have to detail both the fort and its defenders to provide appropriate challenges for your players.

C. HIDDEN HARBOR EXIT

This solid cliff face serves as the secret entrance to the Hurricane King's hidden harbor in the sea caves beneath Lucrehold. There is no tunnel or opening leading into the sea caves, however, only a wall of solid rock almost 75 feet thick. The Hurricane King uses the magic of the *Hurricane Crown* to pierce this wall and sail his ship into or out of the sea caves—without the *Crown*, there is no way short of magic to bypass the wall, much less sail a ship through it.

D. SEASIDE WAREHOUSE

The warehouse containing the secret entrance into the sea caves beneath Fort Hazard stands on the southwestern point of the island. A narrow dirt track leads along the shore to the island's sole pier. Wide double doors in the southeast wall provide access for large goods and wagons, while a single door to the east serves as an entrance for pedestrian traffic. The good wooden double doors are kept locked at all times, but the single door is normally locked only at night (hardness 5, hp 15, break DC 18, Disable Device DC 25).

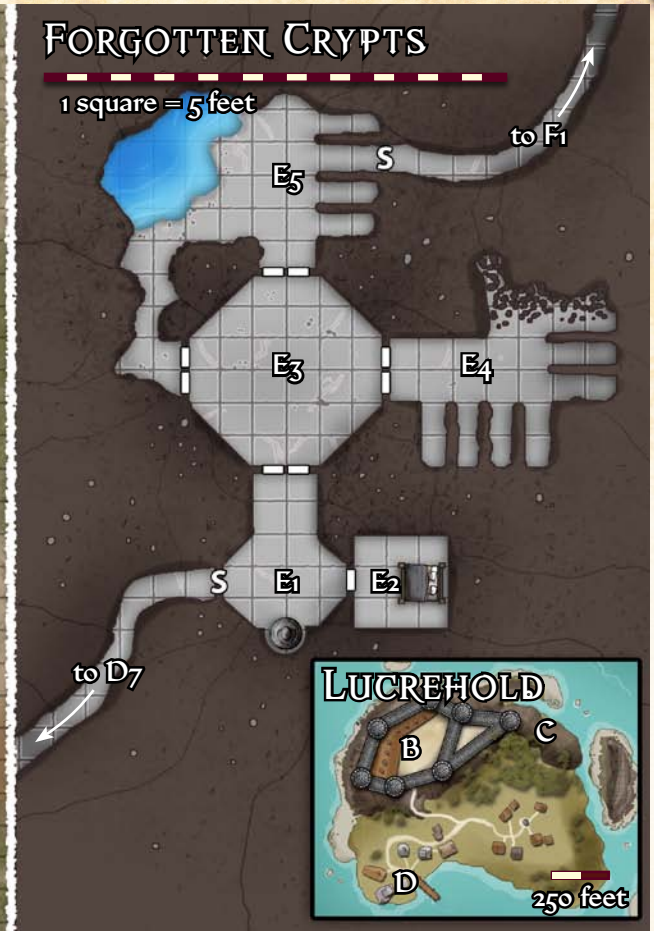
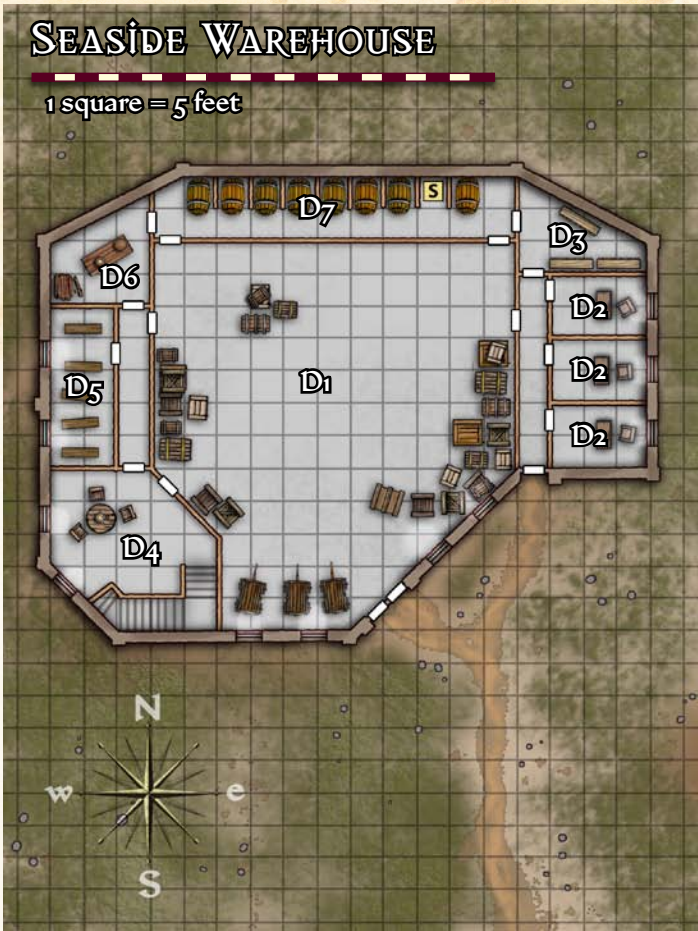
D1. BULK STORAGE (CR 13)

A vast collection of boxes, crates, barrels, and other containers are stacked throughout this large chamber. Several handcarts are lined up along the south wall.

This is the main storeroom of this warehouse, and contains a large selection of mundane trade goods.

Creature: The room also holds the warehouse's primary guardian, an iron golem. All of the warehouse workers wear red sashes on their arms—the cannon golem is under

FROM HELL'S HEART



orders to attack anyone in the warehouse not wearing a red armband. The golem stands motionless against the north wall. If the PCs have put on the red armbands found in area D2, the golem ignores them. Otherwise, it attacks, using its breath weapon before closing to fight with its slams. The golem fights until destroyed.

IRON GOLEM CR 13
 XP 25,600
 hp 129 (*Pathfinder RPG Bestiary* 162)

Treasure: The trade goods stored here are worth 7 points of plunder, and would easily fill the hold of a sailing ship once transported and loaded. In addition, two disassembled arrow springals (*Pathfinder RPG Ultimate Combat* 163) may be found here.

D2. OFFICES (CR 6)

These three rooms are identical, containing desks and a few chairs for the warehouse workers.

Creatures: During the day, two warehouse workers may be found in each of these rooms. Each of the workers wears a red armband, and one of them (the warehouse

foreman) carries a key to area D5. The warehouse workers try to avoid combat, but if attacked, they try to draw their attackers into area D1 to face the iron golem there. At night, the workers have gone home, and these rooms are empty.

WAREHOUSE WORKERS (6) CR 1
 XP 400 each
 Shopkeep (*Pathfinder RPG GameMastery Guide* 284)
 hp 13 each

Development: In addition to the armbands worn by the warehouse workers, the southernmost office contains four additional red armbands for the use of visitors.

D3. BOOKKEEPING

Wooden shelves line the walls of this dusty room, holding numerous scrolls and ledger books.

The warehouse's ledgers are stored in this room, detailing years' worth of business in various mundane trade goods. There is nothing of value here.



D4. GUARDROOM (CR 12)

This room contains a simple table and a few chairs. A flight of stairs leads up to the south.

The stairs to the south lead up to a loft that contains the guards' simple living quarters.

Creatures: Four pirate guards are posted here 24 hours a day. They all wear red armbands to avoid the iron golem in area **D1**. With the iron golem already guarding the warehouse, however, these guards have become lazy, and they only investigate disturbances once the sounds of combat in area **D1** have ended.

PIRATE GUARDS (4) CR 8

XP 4,800 each

Human rogue (swashbuckler) 9
(*Pathfinder RPG Advanced Player's Guide* 135)

NE Medium humanoid (human)

Init +7; **Senses** Perception +12

DEFENSE

AC 21, touch 14, flat-footed 17 (+5 armor, +3 Dex, +1 dodge, +2 natural)

hp 80 each (9d8+36)

Fort +7, **Ref** +11, **Will** +3; +3 vs. fear

Defensive Abilities daring* +3, evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 cutlass +11/+6 (1d6+4/18–20)

Ranged mwk hand crossbow +10 (1d4/19–20 plus poison)

Special Attacks sneak attack +5d6

TACTICS

During Combat The guards flank with each other to make sneak attacks and take advantage of their assault leader and offensive defense rogue talents.

Morale The guards surrender or flee if reduced to fewer than 15 hit points.

STATISTICS

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

Base Atk +6; **CMB** +9; **CMD** 23

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (cutlass)

Skills Acrobatics +17, Appraise +8, Bluff +11, Climb +14, Escape Artist +14, Intimidate +11, Perception +12, Profession (sailor) +8, Sense Motive +12, Sleight of Hand +10, Stealth +14, Swim +10

Languages Common, Polyglot

SQ martial training*, rogue talents (assault leader*, bleeding

attack +5, offensive defense*, weapon training)

Combat Gear *potion of cure light wounds*, Large scorpion venom (2 doses), tanglefoot bag; **Other Gear** +1 chain shirt, +1 cutlass, masterwork hand crossbow with 10 bolts, *amulet of natural armor* +2

* See the *Advanced Player's Guide*.

D5. SECURE STORAGE

The single door to this room is of strong wood and locked (hardness 5, hp 20, break DC 25, Disable Device DC 25). The warehouse foreman in area **D2** has the only key. The most valuable goods in the warehouse are stored on shelves in this chamber.

Treasure: In total, goods worth 5 points of plunder can be looted from this room.

D6. WORKSHOP

Cut lumber and carpentry tools fill this room, where crates, barrels, pallets, and other containers are made to hold goods stored in the warehouse.

D7. LIQUID STORAGE

Low wooden walls divide the far wall of this long chamber into separate stalls. Large barrels and ceramic casks are stacked in these stalls.

Wine, olive oil, liquor, and other liquid goods are stored in this chamber. A large tun of rum in the easternmost stall conceals a secret trap door in the floor. A successful DC 30 Perception check is required to detect the door beneath the tun, but if the PCs are following Harrigan's notes, they can find the door with a successful DC 20 Perception check. None of the warehouse workers or pirate guards in the warehouse are aware of the existence of the trap door. The tun of rum weighs over 2,000 pounds, however, and must be dragged out of the way to access the door. Beneath the door, a rusted iron ladder climbs down 25 feet to a rough-hewn tunnel. This tunnel winds north and east for approximately 500 feet before ending at a secret door (Perception DC 20 to find) that opens into area **E1**.

Treasure: The olive oil, rum, and wine stored in this room are worth a total of 3 points of plunder.

E. FORGOTTEN CRYPTS

The first Hurricane King of the Shackles, Turpin Irons, built these crypts beneath Lucrehold to house the corpses



Pirate Guard

FROM HELL'S HEART



of slain enemies whom he deemed unworthy of burial at sea. Accessible only via secret doors, their existence was forgotten with his death. Consigned to oblivion, the bodies interred here have now risen as undead, and seek to take out their anger on any living creatures entering their tomb.

E1. BESMARAN SHRINE

Flickering blue-green light illuminates this dank room. In an alcove to the south stands a stone statue in the likeness of a woman dressed in pirate clothes, complete with eye patch. She wields a cutlass in one hand, and sculpted tentacles emerge from folds in her clothing to embrace her body. The statue was once painted in bright, gaudy colors, but most of the pigment has flaked off, revealing green stone beneath. The blue-green radiance issues from flickering flames that dance along the statue's sculpted hair.

Turpin Irons also built this shrine, but like the crypts, it has been abandoned for decades. A successful DC 15 Knowledge religion check identifies the statue as a representation of Besmara, the Pirate Queen, goddess of piracy and sea monsters. The secret door in the west wall can be found with a successful DC 20 Perception check. It opens on a tunnel that leads south to area D7 in the seaside warehouse.

E2. SEXTON'S QUARTERS

The sexton in charge of maintaining the crypts lived in this chamber. The sexton is long dead, and only worn furniture remains here.

Treasure: A successful DC 20 Perception check reveals a gold holy symbol of Besmara worth 100 gp wrapped in a rotting bandanna under the decrepit bed.

E3. CENTRAL VAULT

Four sets of double doors exit this vaulted chamber in the four cardinal directions. Ancient bloodstains mar the floor in several places.

Bodies were left here for the sexton to inter in the adjoining crypts. Occasionally, prisoners were taken to this room alive and killed here to make disposal of their corpses easier. The room is now empty.

E4. COLLAPSED CRYPT (CR 12)

Burial niches containing skeletal remains line the south and east walls of this crypt. Around the corner to the north, the ceiling has collapsed, burying that portion of the room beneath tons of dirt and rock.

Creatures: Turpin Irons buried some of his worst enemies here, far from their ships and crews, purposefully denying them proper burials at sea. Filled with anger, these pirates have risen as duppies, incorporeal undead with bestial features, accompanied by packs of ravenous, ghostly hounds. When a living creature opens the door to the crypt, unearthly howls fill the air as the seven vengeful duppies rise from their interred corpses to attack the intruder.

DUPIES (7)

CR 7

XP 3,200 each

Pathfinder Campaign Setting: Isles of the Shackles 48

CE Medium undead (incorporeal)

Init +10; **Senses** darkvision 60 ft.; Perception +14

Aura unnatural aura (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 14 (+4 deflection, +6 Dex)

hp 76 each (9d8+36)

Fort +7, **Ref** +11, **Will** +8

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +12 (2d8 negative energy plus 1d6 Str drain)

Special Attacks ravenous hounds

TACTICS

During Combat The duppies summon their ravenous hounds on the first round of combat, then attack with their incorporeal touch attacks. The duppies focus their attacks on obvious pirates and sailors first.

Morale The duppies fight until destroyed.

STATISTICS

Str —, **Dex** 22, **Con** —, **Int** 13, **Wis** 15, **Cha** 19

Base Atk +6; **CMB** +12; **CMD** 26

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Lunge, Step Up

Skills Fly +26, Intimidate +16, Perception +14, Sense Motive +14, Stealth +18

Languages Common, Polyglot

SPECIAL ABILITIES

Ravenous Hounds (Sp) Once per day as a standard action, a duppy can bring into being a pack of incorporeal hounds for 1d4+3 rounds. The ravenous hounds attack as a single unit, have a +11 attack bonus, deal 2d6+3 points of force damage on a successful hit, and threaten a critical hit on a natural 20. This ability is otherwise identical to *mage's sword* (CL 7th).

Resurrection Vulnerability (Su) A *raise dead* or similar spell that is cast on a duppy destroys it (Will save negates). Using the spell in this way does not require any material components.



Strength Drain (Su) Creatures hit by a duppy's touch attack must succeed at a DC 18 Fortitude save or take 1d6 points of Strength drain. On each successful attack, the duppy gains 5 temporary hit points. The save DC is Charisma-based.

E5. FLOODED CRYPT (CR 13)

This crypt is only partially finished—the eastern wall contains carved burial niches, but the north and west walls remain rough-hewn stone. To the northwest the floor has subsided, allowing a pool of dark water to form.

The pool in the northwest is full of seawater and is 5 feet deep. A successful DC 25 Perception check reveals a secret door in the second burial niche from the north, which opens onto a long, sloping tunnel that leads north and east approximately 400 feet to area F1.

Creatures: Four ill-fated pirate captains, leaders of a failed mutiny against Turpin Irons, were buried in this crypt. The pirates' hatred of Irons was great enough to linger beyond death, and the seawater seeping into the crypt caused them to rise as draugr captains—barnacle-encrusted corpses with glowing red eyes, still dressed in their tattered pirate finery. The four draugr pirate captains attack anyone entering their crypt.

DRAUGR PIRATE CAPTAINS (4)	CR 9
XP 6,400 each	
Draugr captain fighter 6 (<i>Pathfinder RPG Bestiary 2</i> 110)	
CE Medium undead (water)	
Init +3; Senses darkvision 60 ft.; Perception +15	
DEFENSE	
AC 23, touch 13, flat-footed 20 (+6 armor, +3 Dex, +4 natural)	
hp 110 each (9 HD; 3d8+6d10+60)	
Fort +11, Ref +8, Will +8; +2 vs. fear	
Defensive Abilities bravery +2; DR 5/bludgeoning or slashing;	
Immune undead traits; Resist fire 10	
OFFENSE	
Speed 30 ft., swim 30 ft.	
Melee mwk greatsword +19/+14 (2d6+15/17–20 plus energy drain) or	
slam +16 (1d10+12 plus energy drain)	
Special Attacks energy drain (1 level, DC 18), weapon training (heavy blades +1),	
Spell-Like Abilities (CL 5th; concentration +10)	
3/day— <i>obscuring mist</i>	
TACTICS	
During Combat The draugr pirate captains fill the crypt with <i>obscuring mist</i> at the beginning of combat. The captains' failed mutiny was the last time they worked together. Now, they fight individually, taking out their rage on the closest creature within reach and using their Blind-Fight feat to attack foes in the mist.	

Morale The draugr captains fight until destroyed.

STATISTICS

Str 26, **Dex** 17, **Con** —, **Int** 12, **Wis** 16, **Cha** 20

Base Atk +8; **CMB** +16; **CMD** 29

Feats Ability Focus (energy drain), Blind-Fight, Improved Critical (greatsword), Lightning Reflexes, Lunge, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +15, Perception +15, Profession (sailor) +15, Stealth +13, Swim +14

Languages Common, Polyglot (cannot speak)

SQ armor training 1

Gear masterwork breastplate, masterwork greatsword

F. HURRICANE KING'S REDOUBT

In the event of an attack on Port Peril or Fort Hazard itself, the Hurricane King can retreat into hidden sea caves beneath Lucrehold to wait out the attack or escape. This underground redoubt was designed to guard the path of retreat and defend against any pursuers from the fort above. Unknown to both the current Hurricane King and the redoubt's defenders, this area also connects to Turpin Irons' forgotten crypts. Unless otherwise noted, all doors in this area are of strong wooden construction (hardness 5, hp 20, break DC 25). Use the map on page 28 for this area.

F1. SECRET CAVE

The long tunnel ends in a small, damp cave hewn from the rock, pale limestone striated with dark granitic veins. The floor is rough and dusted with sand.

The secret tunnel from area E5 ends in this cave. A successful DC 30 Perception check reveals the secret door in the north wall, but if the PCs are following Harrigan's plans, they can find the door with a successful DC 20 Perception check. The door leads to area F2. None of the inhabitants of the redoubt are aware of the door's existence.

F2. MUSTERING HALL

Evenly spaced torches light this vaulted and irregularly-shaped subterranean chamber. Several doors provide egress from the room in different directions.

Defenders retreating from the fort above can regroup in this chamber, and the guards posted to the redoubt and sea caves muster here as well. When not under attack, the guards also use this area as a mess hall. The room is lit with five everburning torches. The secret door to the south can be found with a successful DC 30 Perception check, while the two secret doors in the east (to area F7c) can be discovered by succeeding at DC 20 Perception checks.

FROM HELL'S HEART



Creature: Kerdak Bonefist has posted one of his newest acquisitions, a cannon golem, in front of the doors to area F7 to cover his retreat. The golem follows the orders of the redoubt's master-at-arms, and fires its cannons at any unauthorized intruders.

CANNON GOLEM

CR 15

XP 51,200

hp 140 (*Pathfinder RPG Bestiary 3* 135)

F3. MASTER-AT-ARMS' QUARTERS

This spare bedchamber is dominated by a large glass tank along the west wall. Lit from above, the tank contains an artificial reef and a collection of colorful and exotic sea life.

This chamber is the quarters of the redoubt's master-at-arms, Cathlee Threefingers, who spends a significant portion of her time and pay looking for and purchasing

exotic fish to place in her aquarium. The aquarium is lit with *continual flames* on the underside of its lid. With the redoubt currently on alert, this room is empty, as Cathlee has taken a position in the Gauntlet (area F7).

F4. BOMBERS' GALLERY (CR 13)

This guardroom watches over the tunnel that leads up to Fort Hazard (area F5). The northeast wall of the chamber is an *illusory wall* (Will DC 22 to disbelieve) separating the guardroom from the tunnel.

Creatures: Four pirate bombers are posted to this gallery at all times. Although they cannot see through the *illusory wall*, the bombers listen for the sound of the *alarm* in area F5, then drink extracts of *arcane eye* to spy upon the corridor. When intruders are detected, they throw bombs through the *illusory wall*. The bombers are expecting attacks from area F5, and do not abandon their posts. Only after the cannon golem in area F2 falls silent do the bombers investigate.

**PIRATE BOMBERS (4)****CR 9****XP 6,400 each**Human alchemist 10 (*Pathfinder RPG Advanced Player's Guide* 26)

CE Medium humanoid (human)

Init +6; **Senses** low-light vision, *see invisibility*; Perception +17**DEFENSE****AC** 24, touch 16, flat-footed 18 (+2 armor, +6 Dex, +6 natural)**hp** 93 each (10d8+45)**Pirate Bomber****Fort** +11, **Ref** +15, **Will** +7**Immune** fire, poison**OFFENSE****Speed** 30 ft.**Melee** mwk spiked gauntlet +16/+11 (1d4 plus poison)**Ranged** bomb +17/+12 (5d6+4 acid or fire) or

Rapid Shot +15/+15/+10 (5d6+4 acid or fire)

Special Attacks bomb 14/day (5d6+4 acid or fire, DC 19)**Alchemist Extracts Prepared** (CL 10th)4th—*arcane eye*, *dragon's breath** (DC 18)3rd—*cure serious wounds*, *haste*, *heroism*, *protection from energy*2nd—*barkskin*, *cat's grace*, *false life*, *see invisibility*, *vomit swarm**1st—*bomber's eye**, *cure light wounds*, *expeditious retreat*,*jump*, *keen senses**, *true strike***TACTICS**

Before Combat The pirate bombers drink their extracts of *false life* everyday. When they hear the sounds of combat in area **F2**, they drink their mutagens and extracts of *barkskin*, *heroism*, *protection from energy*, *see invisibility*, *cat's grace*, and *keen senses*.

During Combat The pirate bombers drink their extracts of *haste* on the first round of combat, using Rapid Shot to throw additional bombs. They use force bombs to immobilize enemies or dispelling bombs against spellcasters. The bombers drink extracts of *dragon's breath* or *vomit swarm* to use against groups of enemies. If cornered in melee combat, the pirate bombers use their swift poisoning ability to apply giant wasp poison to their spiked gauntlets.

Morale If reduced to fewer than 20 hit points, a pirate bomber flees.

Base Statistics Without their extracts and mutagens, the pirate bombers' statistics are **AC** 14, touch 12, flat-footed 12; **hp** 78; **Fort** +9, **Ref** +9, **Will** +6; **Melee** mwk spiked gauntlet +10/+5 (1d4 plus poison); **Ranged** bomb +11/+6 (5d6+4 fire); **Dex** 14, **Wis** 12; **CMD** 19; **Skills** –2 to all skills, Perception +14.

STATISTICS**Str** 10, **Dex** 22, **Con** 14, **Int** 18, **Wis** 10, **Cha** 8**Base Atk** +7; **CMB** +7; **CMD** 23**Feats** Brew Potion, Exotic Weapon Proficiency (one siege engine), Iron Will, Point-Blank Shot, Rapid Shot, Throw Anything, Weapon Finesse, Weapon Focus (bomb)**Skills** Craft (alchemy) +19, Knowledge (arcana) +19, Knowledge (engineering) +16, Knowledge (local) +11, Perception +17, Profession (sailor) +10, Sleight of Hand +21, Spellcraft +19, Stealth +18, Swim +12**Languages** Common, Dwarven, Elven, Osiriani, Polyglot
SQ alchemy (alchemy crafting +10, identify potions), mutagen (+4/–2, +2 natural, 100 minutes), discoveries (acid bomb, dispelling bomb, fast bombs, force bomb [5d4+4 force plus knock prone], precise bombs [4 squares]), poison use, swift alchemy, swift poisoning

FROM HELL'S HEART

Combat Gear *potion of invisibility*, giant wasp poison (4 doses), liquid ice* (2), mutagen (Dex), thunderstones (2); **Other Gear** masterwork spiked gauntlet, *bracers of armor* +2, alchemist's kit*, formula book (contains all prepared formulae), 40 gp

* See the *Advanced Player's Guide*.

F5. SURFACE TUNNEL

The door to this tunnel is locked (Disable Device DC 30). Cathlee Threefingers (area F7c) carries the only key to open it. The tunnel leads up to a concealed entrance in Fort Hazard's central keep. A permanent audible *alarm* spell has been placed in the corridor 50 feet north of the *illusory wall* at area F4 to alert the guards posted there of intruders.

F6. BARRACKS

Crude bunks line the walls of these barracks for the guards posted in the redoubt. Footlockers containing soiled clothing, whetstones, dishes, half-empty bottles of grog, and similar personal effects are scattered haphazardly about the room. As the guards are all on alert, this room is empty.

F7. THE GAUNTLET (CR 14)

Two sets of double doors stand at the east and west ends of this octagonal-shaped room. Between the doors, arrow slits pierce the walls to the north and south.

The redoubt's defenders refer to these rooms as "the Gauntlet," as they form a narrow, easily defended passage between the redoubt and the sea caves beyond. Areas F7a and F7b make up the gauntlet itself, as the only route to the sea caves passes through them. They are flanked by guardrooms (area F7c) to the north and south, allowing guards stationed inside to fire on creatures through arrow slits in the walls. All of the doors in this area are made of stone and locked (hardness 8, hp 60, break DC 28, Disable Device DC 30). Cathlee Threefingers (see Creatures, below) carries the only keys to the doors. The corridor beyond area F7b slopes down and leads approximately 300 feet to area G in the sea caves. The secret doors in area F7c can be found with a successful DC 20 Perception check.

Creatures: Four pirate snipers (including the master-at-arms, Cathlee Threefingers) are stationed in area F7c, two on either side of the gauntlet. They wait until as many intruders as possible are within area F7a before manually triggering the trap there, which also shuts and locks the doors leading out of the room. After triggering the trap, the snipers fire at intruders through the arrow slits, which also grant the snipers improved cover. The

snipers follow the same strategy to set off the trap in area F7b. Cathlee carries keys to all of the doors in the redoubt.

PIRATE SNIPERS (4)

CR 9

XP 6,400 each

Elf fighter (crossbowman) 7/rogue (sniper) 3 (*Pathfinder RPG Advanced Player's Guide* 104, 134)

LE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +16

DEFENSE

AC 23, touch 16, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +2 shield)

hp 83 each (10 HD; 7d10+3d8+27)

Fort +9, **Ref** +11, **Will** +6; +2 vs. enchantments, +2 vs. fear

Defensive Abilities bravery +2, evasion; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +12/+7 (1d8+2/x3)

Ranged +1 *darkwood light crossbow* +16/+11 (1d8+4/17–20 plus 1d6 fire) or

Rapid Shot +14/+14/+9 (1d8+4/17–20 plus 1d6 fire)

Special Attacks accuracy*, crossbow expert* +1, deadly range*, improved deadshot* +2, sneak attack +2d6

TACTICS

Before Combat The pirate snipers apply *oil of flame arrow* to their bolts when under alert.

During Combat Pirate snipers ready attacks to fire their crossbows once the traps in the Gauntlet are triggered, using their Deadly Aim feats in conjunction with their improved deadshot ability to sneak attack targets within 40 feet. Thereafter, they make full attacks with Rapid Shot, using tangle bolts to entangle foes and keep them within the trapped rooms.

Morale If she is reduced to fewer than 20 hit points, a pirate sniper flees.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +9; **CMB** +11; **CMD** 27

Feats Deadly Aim, Dodge, Improved Critical (light crossbow), Point-Blank Shot, Rapid Reload, Target of Opportunity**, Toughness, Weapon Focus (light crossbow), Weapon Specialization (light crossbow)

Skills Acrobatics +16, Climb +9, Knowledge (engineering) +6, Perception +16, Profession (sailor) +10, Stealth +16, Swim +9

Languages Common, Elven, Polyglot

SQ elven magic, rogue talents (sniper's eye*), weapon familiarity

Combat Gear *oil of flame arrow*, *potions of cure light wounds* (2), +1 *human bane bolts* (2), *tangle bolts** (2); **Other Gear** +1 *chain shirt*, +1 *buckler*, +1 *darkwood light crossbow* with 40 bolts, masterwork battleaxe, *cloak of resistance* +2, *ring of protection* +1, 28 gp

* See the *Advanced Player's Guide*.

** See *Pathfinder RPG Ultimate Combat*.



Traps: Area **F7a** contains a chamber of blades trap, which fills the room with whirling blades. Area **7b** contains a firedrake trap, which sprays alchemist's fire throughout the chamber. Both traps shut and lock the doors in their respective areas when triggered.

CHAMBER OF BLADES TRAP **CR 9**

XP 6,400

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

EFFECTS

Trigger manual; **Duration** 1d4 rounds; **Reset** manual; **Bypass** switch in area **F7c**

Effect Atk +20 melee (3d8) plus shuts and locks all doors in area **F7a**; multiple targets (all targets in area **F7a**)

FIREDRAKE TRAP **CR 9**

XP 6,400

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

EFFECTS

Trigger manual; **Duration** 1d4 rounds; **Reset** manual; **Bypass** switch in area **F7c**

Effect jets of alchemist's fire (6d6 fire damage, Reflex DC 20 save half) plus shuts and locks all doors in area **F7b**; multiple targets (all targets in area **F7b**)

PART THREE: THE SEA CAVES OF LUCREHOLD

Long before the Shackles became the pirate confederacy they are today, the sea caves beneath the island of Lucrehold were a haven for smugglers and rumrunners. As Port Peril grew, however, and the need for smugglers in such a vice-ridden port diminished, the caves on the tiny island fell into disuse and were forgotten.

Hurricane King Turpin Irons rediscovered the caves when he took control of Port Peril and built Fort Hazard on Lucrehold. Irons sealed up the outer entrance to the sea caves and converted them into a secret anchorage connected to his fortress by subterranean tunnels. Using the magic of the *Hurricane Crown*, Captain Irons was able to sail his flagship, the *Sea Wife*, through the solid rock to reach the open sea, and to keep his secret safe, he murdered everyone involved in the project.

Irons' successor as Hurricane King, his former first mate Glick Hyde, allied himself with a coven of sea witches and slew a great bronze dragon that sought to guard the sea lanes. Using the witches' magic, Hyde had the dragon reanimated as a skeleton and brought both the dragon and his ship *Skullduggery* into the caves to face his former captain. With the help of the undead dragon, Hyde defeated Irons, sinking the *Sea Wife* inside the caves and slaughtering its crew. Hyde claimed the *Hurricane Crown* for himself, and left the undead dragon in the sea caves to continue guarding the secret anchorage.

In the decades since, 10 more Hurricane Kings have used the *Hurricane Crown* to hide their ships in the sea caves of Lucrehold, binding their crews to secrecy with threats, magic, or death. Although it's widely believed in the Shackles that the Hurricane Kings possess some sort of concealed anchorage, none have yet cracked the secret. When Kerdak Bonefist became Hurricane King 38 years ago, he, too, anchored his ship, the *Filthy Lucre*, in the hidden harbor beneath Fort Hazard, leaving the defense of the caves in the capable hands of a crew of bloodthirsty wereshark pirates. Bonefist has been careful to silence any whispered rumors about the secret anchorage, and



Pirate Sniper

FROM HELL'S HEART

has further spread competing rumors to lead would-be seekers of the caves far astray.

As the PCs' fleet attacks Port Peril, Kerdak Bonefist has fled into the sea caves to wait out the battle, hoping that Port Peril's fleet and Fort Hazard's guards will stop the PCs' attempted coup. Bonefist is unaware of the secret entrance the PCs are likely using to infiltrate the caves, however, and remains aboard his flagship, the *Filthy Lucre*, in the sea caves' Hidden Harbor (area P). Even once the PCs' presence in the caves becomes known, the Hurricane King stubbornly remains, confident that his guards will stop them and unable to comprehend that upstart would-be pirate lords such as the PCs could wrest his crown from him. Not until the PCs are ready to board the *Filthy Lucre* itself does Bonefist finally admit to himself that he might have underestimated them, and decide to confront the PCs in person.

Unless otherwise noted, all doors in the sea caves are of strong wooden construction (hardness 5, hp 20, break DC 25).

G. BRINEBONES' GRAVE (CR 13)

The long, dank tunnel opens into a wider cave, with echoes of dripping water and far-off surf low in the distance. The tunnel ends at a benighted beach bordering a wide expanse of dark water. A wooden pier extends into the water, the tide lapping at its barnacle-encrusted pilings.

This cavern is dark, but faint light shines from the windows of area H to the south. A second pier and beach lie on the other side of the cave, across the water. A pinnacle (ship's boat, see page 25 of the *Skull & Shackles Player's Guide*) is tied up to the eastern dock, its sail furled and oars shipped. The pinnacle has a single mast and 10 oars, and can carry up to 12 passengers. The ceiling averages 20 feet high near the walls and 40 feet in the center of the cavern.

Creature: The undead dragon, nicknamed Brinebones, was once a bronze dragon, but was dismembered and reanimated and then left behind by Glick Hyde and his sea witch cohorts in the lightless and desecrated depths as an unliving weapon. Its bones are coated in a thick layer of blood and gore that does not wash away, even in water, and an aura of crackling electricity surrounds it. Although its creators are long dead, the dragon continues to follow the orders of the reigning Hurricane King, and guards this cavern from any intruders (the weresharks in area H are not considered intruders). Brinebones lurks in the silty depths of this 100-foot-deep cavern, resembling a heap of bloody whalebones. A successful DC 30 Perception check is enough to notice the motionless skeleton beneath the water, and with a successful DC 23 Knowledge (arcana) check, a PC identifies the skeleton as that of a bronze

dragon. The Hurricane King and his followers normally sail the pinnacle around the northwest periphery of the cavern to avoid disturbing the dragon, but if anything moves directly across the center of the cavern (whether in a boat, swimming, or even flying), Brinebones swims upward to attack intruders.

BRINEBONES

CR 13

XP 25,600

Unique old bronze dragon bloody electric skeleton (*Pathfinder RPG Bestiary* 104, 250; *Pathfinder Campaign Setting: Classic Horrors Revisited* 54)

NE Gargantuan undead (water)

Init +6; **Senses** darkvision 60 ft.; Perception +0

Aura electricity

DEFENSE

AC 20, touch 8, flat-footed 18 (+2 Dex, +12 natural, -4 size)

hp 150 (20d8+60); fast healing 10

Fort +8, **Ref** +8, **Will** +12

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning;

Immune electricity, undead traits

OFFENSE

Speed 40 ft., swim 60 ft.

Melee bite +21 (4d6+15 plus 1d6 electricity), 2 claws +21 (2d8+10 plus 1d6 electricity), tail slap +16 (2d8+15 plus 1d6 electricity), 2 wings +16 (2d6+5 plus 1d6 electricity)

Space 20 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks crush (4d6+15 plus 1d6 electricity, Reflex DC 22 negates), tail sweep (2d6+15 plus 1d6 electricity, Reflex DC 22 half, 30-ft. radius, Small creatures)

TACTICS

During Combat Brinebones attacks as many foes as possible with its attacks. If a group of enemies is massed on one of the cavern's two beaches, the dragon uses its crush attack to pin as many of them as it can.

Morale Brinebones fights until destroyed, but unless destroyed by positive energy, the skeleton reforms 1 hour later with its deathless ability and resumes its eternal vigil guarding the approaches to the sea caves.

STATISTICS

Str 31, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +15; **CMB** +29; **CMD** 41

Feats Improved Initiative^B, Toughness^B

Skills Swim +18

SQ deathless, shocking death (10d6 electricity, Reflex DC 22 half)

SPECIAL ABILITIES

Electricity Aura (Ex) Creatures adjacent to Brinebones at the start of their turn take 1d6 points of electricity damage.

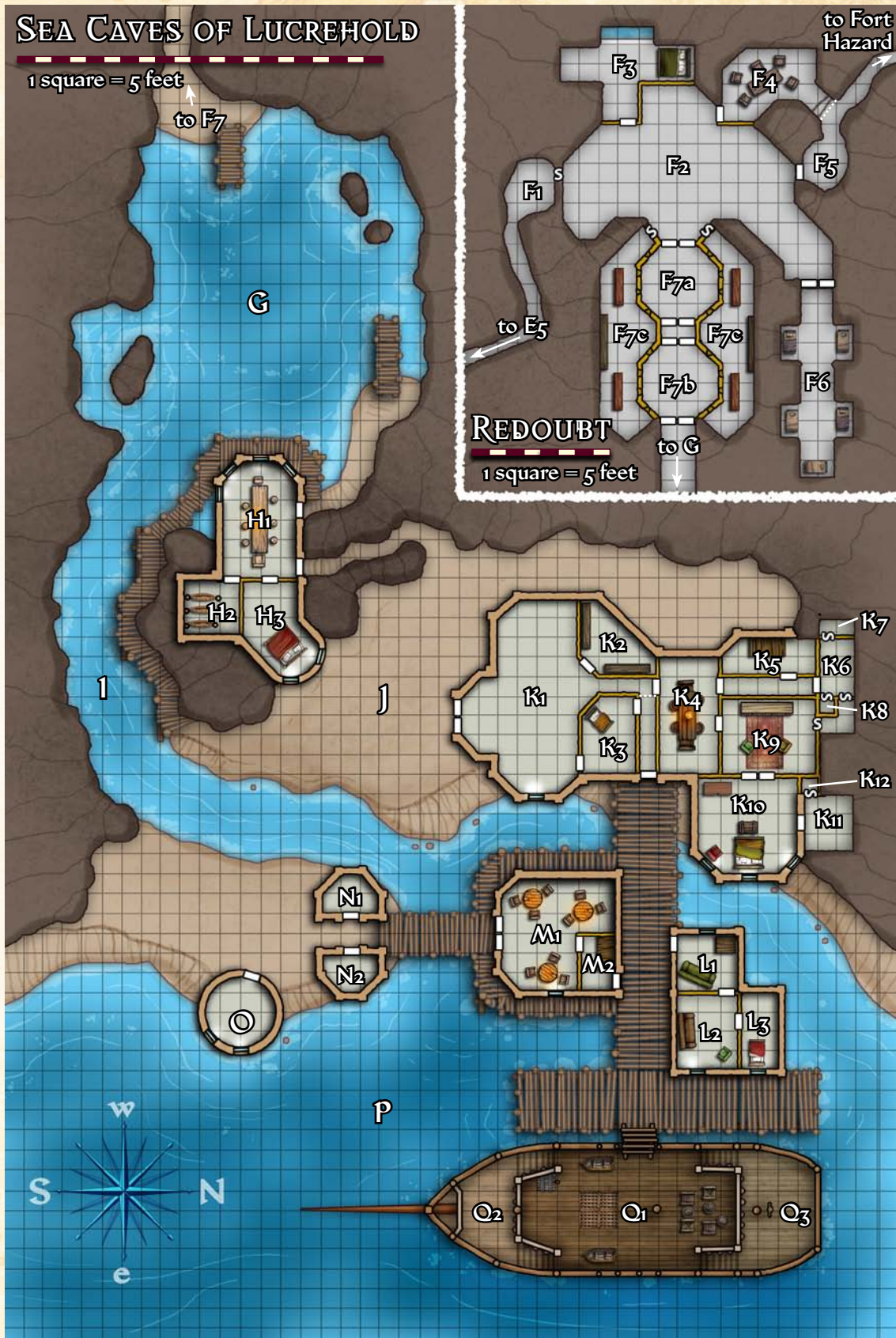
Creatures striking Brinebones with a natural weapon or unarmed strike take 1d6 points of electricity damage.

Shocking Death (Su) Brinebones erupts in a burst of electricity when destroyed, dealing 10d6 points of electricity damage (Reflex DC 22 half) to any adjacent creature.



SEA CAVES OF LUCREHOLD

1 square = 5 feet



FROM HELL'S HEART

H. BASTION

This bastion guards the approach from Brinebones' Grave to the cavern containing the hidden harbor, and is staffed by Bonefist's wereshark allies. Steps carved into the stone climb up from the eastern beach in area **G** to the bastion, connecting to a wooden walkway on pilings above the water that stretches around the perimeter of the bastion to join stone steps on the far side that lead down to area **J**.

Hi. GUARDPOST (CR 11 OR 13)

Three wide windows overlook area **G**, where the guards posted here can watch the entrance into the sea caves. The room is lit by a smoky oil lamp.

Creatures: Four wereshark pirates are on duty in this guardpost at all times. These particular weresharks take the form of jigsaw sharks (*Pathfinder Adventure Path* #57 85), recognizable by the jagged patchwork of brown and blue-gray markings on their skin. The weresharks prefer to remain in hybrid form. They keep a close eye on area **G** through the windows, and if they witness a battle between the PCs and Brinebones, they ring an alarm bell that alerts all of the defenders in the sea caves before readying themselves to face the intruders.

WERESHARK PIRATES (HYBRID FORM) (4) CR 7

XP 3,200 each

Human natural wereshark barbarian 3/rogue 4 (*Isles of the Shackles* 54)

CE Medium humanoid (human, shapechanger)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +12

DEFENSE

AC 20, touch 10, flat-footed 18 (+6 armor, +2 Dex, +4 natural, -2 rage)

hp 82 each (7 HD; 3d12+4d8+39)

Fort +10, **Ref** +8, **Will** +7; +2 vs. spells, spell-like abilities, and supernatural abilities

Defensive Abilities evasion, improved uncanny dodge, trap sense +2; **DR** 10/silver

OFFENSE

Speed 30 ft.

Melee +1 *ranseur* +14/+9 (2d4+11/x3), bite +9 (1d6+3 plus curse of lycanthropy) or

bite +14 (1d6+10 plus curse of lycanthropy)

Ranged mwk composite longbow +9/+4 (1d8+5/x3)

Special Attacks rage (11 rounds/day), rage powers (raging swimmer +3, superstition +2), sneak attack +2d6

TACTICS

During Combat The weresharks use their *ranseurs* to keep opponents at a distance and prevent them from getting past. They flank with each other to make sneak attacks and make use of their *Outflank* and *Precise Strike* feats. If an opponent gets inside a wereshark's reach, it drops its

weapon and attacks with its bite.

Morale If reduced to fewer than 20 hit points, a wereshark pirate falls back to the Hidden Harbor (area **P**), or tries to lure opponents into area **G** to face Brinebones if the undead dragon has not yet been defeated.

STATISTICS

Str 24, **Dex** 14, **Con** 20, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +6; **CMB** +13; **CMD** 23

Feats Extra Rage Power*, Improved Initiative, Outflank*, Power Attack, Precise Strike*, Weapon Focus (bite)

Skills Acrobatics +9, Climb +14, Intimidate +8, Knowledge (local) +5, Perception +12, Profession (sailor) +12, Stealth +9, Swim +17

Languages Common

SQ change shape (human, hybrid, and jigsaw shark; *polymorph*), fast movement, lycanthropic empathy (sharks and dire sharks), rogue talents (bleeding attack +2, weapon training), trapfinding +2

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *scale mail*, +1 *ranseur*, masterwork composite longbow (+5 Str) with 20 arrows, *cloak of resistance* +1, 40 gp

* See the *Advanced Player's Guide*.

Development: If the weresharks have not defeated their foes in 1d4 rounds, their captain, Horrus Riptooth, comes out of his quarters in area **H3** to join the battle (making this a CR 13 encounter).

H2. WERESHARK BARRACKS

Half a dozen hammocks are strung between posts in this room, and empty rum bottles and fish bones litter the floor. The wereshark pirates in areas **H1** and **K1** live here when they're off duty, but they have all been called to their posts and the room is currently empty.

H3. CAPTAIN'S QUARTERS (CR 11)

A large bed that would look more appropriate in a ship's cabin sits in the northeast portion of this room beneath two large windows that overlook the cavern outside. A huge sea chest sits at the foot of the bed. A strong fishy smell hangs in the air.

The sea chest here contains a few personal possessions of no value, as well as half a dozen bottles of dark rum and several large, rotting fish, one of which has a huge bite taken out of it.

Creature: The leader of the weresharks, Captain Horrus Riptooth, makes his quarters in this chamber. A sworn follower of Kerdak Bonefist, Riptooth has agreed to guard the sea caves with his crew, though he still enjoys reaving the sea lanes in his ship, the *Swordtail*, which lies at anchor in Port Peril's harbor. Captain Riptooth is a hulking brute of a wereshark, and like his crew in area



H1, prefers to remain in hybrid form. If he hears the sounds of battle in area **H1**, Riptooth comes to investigate in 1d4 rounds.

CAPTAIN HORRUS RIPTOOTH (HYBRID FORM) CR 11

XP 12,800

Male human natural wereshark barbarian (wild rager) 11 (*Isles of the Shackles* 54, *Ultimate Combat* 31)

CE Large humanoid (human, shapechanger)

Init +2; **Senses** blindsense 30 ft., keen scent; Perception +16

DEFENSE

AC 25, touch 11, flat-footed 23 (+8 armor, +2 deflection, +2 Dex, +6 natural, -2 rage, -1 size)



Captain Horrus Riptooth

hp 154 (11d12+77)

Fort +13, **Ref** +5, **Will** +10

Defensive Abilities rage conversion*, trap sense +3; **DR** 3/—, 10/silver

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 *falchion* +19/+14/+9 (2d6+13/15–20), bite +14 (1d8+4 plus curse of lycanthropy) or bite +19 (1d8+12 plus curse of lycanthropy)

Ranged mwk spear +13 (2d6+8/x3)

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

Special Attacks greater rage (27 rounds/day), rage powers (bestial swimmer*, bleeding blow* +3, body bludgeon*, powerful blow +3, raging swimmer +11, reckless abandon +3/–3**, strength surge +11), uncontrolled rage*, wild fighting*

TACTICS

During Combat Captain Riptooth rages and charges into combat, activating his strength surge rage power and grappling the nearest foe to use as an improvised weapon with his body bludgeon rage power. If the grappled opponent escapes the pin or becomes useless as a weapon, Riptooth drops the creature and draws his falchion. Thereafter, he makes full attacks using his wild fighting ability and reckless abandon rage power.

Morale Captain Riptooth fights to the death.

STATISTICS

Str 26, **Dex** 14, **Con** 22, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +11; **CMB** +20; **CMD** 32

Feats Combat Reflexes, Extra Rage Power** (2), Improved Critical (falchion), Iron Will, Power Attack, Weapon Focus (bite)

Skills Acrobatics +13, Climb +14, Intimidate +12, Perception +16, Profession (sailor) +13, Survival +10, Swim +24

Languages Common

SQ change shape (human, hybrid, and shark; *polymorph*), fast movement, lycanthropic empathy (sharks and dire sharks)

Combat Gear *potion of cure serious wounds*; **Other Gear** +2 *breastplate*, +1 *falchion*, masterwork spears (3), *ring of protection* +2

* See *Ultimate Combat*.

** See the *Advanced Player's Guide*.

1. THE DEEPS (CR 13)

Dark waters lead off through a natural passage; from its eastern end comes the distant sound of the surf. There is just enough room to row a good-sized pinnace or ship's boat through the center of the channel.

FROM HELL'S HEART

This tunnel leads from Brinebones' Grave to the hidden harbor, curving around the bastion. Although full-sized ships are too large to fit in the channel, smaller ship's boats (such as the pinnace at area **G**) can make the passage easily. The shallows around the bastion are about 10 feet deep, increasing to 30 feet on the east side of the bastion and out into the Hidden Harbor (area **P**). The ceiling in the tunnel arches from 10 feet high at the walls to 30 feet high in the center. The tunnel is unlit.

Creatures: Two giant piscodaemons patrol this tunnel, courtesy of *planar ally* spells cast by Kerdak Bonefist's consort, Hyapatia. Almost 15 feet tall, the piscodaemons lurk beneath the surface of water until intruders pass overhead, at which point they attack. The piscodaemons remain fully or partially submerged during combat, using the water's surface for cover (*Pathfinder RPG Core Rulebook* 432). If intruders avoid this area, the piscodaemons join any combats in area **P**, using *teleport* to arrive unexpectedly.

GIANT PISCODAEMONS (2)

CR 11

XP 9,600 each

hp 159 each (*Pathfinder RPG Bestiary* 2 72, 293)

TACTICS

During Combat One of the piscodaemons casts *stinking cloud* on intruders in the tunnel, while the other attempts to summon hydrodaemons. Thereafter, they attempt to pull creatures in boats or who are flying into the water with them, using their claws to grapple foes and hold them underwater.

Morale The daemons have no wish to die on the Material Plane, and teleport out of the sea caves when reduced to fewer than 40 hit points.

J. THE SEA CAVE

The caves open up into a vast flooded cavern, lit by flickering flames on the ceiling. To the north, a stone building stands on a rocky shore above the water. Two more buildings sit on the water along a wooden pier extending into the water to the east. A three-masted sailing ship floats at the end of the dock. A second pier runs south from buildings on the dock to a rocky promontory on the far side of the channel. The cavern stretches east into the distance, but no passage to the outside world can be seen.

This sea cave stretches for hundreds of feet to the east. The ceiling is over 100 feet tall in the center of the cavern, and numerous *continual flame* spells on the ceiling provide dim light throughout the entire cavern. The sailing ship is Kerdak Bonefist's flagship, the *Filthy Lucre*. North of the Hurricane King's residence (area **K**) is a small shooting range where Bonefist and his first mate, Tsadok Goldtooth, practice their pistol skills.

CANNONADE!

As soon as the crew of the *Filthy Lucre* becomes aware of the PCs, the ship's gunners train their cannons on the intruders and fire at the PCs. The *Filthy Lucre* carries a total of 16 cannons, meaning that up to eight cannons at a time can fire on the PCs. The cannons cannot fire on creatures inside buildings, but the gunners ready actions to fire at anyone in the open (such as anyone in area **J**, the dock, or between any buildings) whom they have line of sight to. A cannon can fire every 3 rounds. The cannons normally fire cannonballs, but if enemies are at close range (within 30 feet), the gunners load their cannons with blast shot, which hits everything in a 30-foot-cone burst.

FILTHY LUCRE'S CANNONS

Ranged 8 cannons +10 (6d6/x4)

Development: If the PCs managed to prevent the weresharks in area **H1** from raising the alarm, they are likely spotted once they enter this area, by lookouts either in the powder tower (area **O**) or aboard the *Filthy Lucre*. In any case, once the presence of the PCs in the sea caves becomes known, they come under fire from the cannon and pirate snipers in area **O**, as well as from the cannons and the gunslinger aboard the *Filthy Lucre* (area **Q**). See the Cannonade! sidebar on page 31 for details on the *Filthy Lucre*'s cannon attacks. All of these attackers keep firing for as long as intruders are visible.

K. HURRICANE KING'S RESIDENCE

This fortified stone building serves as the Hurricane King's official residence when he is in the sea caves beneath Lucrehold, and guards the approach to the hidden harbor's dock. Although nowhere near as luxurious as Fort Hazard above, this residence still provides more comforts than shipboard life, and Kerdak Bonefist normally prefers to stay here rather than on the *Filthy Lucre* when in the caves. The entire residence is under the effects of a *mage's private sanctum* spell (caster level 12th) cast by Bonefist's consort Hyapatia when he retreated to the caves. Everburning torches provide light throughout the residence.

K1. TROPHY HALL (CR 13)

The walls of this large hall are hung with hundreds of ships' figureheads and nameplates, naval uniforms, and coats of arms. Some of these trophies are pristine, but most are weathered, burnt, or hacked to pieces. A framed parchment hangs beside



each. To the east, a large window looks out over the sea cave's harbor. A corridor exits to the north between two doors.

The relics on display in this trophy hall represent the many ships that Kerdak Bonefist has sunk in his long career. The parchments next to each exhibit detail the ship's name, its captain, and where and when the battle took place.

With Port Peril under attack and the Hurricane King in residence, the stone double doors opening to area J are locked and barred (hardness 8, hp 60, break DC 30, Disable Device DC 40). Tsadok Goldtooth (area K4) has the only key.

Creatures: Bonefist's first mate, Tsadok Goldtooth, has ordered two pirate guards and four wereshark pirates to

guard the entrance to the Hurricane King's residence, under the command of one of the *Filthy Lucre's* officers, Kirrian "Sweetlips" Vortheen. The pirates rush to fight intruders, while Sweetlips hangs back, using his bardic abilities and spells to aid the guards.

KIRRIAN "SWEETLIPS" VORTHEEN CR 7

XP 3,200

Male human bard (buccaneer) 8 (*Pathfinder Player Companion: Pirates of the Inner Sea* 22)

N Medium humanoid (human)

Init +3; Senses Perception +10

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +3 Dex, +2 shield)

hp 71 (8d8+32)

Fort +7, Ref +12, Will +8; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 whip +13/+8 (1d3+2) or

mwk rapier +12/+7 (1d6+1/18–20)

Ranged mwk shortbow +12/+7 (1d6/x3)

Space 5 ft.; Reach 5 ft. (15 ft. with whip)

Special Attacks bardic performance 21 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, song of surrender [DC 17]), hilt bash, knock out

Bard Spells Known (CL 8th; concentration +11)

3rd (3/day)—*good hope*, *haste*, *thundering drums** (DC 16)

2nd (5/day)—*cacophonous call** (DC 15), *glitterdust* (DC 15), *heroism*, *suggestion* (DC 15)

1st (5/day)—*grease* (DC 14), *remove fear*, *timely inspiration**, *touch of gracelessness** (DC 14), *vanish**

0 (at will)—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *know direction*, *mending*, *summon instrument*

TACTICS

Before Combat Sweetlips casts *heroism* and uses his *scroll of mirror image* before battle.

During Combat Sweetlips uses his bardic performance to inspire courage in his allies, then casts *good hope* and *haste*. He alternates between using inspire courage and dirge of doom, and uses his spells to bolster his allies and his whip to keep opponents at a distance. If attacked, Sweetlips changes his bardic performance to song of surrender and activates one of his *whip feather tokens* to attack alongside him.

Morale If he is reduced to 35 hit points or fewer, Sweetlips casts *vanish* and flees to area K4 to join Tsadok Goldtooth.

STATISTICS

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

Base Atk +6; CMB +7; CMD 20

Feats Improved Whip Mastery**, Toughness, Weapon Finesse, Weapon Focus (whip), Whip Mastery**



Kirrian "Sweetlips" Vortheen

FROM HELL'S HEART

Skills Acrobatics +15, Climb +9, Intimidate +12, Perception +12, Perform (sing) +16, Perform (wind) +18, Profession (sailor) +8, Stealth +15, Swim +6

Languages Common

SQ versatile performance (sing, wind)

Combat Gear *feather token* (whip) (2); *scroll of mirror image*, *wand of cure light wounds* (15 charges); **Other Gear** +1 chain shirt, +1 buckler, +1 whip, masterwork rapier, masterwork shortbow with 20 arrows, *cloak of resistance* +1, masterwork fife, pet monkey named Scurvy, 9 gp

* See the *Advanced Player's Guide*.

** See *Ultimate Combat*.

PIRATE GUARDS (2) CR 8

XP 4,800 each

hp 80 each (see page 20)

WERESHARK PIRATES (HYBRID FORM) (4) CR 7

XP 3,200 each

hp 82 each (see page 29)

K2. ARMORY

A locked wooden door (hardness 5, hp 20, break DC 25, Disable Device DC 25) secures this armory, which contains a cache of weapons: boarding axes, boarding pikes, cutlasses, light crossbows, bolts, throwing axes, and bucklers. There are 20 of each, all of normal make. The pirate boatswains (area K4) carry keys to the lock.

K3. FIRST MATE'S QUARTERS (CR 11)

The walls of this chamber are bedecked with the stuffed heads and other trophies of a variety of animals and beasts, preserved in grisly glory. Bloodstained weapons of every description hang from the walls, surrounding a bed covered in animal hides.

Kerdak Bonefist's first mate, Tsadok Goldtooth, uses these quarters when present at the Hurricane King's residence, though he is rarely here, spending more time in Fort Hazard above or aboard the *Filthy Lucre*. Both doors to this chamber are locked (hardness 5, hp 20, break DC 25, Disable Device DC 30).

Trap: Opening either of the locked doors without the proper key sets off a trap that triggers 1 round after the door is opened, closing and locking the doors and causing the weapons in the room to slice through the air and any creatures caught inside. The weapons are all treated with greenblood oil (*Core Rulebook* 559). Tsadok himself (area K4) carries the only key; opening the doors with the correct key does not trigger the trap.

CHAMBER OF POISONED BLADES TRAP CR 11

XP 12,800

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** 1d4 rounds; **Reset** repair; **Bypass** opening the door with the correct key

Effect Atk +20 melee (3d8+3 plus greenblood oil) plus shuts and locks all doors in area K3; onset delay (1 round); multiple targets (all targets in area K3)

Treasure: Tsadok keeps most of his wealth with him, but a successful DC 20 Perception check reveals a *potion of remove curse*, a darkwood buckler, two silver armbands (worth 120 gp each), a white jade bracelet (worth 260 gp), a silver ring set with pearls (worth 210 gp), four corals (worth 70 gp each), two violet garnets (worth 350 gp each), a black pearl (worth 230 gp), 63 pp, 324 gp, 2,320 sp, and 8,500 cp, scattered haphazardly in bowls and boxes throughout the room.

K4. DINING HALL (CR 15)

A large oval table of polished teak dominates this chamber. A painted map of the known world covers the south wall, and the banners of a dozen Hurricane Kings hang from the ceiling. The largest of these banners is the flag of the current Hurricane King, Kerdak Bonefist, which hangs in a position of honor against the east wall, behind an ornately carved, high-backed teak chair.

When in residence, the Hurricane King takes his meals and entertains visitors in this hall. Just to the right of the south door leading into area K4 is an *illusory wall* (Will DC 22 to disbelieve) cast by Kerdak Bonefist's consort Hyapatia and designed to funnel intruders farther into the residence and away from the door leading to the dock outside.

Creatures: Bonefist's first mate, Tsadok Goldtooth, commands the defense of the Hurricane King's residence from this hall, accompanied by two boatswains from the *Filthy Lucre*. If invaders have defeated the guards in the trophy hall (area K1), one of the boatswains peeks his head out the door, hoping to draw intruders into this area. Tsadok fires his *doubleshot pepperbox* from range while the boatswains engage enemies in melee before raging and entering the fray himself.

PIRATE BOATSWAINS (2) CR 9

XP 6,400 each

Dwarf barbarian 3/fighter (unarmed fighter) 7 (*Ultimate Combat* 48)

NE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 11, flat-footed 13 (+4 armor, +2 Dex, +1 dodge, -2 rage, +1 shield) (+4 dodge vs. giants)

hp 120 each (10 HD; 3d12+7d10+57)



Fort +13, **Ref** +7, **Will** +7; +2 vs. poison, spells, and spell-like abilities; +2 vs. exhausted, fatigued, staggered, or temporary penalties to ability scores

Defensive Abilities harsh training* +2, tough guy*, trap sense +1, uncanny dodge; **DR** 3/— (vs. nonlethal or while grappled)

OFFENSE

Speed 30 ft.

Melee unarmed strike +20/+15 (2d6+11 nonlethal/19–20)

Ranged mwk composite longbow +13/+8 (1d8+6/x3)

Special Attacks clever wrestler*, rage (11 rounds/day), rage powers (brawler**), weapon training (monk +1, natural +1), unarmed style*, +1 on attack rolls against goblinoid and orc humanoids

TACTICS

Before Combat The pirate boatswains drink their *potions of greater magic fang* before combat.

During Combat The boatswains rage on the first round of combat, then attempt to grapple whenever possible and pummel opponents into unconsciousness. They use their bows only if they cannot reach foes.

Morale The pirate boatswains fight to the death.

STATISTICS

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

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 27 (29 vs. grapple, 31 vs. bull rush and trip)

Feats Dodge, Greater Grapple, Improved Critical (unarmed strike), Improved Grapple, Improved Unarmed Strike, Lightning Reflexes, Rapid Grappler*, Snapping Turtle Style*, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Acrobatics +7, Climb +10, Intimidate +8, Perception +9 (+11 unusual stonework), Profession (sailor) +7, Swim +10

Languages Common, Dwarven

SQ fast movement

Combat Gear *potion of blur*, *potion of cure light wounds*, *potion of greater magic fang* +2; **Other Gear** +1 studded leather, masterwork composite longbow (+6 Str) with 20 arrows, *amulet of mighty fists* (merciful), *belt of giant strength* +2, key to area **K2**, 25 gp

* See *Ultimate Combat*.

** See the *Advanced Player's Guide*.



Pirate Boatswain

TSADOK GOLDTOOTH

CR 14

XP 38,400

hp 193 (see page 50)

K5. KITCHEN

This simple kitchen is only used when Kerdak Bonefist is in residence here. It is usually staffed by cooks from Fort Hazard or the *Filthy Lucre*, but with the Hurricane King's quick retreat, the room is currently empty and the stove is cold.

K6. GROG CELLAR

This chamber is well stocked with crates of foodstuffs; dry goods; barrels of water; and racked bottles of ale, wine, and liquor of all sorts, for use when the Hurricane King is in residence. The secret doors to the east and west can be found by PCs who make successful DC 25 Perception checks.

Treasure: The liquor stored here is worth a total of 4 points of plunder.

K7. PRIVATE VAULT (CR 14)

The stone secret door to this small chamber is locked (hardness 8, hp 60, break DC 28, Disable Device DC 40);

FROM HELL'S HEART

Kerdak Bonefist has the only key. The Hurricane King stores a portion of his treasure in this private vault.

Trap: Kerdak Bonefist has placed a trap in this chamber that is intended to catch anyone who would try to steal from the Hurricane King. If a creature enters the vault or opens the door without first deactivating the trap with a hidden lock located next to the door (Perception DC 25 to find, Disable Device DC 30 to open), a harpoon coated with deadly black lotus extract shoots out. Even if the harpoon misses its target, the poison still affects the victim if the attack roll is high enough to hit the target's touch AC.

DEADLY HARPOON TRAP

CR 14

XP 38,400

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger visual (*true seeing*); **Reset** manual; **Bypass** hidden lock
Effect Atk +20 ranged touch (1d8+6/x3 plus black lotus extract)

Treasure: Bonefist keeps his personal treasure in six treasure chests in this vault. The chests contain a +2 *mithral breastplate* decorated with inlaid enameled mermaids, a +1 *adamantine trident*, an *eversmoking bottle*, an *onyx dog figurine of wondrous power*, a decorative boarding axe crafted from solid gold (worth 200 gp), a coral bracelet (worth 150 gp), a golden brooch shaped like a ship's wheel with a grinning skull in the center (worth 500 gp), a silver-chased hook hand studded with emeralds and a matching peg leg (worth 1,500 gp as a pair), an electrum scepter carved like a narwhal horn and a matching electrum crown with narwhal-horn points (worth 3,500 gp as a set), five white pearls (worth 100 gp each), a yellow topaz (worth 250 gp), 125 pp, 1,767 gp, 7,800 sp, and 19,500 cp. In addition, a watertight case bound with silvery silk and a mithral clasp contains a pirate treasure map. You can use this map to continue your campaign beyond the events of this adventure—it might lead to a sunken ship or a forgotten buried treasure, or it could be a forged map that only takes would-be treasure seekers on a wild goose chase. It could even be the fabled Map of the First Treasure, which purportedly shows the way to the secret Vault of the First Hurricane King (see page 58).

K8. POWDER MAGAZINE

The stone secret door to this tiny room is locked (hardness 8, hp 60, break DC 28, Disable Device DC 30); Kerdak Bonefist has the only key to the door. The Hurricane King stores his personal supply of black powder and ammunition here. The powder magazine currently contains a keg of black powder, three full powder horns, and 100 firearm bullets.

K9. LOUNGE

Wooden shelves line the walls of this chamber, and flickering flames in glass sconces provide a warm light. A plush carpet covers the floor, and deep piles of cushions lie scattered among stuffed chairs and couches.

The Hurricane King entertains friends in the more comfortable and private surroundings of this combination lounge and library. A secret door in the north wall behind one of the bookshelves (Perception DC 25 to find) opens onto a hidden hallway that leads to another secret door in area K6.

The shelves on the walls hold thousands of maps inscribed or stolen by generations of pirates, including coastal surveys, tidal charts, maps of currents, prevailing winds, and constellations across latitudes and seasons. Some maps reveal features of the seafloor or the coastlines of far-off lands such as Arcadia, Azlant, and Tian Xia, and even a few claiming to reveal the outlines of mysterious Sarusan. The shelves also contain centuries of piratical histories gathered from around the world, many clearly embellished but others astonishingly detailed, naturalistic accounts, as well as records of wrecked ships and sunken or buried treasure, and many intimate diaries and pages of personal correspondence.

Treasure: Whether copied from ancient scrolls or relics of long-forgotten expeditions, the collection of maps here is the equal of any in the Inner Sea region. Consulting these maps for 1d6 hours grants a +10 bonus on any Knowledge (geography) check about any location in the world within 100 miles of the coast. Studying the books here for 2d6 hours grants a +10 bonus on any Knowledge (history, local, or nobility) checks about pirates past and present, and a +5 bonus on all Knowledge skill checks regarding the islands of the Shackles, the Sodden Lands, the Eye of Abendego, and the Arcadian Ocean. Spending a week cataloging the maps and the library with a successful DC 30 Appraise check uncovers rare maps, documents, and volumes worth a total of 5,000 gp.

K10. HURRICANE KING'S BEDROOM (CR 15)

Hangings of blue silk, suggesting the deep sea, drape this chamber, and windows to the east look out over the dock and harbor outside. Beneath the windows stands an oversized gilded bed covered in purple and gold silks. Fine wooden furnishings, shelves of books, and woven carpets from Qadira and Vudra fill the rest of the room.

The Hurricane King claims these quarters as his own when ashore. With the attack on Port Peril, however, he has retreated to his ship, the *Filthy Lucre*, for safety.



Creatures: While Kerdak Bonefist is not in his room, his consort Hyapatia is. Hyapatia is a lamia matriarch, a monstrous creature with the body of a beautiful human woman from the waist up, but the tail of an immense snake below. Few know of Hyapatia's true form, however, for her public guise is that of a raven-haired human woman, little more than an attractive ornament on the Hurricane King's arm. A devotee of the pirate goddess Besmara, Hyapatia first approached Kerdak Bonefist in human form with the intention of seducing him and increasing her own power by controlling her own "pet" Hurricane King. Kerdak responded to her charms willingly, and Hyapatia began laying plans for ruling the Shackles from the shadows, but over time, she became smitten with Kerdak, and her bitterness and hatred were replaced by love for this vibrant, lusty human man.

Rather than simply use Bonefist as a puppet like she had originally planned, Hyapatia decided to come clean to him, revealing her true form to him one night, in the hope that maybe the two could become equal partners, rather than mistress and charmed slave. Hyapatia was shocked to discover that not only did Kerdak already know of her real identity, but he reciprocated her feelings as well. All of her plans fell away in that moment, and Hyapatia realized that she wanted nothing more than the love of this man—for a creature who had never known love, this was truly the greatest treasure she could imagine, far more valuable than any amount of gold or charmed slaves.

Of course, Hyapatia still enjoys the wealth her position gives her, and Kerdak provides her with living playthings from time to time to sate her more monstrous appetites, and even joins in at times. Hyapatia is quite fond of the more savage blood sports hosted in several of Port Peril's fighting arenas, and she and Kerdak are regular attendees at these spectacles. In private, the two have hosted gluttonous, violent orgies in secret halls in Fort Hazard that would appall some of the more bloodthirsty Free Captains of the Shackles.

Kerdak has offered several times to make Hyapatia his Hurricane Queen, but the lamia matriarch has so far resisted such a public role for fear of discovery, preferring to simply remain Bonefist's consort, underestimated and mostly ignored by the pirate lords of the Shackles. Besides Kerdak, only Tsadok Goldtooth knows Hyapatia's true identity.

A powerful sorcerer in her own right, Hyapatia is fiercely devoted to Bonefist, and has used her magic to help cover the Hurricane King's retreat to his flagship. She is accompanied by her two "pets"—aggressive, eight-legged catlike creatures with golden fur called aurumvoraxes, which Hyapatia keeps docile with repeated castings of *charm monster*. Hyapatia uses her Handle Animal skill

to order the charmed aurumvoraxes to attack intruders, while she hangs back and casts spells at intruders, doing her utmost to prevent them from reaching the *Filthy Lucre* before it sails.

AURUMVORAXES (2) **CR 9**

XP 6,400 each

hp 114 each (*Pathfinder RPG Bestiary* 2 35)

HYAPATIA **CR 14**

XP 38,400

Female lamia matriarch sorcerer 6 (*Pathfinder RPG Bestiary* 2 175)

CE Large monstrous humanoid (shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +15

DEFENSE

AC 31, touch 19, flat-footed 25 (+4 armor, +4 deflection, +6 Dex, +8 natural, -1 size)

hp 194 (18 HD; 12d10+6d6+107)

Fort +10, **Ref** +16, **Will** +15

Immune mind-affecting effects; **SR** 19

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.

Melee +1 *scimitars* +20/+20/+15/+15/+10 (1d6+10/15-20 plus

1 Wisdom drain on first hit each round) or

touch +22 (1d4 Wisdom drain)

Space 10 ft.; **Reach** 5 ft. (10 ft. with melee touch attack)

Special Attacks long limbs (+5 ft.), Wisdom drain (1d4, Will DC 24 negates)

Spell-Like Abilities (CL 12th; concentration +20)

At will—*charm monster* (DC 22), *ventriloquism* (DC 19)

3/day—*deep slumber* (DC 21), *dream*, *major image* (DC 21),

mirror image, *suggestion* (DC 21)

Bloodline Spell-Like Abilities (CL 6th; concentration +14)

11/day—acidic ray (1d6+3 acid)

Sorcerer Spells Known (caster level 12th; concentration +20)

6th (4/day)—*planar ally*

5th (6/day)—*cone of cold* (DC 23), *slay living* (DC 23)

4th (8/day)—*divine power*, *greater invisibility*, *illusory wall* (DC 22)

3rd (8/day)—*cure serious wounds*, *dispel magic*, *lightning bolt* (DC 21), *slow* (DC 21)

2nd (8/day)—*aid*, *false life*, *grace*^{*}, *scorching ray*, *see invisibility*, *weapon of awe*^{*}

1st (8/day)—*enlarge person* (DC 19), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 19), *shield of faith*, *unseen servant*

o (at will)—*acid splash*, *create water*, *dancing lights*, *detect magic*, *guidance*, *mage hand*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 18)

Bloodline aberrant

TACTICS

Before Combat Hyapatia casts *false life* and *mage armor*

FROM HELL'S HEART

every day. Before combat, she casts *aid*, *mirror image*, *see invisibility*, and *shield of faith* on herself and *weapon of awe* on both of her scimitars.

During Combat When combat is imminent, Hyapatia casts *greater invisibility*, then targets foes with her spells, using *slow* to hinder warriors and *suggestion* to neutralize enemies. If forced into melee combat, Hyapatia casts *divine power* and attacks, alternating scimitar strikes with her Wisdom draining touch attack coupled with touch spells such as *slay living*.

Morale If reduced to fewer than 40 hit points, Hyapatia uses her *cape of the mountebank* to teleport to the *Filthy Lucre*, joining Kerdak Bonefist in area Q5.

STATISTICS

Str 24, **Dex** 23, **Con** 19, **Int** 16, **Wis** 14, **Cha** 26

Base Atk +15; **CMB** +23; **CMD** 43 (can't be tripped)

Feats Critical Focus, Double Slice, Eschew Materials, Extend Spell, Improved Critical (scimitar), Improved Two-Weapon Fighting, Quick Draw, Sickening Critical, Two-Weapon Fighting, Weapon Focus (scimitar)

Skills Acrobatics +16 (+20 when jumping), Bluff +23, Climb +20, Diplomacy +21, Disguise +21, Handle Animal +20, Intimidate +24, Knowledge (arcana) +16, Knowledge (local) +13, Perception +15, Spellcraft +16, Stealth +16, Swim +20, Use Magic Device +23

Languages Abyssal, Common, Draconic

SQ bloodline arcana (+50% duration on polymorphs), change shape (fixed Medium humanoid form; *alter self*), undersized weapons

Combat Gear *scroll of dominate person*, *scroll of mage's private sanctum*; **Other Gear** +1 scimitars (2), *belt of giant strength* +2, *cape of the mountebank*, *circlet of persuasion*, *necklace of adaptation*, 40 gp, jewelry worth 500 gp

* See the *Advanced Player's Guide*.

Treasure: The luxurious furnishings here, including a collection of books of art and history of modest value, are worth a total of 5 points of plunder.

K11. SERAGLIO

This chamber is lavishly appointed, with cushioned divans of velvet and silk, and a collection of fine artworks tastefully displayed on the walls. A polished mahogany bar sits against the north wall, while cabinets of wine and glassware line the east wall.

Kerdak Bonefist and Hyapatia entertain themselves and their personal guests in this chamber, which offers

entertainments of all sorts. When the Hurricane King is in residence, courtesans from the Siren's Lash, Port Peril's temple of Calistria, may often be found here, but when Kerdak is away at sea, Hyapatia uses this room for her own sadistic amusements, activities that often result in having to replace most of the room's furnishings when she's done. Currently, the seraglio sits dark and empty. A successful DC 30 Perception check is needed to find the secret door in the west wall.

Treasure: The sumptuous furnishings and selection of expensive wines and liquors here are worth a total of 4 points of plunder.



Hyapatia



K12. BOLT-HOLE (CR 10)

The stone secret door to this chamber is locked (hardness 8, hp 60, break DC 28, Disable Device DC 30); Kerdak Bonefist has the only key.

Trap: A permanent *teleportation circle* is inscribed on a false floor in this chamber. The *teleportation circle* teleports anyone standing on it directly to one of the hanging iron cages in the brig (area N1). A hidden switch inside the vault (Perception DC 25 to find) causes the false floor to slide aside, revealing a second permanent *teleportation circle* inscribed on the floor beneath, linked to the Hurricane King's flagship, the *Filthy Lucre*. Anyone standing on this second *teleportation circle* is immediately teleported to the captain's locker aboard the *Filthy Lucre* (area Q5a). Kerdak Bonefist uses this *teleportation circle* to travel between the sea caves and his ship at a moment's notice, regardless of where the *Filthy Lucre* might be at the time.

TELEPORTATION CIRCLE TRAP CR 10

XP 9,600

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger location; **Reset** automatic; **Bypass** hidden switch

Effect spell effect (*teleportation circle*, teleports target to area N1)

L. GUEST QUARTERS

Guests to the sea cave are housed in this building on the Hidden Harbor's pier, which the Hurricane King also uses to confine wealthy or highborn prisoners he is holding for ransom. Area L1 contains a pair of daybeds for guests' servants or bodyguards, and serves as a guardroom when prisoners are being held here. Area L2 is an elegantly appointed lounge and living room, while area L3 contains a velvet-draped four-poster bed. An arms dealer from Alkenstar named Omara Culverin (area Q) is presently staying in the guest quarters, but she has accompanied Kerdak Bonefist aboard the *Filthy Lucre*, so these rooms are currently empty.

Treasure: A successful DC 20 Appraise check made while searching the building turns up 3d6x100 gp worth of porcelain dinnerware, furnishings, art objects, and paintings.

M. THE WANTON MERMAID (CR 12)

Light escapes through shuttered windows in the walls of this large building of rough-mortared stone built atop wooden pilings on the south side of a large wooden pier. A single red lantern hangs next to double doors on the south wall, beneath a gilt-edged sign depicting a mermaid with glittering blue scales and fiery red hair spilling a glass of purple wine. Another wooden pier stretches from a rocky promontory to the doors.

A remnant of the old smuggler's haven that once existed in the sea caves, this pub and brothel actually constitute one of the oldest continuously operating taverns in Port Peril. Today, it primarily serves the crew of the *Filthy Lucre*, who take advantage of both its alcoholic and carnal offerings when on shore leave in the caves. The main entrance faces south, and the interior of the building (area M1) is largely open, with heavy trestle tables where the guards of the sea caves and the crew of the *Filthy Lucre* gather for meals. A flight of stairs leads from the common room to a balcony above, with six private bedchambers off of it. A small but functional kitchen (area M2) sits in the rear of the building, with a back door opening onto the main dock.

Creatures: Averine, a rough-voiced pirate wench, presides over the Wanton Mermaid, with a staff of two barmaids and six prostitutes. In addition, four pirate guards are present in the common room, replacement crew for the imprisoned sailors in the brig (area N1). They were waiting in the Mermaid to meet with Tsadok Goldtooth, but when Port Peril was attacked and the sea caves went on alert, they were largely forgotten, so they're biding their time here until called upon. Nevertheless, they're eager to prove their devotion to their king and new captain, and attack any intruders who clearly don't belong. Averine is not a combatant, but she'll use her crossbow to defend her bar and livelihood if necessary. The barmaids and prostitutes are a dispirited lot, and become frightened if combat breaks out.

AVERINE CR 3

XP 800

Female barkeep (*Pathfinder RPG GameMastery Guide* 303)

hp 23

BARMAIDS (2) CR 1/2

XP 200 each

hp 7 each (*Pathfinder RPG GameMastery Guide* 302)

PIRATE GUARDS (4) CR 8

XP 4,800 each

hp 80 each (see page 20)

PROSTITUTES (6) CR 1

XP 400 each

hp 11 each (*Pathfinder RPG GameMastery Guide* 301)

N. BRIG (CR 6)

Two grim towers face one another on this rocky promontory, each with a single iron door. Faint moans can be heard from behind the narrow barred slits that serve as the towers' only windows.

While the Hurricane King enjoys floggings and hangings as much as any pirate captain, Kerdak Bonefist also has

FROM HELL'S HEART



need for keeping prisoners for extended periods. Wealthy hostages are usually confined to the guest quarters (area L) until ransomed, but prisoners of more modest means are imprisoned in these 20-foot-tall towers. Hyapatia is a frequent visitor to the brig, and any prisoners she “releases” are rarely seen again, victims of her gory diversions.

The towers’ iron doors are kept locked at all times (hardness 10, hp 60, break DC 28, Disable Device DC 25). Both Bloody Belita and Parbuckle (see Creatures, below) hold the keys. The western tower (area N1) contains several sets of manacles attached to the walls and an iron maiden against the west wall. Hanging from the ceiling are half a dozen locked iron cages (hardness 10, hp 30, break DC 28, Disable Device DC 25). They are empty, but any victims of the *teleportation circle* trap in area K12 end up inside one of these cages. The eastern tower (area N2) holds a rack, a wheel, a flensing table, several braziers, and two simple bunks.

Creatures: Currently, only area N1 holds prisoners: four sailors from the *Filthy Lucre* who were a bit too loose-lipped about the Hidden Harbor while on shore leave in Port Peril, and now await the Hurricane King’s (or Hyapatia’s) pleasure. Area N2 presently houses the brig’s turnkey, a simple man named Parbuckle, and the prison warden, a sinister woman known as Bloody Belita, who toadies to Hyapatia in hopes of someday being asked to assist in the lamia matriarch’s “entertainments.” Belita and Parbuckle are jailers, not loyal members of the Hurricane King’s crew, and only defend their charges until they realize they are outclassed, at which point they attempt to flee to area M or O. The prisoners have been here for a few weeks, and have no knowledge that can help the PCs.

BLOODY BELITA CR 5
XP 1,600
 Female torturer (*Pathfinder RPG GameMastery Guide* 271)
 hp 52

PARBUCKLE CR 3
XP 800
 Male turnkey (*Pathfinder RPG GameMastery Guide* 271)
 hp 37

PRISONERS (4) CR 1/2
XP 200 each
 Shipmate (*Pathfinder RPG GameMastery Guide* 294)
 hp 11 each (each currently has 1d6 hp)
 Gear none

O. POWDER TOWER (CR 13)

A thirty-foot-high round tower stands on the edge of the rocky peninsula, providing a commanding view of the sea cave’s

harbor. Arrow slits pierce the walls, and a single iron door at ground level seems to be the only entrance.

The iron door into this tower is locked at all times (hardness 10, hp 60, break DC 28, Disable Device DC 25). This guard tower provides defense for the Hidden Harbor as well as storage for the black powder used in the *Filthy Lucre*’s cannons. The tower has three levels and an open roof, connected by wooden ladders and trap doors on each level. The first level is filled with kegs of black powder, 200 in all, as well as pyramidal stacks of 300 cannonballs. The second level is an alchemy laboratory, packed to the rafters with crates of glasswork, wax-sealed packets and casks, and tables and benches piled high with kettles, alembics, beakers, and flasks. The equipment and supplies here include a great deal of raw material for making black powder, as well as distilling and fermentation equipment for both poisons and liquors. The third floor is a barracks and guardroom, with arrow slits on all sides. The roof holds a magic *sirocco cannon* (see page 55) that can fire in any direction. A keg of black powder and 20 cannonballs sit next to the cannon.

Creatures: Two pirate snipers are on watch behind the arrow slits on the third level, and two pirate bombers crew the *sirocco cannon* on the tower’s roof. The bombers fire the cannon at any creatures invading the sea caves, while the snipers fire their crossbows at intruders. Once invaders reach the promontory and the base of the tower, the bombers drink their extracts and mutagens and begin throwing bombs at enemies. The bombers and snipers fight to the death.

PIRATE BOMBERS (2) CR 9
XP 6,400 each
 hp 93 each (see page 24)
 Ranged cannon +13 (6d6/x4)

PIRATE SNIPERS (2) CR 9
XP 6,400 each
 hp 83 each (see page 25)

Treasure: Besides the cannon and the black powder stored here, the tower contains a complete alchemist’s lab, as well as raw alchemical materials worth 4,000 gp, which can be used to pay creation costs when crafting potions or alchemical items.

P. HIDDEN HARBOR (CR 13)

A channel of water flows out of a tunnel to the south into the sea cave here. To the north, a wooden pier extends east from a large stone building on the shore; a three-masted sailing ship is tied to the end of the dock.



FILTHY LUCRE

1 square = 5 feet



This is the sea cave's hidden harbor, where Hurricane Kings dating back over 100 years have concealed their vessels. Kerdak Bonefist's flagship, the *Filthy Lucre*, is tied up to the end of the dock. Near the shore, the water is 30 feet deep, but it quickly deepens to over 60 feet deep just past the dock. In the center of the cavern, at a depth of over 100 feet, lies the shattered wreckage of a galleon. This is the wreck of the *Sea Wife*, the ship of the first Hurricane King Turpin Irons, still lying where it was sunk by Brinebones and the *Skullduggery*. Irons' successor, Glick Hyde, looted the wreck long ago, and nothing of value remains in the hulk.

Creatures: Four megalodons patrol the waters of the Hidden Harbor, guarding the dock and the *Filthy Lucre* against underwater invaders. The wereshark pirates can communicate with the dire sharks and ensure that they're well fed, but experienced hands on the *Filthy Lucre* know to avoid falling in the water at all costs. The megalodons attack any living creature in the water, but they do not pursue prey into the channel of the Deeps (area I), the domain of the piscodaemons.

DIRE SHARKS (4) CR 9
 XP 6,400 each
 hp 112 each (*Pathfinder RPG Bestiary* 247)

Q. THE FILTHY LUCRE

Tied to the dock at the far end of the Hidden Harbor lies the Hurricane King's flagship, the man-o'-war *Filthy Lucre*. Carrying three masts with red-and-blue sails, the *Filthy Lucre* is a sailing ship (*Skull & Shackles Player's Guide* 25) 100 feet long and 30 feet wide, with a raised forecastle and sterncastle. An exquisitely painted figurehead of a beautiful, bare-breasted woman rises from the ship's prow, and the battle flag of Kerdak Bonefist, a bony fist above crossed blades, flies from the mainmast beneath the skull and crossed manacles of the Shackles.

The decks and compartments of the *Filthy Lucre* are briefly detailed below (see page 28 for the map of areas Q1–Q3). Those defenders whom the PCs must face while boarding the ship are presented as full encounters following this section.

Q1. Main Deck: A gangway leads from the Hidden Harbor's dock to the main deck of the *Filthy Lucre*. The mainmast rises above the center of the deck, topped with a fortified crow's nest 60 feet up that provides cover against ranged attacks and melee attacks by flying creatures, and improved cover against attacks from below. A 10-foot-square cargo hatch forward of the mast provides access to the gun deck below (area Q8). Two sets of stairs forward

FROM HELL'S HEART

climb up to the foredeck (area Q2); a hatch in the deck next to the starboard stair leads belowdecks, while a door next to the port stair opens into the captain's cabin (area Q5). Aft, two more stairways ascend to the poop deck (area Q3); between them, two doors lead to the officers' quarters (area Q4).

Q2. Foredeck: The foredeck sits 10 feet above the main deck and is dominated by the foremast and its rigging attached to the bowsprit. The foremast holds a fortified crow's nest identical to the one atop the mainmast, 40 feet above the foredeck.

Q3. Poop Deck: Like the foredeck, the poop deck stands 10 feet above the main deck, its rails ornately gilded. The lateen-rigged mizzenmast rises from this deck. Just aft of the mizzen sits the ship's helm, a polished ebony wheel inlaid with gold and ivory. The Hurricane King himself normally takes the helm in naval combat, but he delegates routine steering and navigation to others.

Q4. Officers' Quarters: Located beneath the poop deck and opening onto the main deck, the two compartments provide accommodation for the *Filthy Lucre's* senior officers. With the ship preparing to set sail, these quarters are empty, but a thorough search of each cabin (with a successful DC 20 Appraise, Disable Device, or Perception check) turns up miscellaneous gear and small valuables worth 1d6x10 gp for each successful skill check.

Q5. Captain's Cabin: A gilded door with a mullioned window backed by purple-and-gold curtains opens into this sumptuous chamber. The room contains a large table with plush seats bolted to the floor and polished gilded lamps above shelves. Beyond, a large, lavish bed sits beneath high windows looking out over the water behind the ship. Maps and nautical paintings adorn the walls. A door on the port side opens to a small staircase leading down to the first mate's cabin (area Q10). The gilded furnishings in this cabin are worth a total of 5 points of plunder, but most are built into the ship and must be dismantled before they can be removed.

Q5a. Captain's Locker: The door to this compartment is locked (hardness 5, hp 20, break DC 25, Disable Device DC 30). When the *Filthy Lucre* is at sea, Kerdak Bonefist stores his personal plunder here. A permanent *teleportation circle* on the floor here links the *Filthy Lucre* to the Hurricane King's sea cave residence. Anyone standing on the circle is immediately teleported to Bonefist's bolt-hole (area K12). As the Hurricane King has not engaged in much piracy lately, the compartment is empty other than an iron strongbox (hardness 10, hp 30, break DC 28, Disable Device DC 40) containing the ship's payroll: 1,000 gp in various coins, mostly silver.

Q6. Magazine: The iron door to this compartment is locked (hardness 10, hp 60, break DC 28, Disable Device DC 30). Powder and shot for the cannons on the gun

deck are stored in this magazine, which contains 40 kegs of black powder and 40 powder horns, as well as cannonballs, blast shot, and chain shot.

Q7. Armory: The door to this compartment is locked (hardness 5, hp 20, break DC 25, Disable Device DC 30). The chamber contains 20 suits of leather armor, 20 bucklers, and 20 of each of the following: boarding axes, boarding pikes, cutlasses, light crossbows, and throwing axes, as well as 200 crossbow bolts.

Q8. Gun Deck: The *Filthy Lucre's* 16 cannons are located on this deck, eight on each side, firing through gunports in the sides of the ship. Cases of cannonballs and chain shot are secured to the walls. A 10-foot-square cargo hatch in the middle of the deck provides access to the middle deck (area Q12).

Q9. Stateroom: The Hurricane King hosts guests or noble hostages in this opulent room. The door can be locked (Disable Device DC 30) from the inside or outside with a separate key. A successful DC 20 Perception check uncovers valuables worth 1 point of plunder, mostly artwork and fine furnishings.

Q10. First Mate's Cabin: Kerdak Bonefist's first mate, Tsadok Goldtooth, lives in this room, which contains a bed, desk, and sea chest. His cabin is decorated with the flayed skins of beasts, including enough bronze dragon hide to craft a masterwork breastplate and shield. A door on the port side opens to a small staircase leading up to the captain's cabin (area Q5). Inside the locked chest (Disable Device DC 30) is an engraved masterwork cutlass (worth 500 gp), an *elixir of swimming*, a *potion of fly*, a *potion of water breathing*, a star rose quartz worth 50 gp, and a pouch containing 100 gp.

Q11. Ship's Stores: This forward compartment holds supplies for the ship, including dry goods, rope, sails, and spare lumber.

Q12. Middle Deck: Cargo is stored on this deck, which also serves as crew quarters for the common sailors crewing the ship, as evidenced by the hammocks hanging from the walls and ceiling. A 10-foot-square cargo hatch in the center of the deck opens onto the bilges (area Q15). The *Filthy Lucre's* current cargo is worth a total of 8 points of plunder.

Q13. Galley: Food for the crew is prepared in this galley.

Q14. Larder: Food, fresh water, and rum for the crew are stored here.

Q15. Bilges: The lowest deck of the ship, the bilges contain little more than smelly water, two bilge pumps, and numerous rats. This deck is also used to store additional cargo, if necessary, or imprison slaves or prisoners.

CLEARING THE DECK (CR 14)

Kerdak Bonefist was confident that the PCs would be unable to reach him, but as soon as they get too close



(such as setting foot on the dock after exiting area K), he realizes his error and orders the crew of the *Filthy Lucre* to set sail at once. Unfortunately for him, it takes a few minutes for a ship of that size to get underway, but it should be apparent to the PCs that the Hurricane King is attempting to make his escape.

When the PCs first approach the *Filthy Lucre*, the ship is preparing to set sail. Sailors scramble in the rigging and across the deck, unfurling the sails and casting off lines. Kerdak Bonefist remains in his cabin (area Q5), hoping his officers can delay the PCs long enough for the *Filthy Lucre* to sail into open water where he can escape. Belowdecks, the gunners once more aim and fire their cannons at the PCs, as detailed in the Cannonade! sidebar on page 31.

The battle flag of the Hurricane King flying from the mainmast is actually a *lord's banner of victory* (*Advanced Player's Guide* 307), which grants all allies of the Hurricane King a +2 morale bonus on attack rolls, saving throws, and skill checks as long as they can see the banner.



Omara Culverin

Creatures: The *Filthy Lucre* currently carries a crew of 52 sailors—20 to crew the ship, and 32 to fire its guns. These swabs and riggers are run-of-the-mill pirates (CE human fighter 5), but they are no match for the PCs, and they know it. The sailors ignore the PCs for the most part and try to stay out of the way, even diving overboard and taking their chances with the dire sharks in the water below rather than face the PCs—they leave that to the Hurricane King and his officers and allies.

The *Filthy Lucre* is far from undefended, however. Sixty feet up the mainmast, a gunslinger named Omara Culverin sits in the crow's nest. Although nominally an ally of Kerdak Bonefist, Omara is an arms dealer from the famed Gunworks of the Grand Duchy of Alkenstar, sent to Port Peril as a personal emissary to the Hurricane King. Omara is a Garundi woman with a shaved head and sharp gaze. Her time in the Shackles is reflected in the pirate styles that she has adopted into her dress, though she is most definitely not a pirate—she is a businesswoman first and foremost. As long as Kerdak Bonefist is still alive, she lends her expertise (and her musket) to her current client, but she will not trade her life for the Hurricane King's. Omara picks out targets from her position in the mainmast crow's nest, using her *far-reaching sight* to make touch attacks against targets at any range.

In addition, a pirate sniper sits in the crow's nest atop the foremast (50 feet above the main deck) as a lookout, firing her crossbow with Rapid Shot and

Deadly Aim at anyone approaching the ship.

The crow's nests give both Omara and the pirate sniper cover against ranged attacks and melee attacks by flying creatures and improved cover against attacks from below.

Below, two boatswain's mates on the main deck (area Q1) rush to meet anyone attempting to board the ship, as does a bomb-throwing charau-ka alchemist called "Powderpot" by the crew, who serves as the *Filthy Lucre*'s "mascot." Powderpot wears a pirate bandanna, and his fur is singed in numerous places from powder burns and his own exploding bombs. Powderpot stands on the foredeck (area Q2), hurling bombs at anyone attempting to board the *Filthy Lucre*.

With the exception of Omara and Powderpot (see their tactics, below), all of these pirates fight to the death.

BOATSWAIN'S MATES (2) CR 8

XP 4,800 each

Pirate guards (see page 20)

hp 80 each

FROM HELL'S HEART

OMARA CULVERIN

CR 12

XP 19,200

Female human gunslinger 13 (*Pathfinder RPG Ultimate Combat* 9)

N Medium humanoid (human)

Init +7; **Senses** Perception +20

DEFENSE

AC 27, touch 22, flat-footed 19 (+5 armor, +4 deflection, +5 Dex, +3 dodge)

hp 115 (13d10+39)

Fort +12, **Ref** +15, **Will** +8

Defensive Abilities nimble +3

OFFENSE

Speed 30 ft.

Melee mwk rapier

+21/+16/+11 (1d6-1/18-20)

Ranged +1 *distance musket*

+22/+17/+12 (1d12+6/x4)

Special Attacks grit (4),

gun training (cannon, musket, pistol, +5)

TACTICS

Before Combat Omara drinks a *potion of shield faith* before combat. In addition, her stat block includes the bonuses from Kerdak Bonefist's *lord's banner of victory*.

During Combat At ranges beyond 80 feet, Omara makes single attacks using her *far-reaching sight* and *Deadly Aim*. Once foes are within range, she makes full attacks with her musket using *Rapid Shot* and *Deadly Aim*. Omara spends grit as needed, but tries to always save at least 1 grit point to take advantage of deeds such as gunslinger's initiative and quick clear.

Morale Omara fights for the Hurricane King only so long as it seems prudent. If foes reach her crow's nest and engage her in melee combat, or if she is reduced to fewer than 60 hit points, Omara surrenders, offering the secrets of firearms in exchange for her life. Omara doesn't care who wears the *Hurricane Crown*—if spared, she offers her services to whoever is named the Hurricane King (see *Concluding the Adventure*).

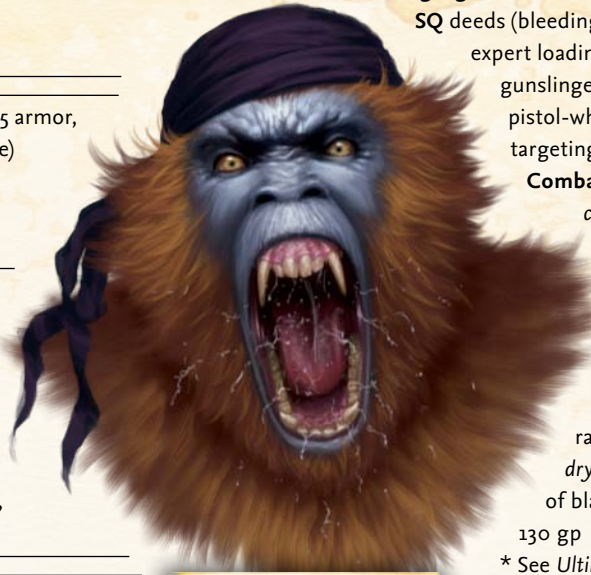
Base Statistics Without her potion and out of sight of the *lord's banner*, Omara's statistics are **AC** 23, touch 18, flat-footed 15; **Fort** +10, **Ref** +13, **Will** +6; **Melee** mwk rapier +19/+14/+9 (1d6-1/18-20); **Ranged** +1 *distance musket* +20/+15/+10 (1d12+6/x4); **Skills** -2 to all skills.

STATISTICS

Str 8, **Dex** 21, **Con** 14, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +13; **CMB** +12; **CMD** 34

Feats *Deadly Aim*, *Extra Grit**, *Far Shot*, *Gunsmithing**, *Improved Precise Shot*, *Point-Blank Shot*, *Precise Shot*, *Rapid Reload*, *Rapid Shot*, *Snap Shot**, *Weapon Finesse*, *Weapon Focus* (musket)



Powderpot

Skills *Acrobatics* +23, *Bluff* +18, *Climb* +12, *Diplomacy* +15, *Knowledge* (engineering) +19, *Knowledge* (local) +10, *Linguistics* +4, *Perception* +20

Languages Common, Osiriani, Polyglot

SQ deeds (bleeding wound [5], dead shot, deadeye, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, pistol-whip, quick clear, startling shot, targeting, utility shot), gunsmith

Combat Gear *oil of silence**, *potion of cure serious wounds*, *potions of shield of faith* +4 (2); **Other Gear** +2 *studded leather*, +1 *distance musket with far-reaching sight**, 20 bullets, and 20 paper alchemical cartridges (bullet), *masterwork rapier*, *belt of incredible dexterity* +2, *dry load powder horn** with 20 doses of black powder, *gunsmith's kit**, 130 gp

* See *Ultimate Combat*.

PIRATE SNIPER

CR 9

XP 6,400

hp 83 (see page 25)

POWDERPOT

CR 8

XP 4,800

Male charau-ka alchemist 7 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 308, *Pathfinder RPG Advanced Player's Guide* 26)

CE Small humanoid (charau-ka)

Init +5; **Senses** *darkvision* 60 ft., *low-light vision*, *scent*; **Perception** +15

DEFENSE

AC 22, touch 16, flat-footed 17 (+5 Dex, +2 natural, +4 shield, +1 size)

hp 102 (10 HD; 3d8+7d8+58)

Fort +11, **Ref** +15, **Will** +7; +1 vs. fear, +4 vs. poison

OFFENSE

Speed 30 ft., *climb* 30 ft.

Melee *bite* +16 (1d6+5), 2 *claws* +16 (1d4+5) or

+1 *boarding pike* +17/+12 (1d6+8/x3), *bite* +11 (1d6+2)

Ranged *bomb* +19 (4d6+2 fire/19-20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with *boarding pike*)

Special Attacks *bomb* 11/day (4d6+2 fire and catch fire, DC 15, 10-ft. radius), *shrieking frenzy*, *thrown-weapon mastery*

Alchemist Extracts Prepared (CL 7th)

3rd—*gaseous form*

2nd—*aid*, *blur*, *bull's strength*, *fire breath** (DC 14)

1st—*bomber's eye**, *cure light wounds*, *enlarge person*, *shield*, *touch of the sea**



TACTICS

Before Combat When the alarm is sounded, Powderpot drinks his feral mutagen and extracts of *aid*, *blur*, *bull's strength*, and *shield*. In addition, his stat block includes the bonuses from the *lord's banner of victory* flying from the mainmast.

During Combat Powderpot throws explosive bombs at attackers, using his precise bombs discovery to avoid hitting the boatswain's mates. If attackers engage him in melee combat, Powderpot uses his boarding pike in an attempt to fend them off, but if anyone gets past his reach, he goes into a shrieking frenzy and attacks with his bite and claws. If he runs out of bombs, Powderpot drinks his extract of *fire breath* or hurls alchemical items such as alchemist's fire or liquid ice at foes.

Morale Powderpot happily serves as the Filthy Lucre's mascot, but he is intelligent enough to recognize a losing battle when he's in one. If reduced to 20 hit points or fewer, he drinks his extract of *gaseous form* and attempts to retreat to safety.

Base Statistics Without his mutagens and extracts and out of sight of the *lord's banner*, Powderpot's statistics are **Init** +3; **AC** 16, touch 14, flat-footed 13; **hp** 91; **Fort** +9, **Ref** +11, **Will** +6; **Melee** +1 *boarding pike* +12/+7 (1d6+5/x3), bite +6 (1d3+1); **Ranged** bomb +14 (4d6+2 fire/19–20); **Str** 17, **Dex** 16, **Wis** 12; **CMB** +9; **CMD** 22; **Skills** Climb +21, Craft (alchemy) +15, Intimidate +9, Perception +14, Profession (sailor) +9, Spellcraft +9, Stealth +14, Survival +9.

STATISTICS

Str 21, **Dex** 20, **Con** 16, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 26

Feats Brew Potion, Extra Bombs*, Iron Will, Point-Blank Shot, Throw Anything, Toughness, Weapon Focus (bomb)

Skills Climb +25, Craft (alchemy) +17, Intimidate +13, Perception +15, Profession (sailor) +10, Spellcraft +11, Stealth +18, Survival +10

Languages Abyssal, Common, Osiriani, Polyglot

SQ alchemy (alchemy crafting +7, identify potions), mutagen (+4/–2, +2 natural, 70 minutes), discoveries (explosive bomb, feral mutagen, precise bombs [2 squares]), poison use, swift alchemy, swift poisoning

Combat Gear acid (3), alchemist's fire (3), liquid ice* (3), mutagen (Dex), tanglefoot bag, thunderstone (3); **Other Gear** +1 *boarding pike*, *handy haversack*, alchemist's kit*, bandanna, formula book (contains all prepared formulae), tindertwigs (7), 60 gp

SPECIAL ABILITIES

Shrieking Frenzy (Su) Once per day, a charau-ka can enter a state of shrieking frenzy as a free action. While in this state, the charau-ka automatically fails Stealth checks and cannot speak or cast spells that use verbal components (or use items that require command words to activate), but functions as if under the effects of a *haste* spell. The charau-ka can continue shrieking for up to 3 rounds, after which it is staggered for 1 round.

Thrown-Weapon Mastery (Ex) Charau-ka are masters of thrown weapons. All charau-ka gain Throw Anything as a bonus feat. In addition, charau-ka gain a +1 racial bonus on all thrown weapons, and their threat range for thrown weapons is doubled, as if they possessed the Improved Critical feat for all thrown weapons. This effect doesn't stack with any other effect that expands the threat range of a weapon.

* See the *Advanced Player's Guide*.

LAST STAND OF THE HURRICANE KING (CR 18)

Kerdak Bonefist waits out the battle on the deck in his cabin (area Q5). Once that battle winds down, if the PCs are victorious, he steps out onto the deck, waving his pistol in one hand and a tankard of ale in the other. He wears the *Hurricane Crown*, but it is currently disguised as a broad-brimmed captain's hat. Bonefist taunts the PCs for their foolishness in challenging him, and boasts that no one who has taken on the Hurricane King has lived to tell the tale. Once he speaks his piece, he uses his *dust of disappearance* to vanish and attacks. Bonefist knows that the PCs cannot afford to take him alive, and that his only chance to rally the Shackles once more under his banner is to destroy them, so he makes his last stand here on board the *Filthy Lucre*.

KERDAK BONEFIST

CR 18

XP 153,600

hp 204 (see page 48)

CONCLUDING THE ADVENTURE

Once the PCs defeat the Hurricane King, they may still need to explore more of the sea caves to achieve the objectives set forth by the pirate lords. Besides vanquishing Bonefist, capturing the *Filthy Lucre*, and seizing the *Hurricane Crown*, the PCs must also defeat the cannon golem in area F2 and loot Bonefist's private vault (area K7). By accomplishing these tasks and publicly displaying the trophies, the PCs and their candidate for the crown gain a sufficient enough boost in Infamy that they have no trouble winning the acclamation of the Free Captains as the new Hurricane King of the Shackles.

If the *Filthy Lucre* was not destroyed or sunk, the PCs can add it to their own fleet or salvage its cannons for their own ship. If Omara Culverin survived, she seeks to arrange a business deal with the new Hurricane King. Although she will not part with the secrets of the manufacture of firearms and black powder, she is more than happy to facilitate the purchase of additional firearms from the Alkenstar Gunworks for the PCs.

It is up to the PCs where to go from here, whether to continue their piracy or engage in voyages of exploration or conquest, but the fate of the Shackles now lies in

FROM HELL'S HEART



the PCs' hands. But the head that wears the crown can never rest easy, and the new Hurricane King must be ever vigilant if she wishes to keep it. The Free Captains have already suffered one Hurricane King who rested too long on his laurels, and the Shackles have no shortage of would-be pirate lords who would seize the Hurricane Crown for themselves if given the slightest opportunity. In addition, the defeat of the Chelish armada might elicit a more official response from the Empire of Cheliox—Druvalia Thrune's invasion was undertaken on her own initiative, without the backing of the Chelish government, but the Thrice-Damned House of Thrune might be unwilling to allow a bunch of upstart pirates to slay a member of House Thrune with impunity, and the new Hurricane King could find herself facing the entire might of the Chelish imperial navy.

If the PCs fail to defeat the Hurricane King, Kerdak Bonefist retains his throne and his crown, and he learns his lesson from the aborted coup. He immediately begins a purge of the Pirate Council, and allies of the PCs on the

council (such as Arronax Endymion and Tessa Fairwind, among others) are replaced with newly minted pirate lords whose loyalty Bonefist can ensure. Whether the PCs' supporters are killed or simply stripped of rank and exiled depends on a number of factors, not least the actions the PCs take following their defeat. The PCs might flee to Mediogalti Island to seek support from the pirates of Ilizmagorti, or even approach Cheliox or another enemy of the Shackles for aid. Perhaps they can once more rally the Free Captains to their banner to overthrow the Hurricane King, though the task will be much more difficult the second time around, possibly requiring greater amounts of both plunder and Infamy to pull off. But the Shackles have plenty of hidden ports and anchorages the PCs can escape to and rebuild their power base, and there are always ships and captains willing to swear themselves to those who can lead them to greater power and plunder. One day, when the time is right, one of the PCs could still don the Hurricane Crown and rule the Shackles as a new pirate king.