



CONTINUING THE CAMPAIGN

They came at us with bone-studded clubs and teeth chiseled to points. Overwhelming us by their sheer number, they dragged us into the crumbling Ghol-Gan ruin, and threw us down before their foul goddess, whom they call the Blood Queen. Tentacles writhed along its bloated mass as the high priest chanted in an ancient tongue—we were to become surrogates of the Blood Queen, eaters of flesh and blood like those who call these isles home. Even surrounded as we were, I wasn't about to let that happen without a fight.

—From the journal of Marliss Nalathane, explorer

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The Skull & Shackles Adventure Path may be ending, but there are plenty of other threats in the Shackles to challenge and interest the PCs once they've run through "From Hell's Heart." Presented here are just a few of the directions the PCs can take after completing the Skull & Shackles Adventure Path. GMs wishing to expand their campaign should also look to *Pathfinder Campaign Setting: Isle of the Shackles* for more hooks and further inspiration.

Hunt for the First Treasure: While taking Fort Hazard, the PCs uncover the lineage of the Hurricane Kings and discover that the first Hurricane King was in possession of an amazing cache of treasure. They also learn that he was betrayed by the second Hurricane King with the aid of a group of sea witches. Using clues found in the library, the PCs can get started searching for the first king's secret protected vault, hidden deep in the reaches of the Terwa Uplands. The hunt for the vault is detailed on page 58.

Leng Ships: While slavery is tolerated in the Shackles, and even enthusiastically supported in some ports, the rambunctious docks and streets of Port Peril carry a mood of tension when the black ships with yellow sails come to port. Though it's a rare occurrence, at least once each decade the denizens of Leng come calling and put in to port at Port Peril to trade in choice slaves. This time around, they are late, and perhaps the mysterious traders are merely waiting for the conflict to abate before they pick up their new wares. Soon, however, the PCs uncover information that the otherworldly slavers had a special deal with Kerdak Bonefist. Now that a new Hurricane King has been crowned, the old deal is off and the denizens of Leng want to renegotiate. Perhaps the denizens of Leng find the new arrangement wanting and decide to take more than was previously bargained for.

On the Isle of the Blood Queen: The kuru, the Shackles' native people, led an idyllic life before raiders came to their paradise. Since that time, they were forced out of the safer, more desirable locations and ended up settling the forbidden islands now called the Cannibal Isles. It was there amid crumbling ruins that they discovered the forgotten creature called forth in ancient times by the cyclopes' foul godlings; they came to worship the Blood Queen, who transformed them into ruthless cannibals. The PCs can investigate Ganagsau and explore the ruins of the ancient Ghol-Gan temple that is now home to the Blood Queen. With its defeat, perhaps the kuru can restore their culture. More information about the Cannibal Isles and stats for the Blood Queen can be found in *Isles of the Shackles*.

Returning Chelish Fleet: The Shackles has always been a thorn in the side of Cheliox, ever since the Free Captains allied with Sargava. Now, after the rebellious

Shackles has disgraced House Thrune a third time in less than 100 years, Cheliox's attempts to conquer the Shackles have become personal. Though it may not be a strong point of interest for the entire Chelish navy or a significant issue for the entire nation, House Thrune wants revenge. House Thrune looks to recoup some of its losses and plunder the pirate nation by sending an even greater fleet to invade the Shackles. The PCs must once again fortify the ragtag islands for another impending invasion.

Sargavan Renegotiation: After years of providing tributes to the pirates of the Shackles, the Sargavan government hears word of the PCs and what they've done to keep the Shackles out of Chelish hands. While the Sargavans are glad to hear the new Hurricane King still has no love for Cheliox, they wonder if the new ruler of the Shackles can negotiate politics as well as she can fight sea battles. To determine this, the Sargavan government sends an emissary to renegotiate its tribute deal with the new Hurricane King. With this meeting, the PCs can shift the tide of politics throughout the Fever Sea.

Usurpers: When the PCs secured their new position, many in the Shackles supported their claim to the Hurricane King's crown, but not everyone is happy about it. Other characters the PCs met during their rise to power—even some who acted as friends—may use their influence to take the crown for themselves. Knowing that Tessa Fairwind helped the PCs in their rise to power in the Shackles, one of the usurpers kidnaps her in order to lure the PCs into a trap. In addition to any major enemies who might have escaped during the course of the adventure (Captain Harrigan, the Eel, and so on), this role could also be played by any NPC the characters slighted or were less than kind toward, such as Lady Cerise Bloodmourn, Avimar Sorrinash, or Arronax Endymion. More information about each of these NPCs can be found in previous parts of this Adventure Path.

A Titan Emerges: The Smoker always stands as a looming presence in the Shackles. This immense, smoldering volcano constantly reminds the inhabitants living below its smoldering caldera that their doom may be just a day away. A trio of strange diviners hides within the caves dotting the island, offering far-gazing answers to the most pressing questions of those who seek audience with them. What many don't know, however, is that beneath the magma cone is a titan who has lain in wait for centuries. This same ancient creature is the source for the soothsayers' divinations as well as their strange requests. Now the titan emerges, and if he's not stopped, he'll wreck the Shackles in a torrent of destruction worse than anything seen since the Eye formed nearby. See page 60 for more on this ancient threat.



VAULT OF THE FIRST HURRICANE KING

A little over 100 years ago, Turpin Irons crowned himself the first Hurricane King. A few years later, with the aid of sea witches, Glick Hyde usurped Turpin's rule and took the crown for himself. After the coup, Glick finally managed to break into what he thought was Turpin's vault, only to find it empty. With the aid of his sea witch conspirators, he searched the islands of the Shackles, relentlessly looking for this grand cache of treasure—even putting to death those who remained loyal to the first Hurricane King. However, Turpin Irons was a clever pirate, and he had hidden his treasure deep in the mainland, bulwarking it against plunderers with

guardians that would stand the test of time and never betray his wishes.

In fact, when setting up his rule and building his new fort, Turpin installed a number of vaults in and below Fort Hazard, though none of them served as the true resting place for his wealth. Access to his true vault lies behind hidden doors and twisting passageways in the sea caves below the fort, within which he had a magical device installed. With the aid of his trusted advisor, Carline Cosas, Turpin crafted a permanent teleportation circle that would automatically teleport anything he placed in the room to his secret vault located miles away. It's said that whoever can find the secret vault and brave its protections will find themselves incredibly wealthy and secure in their power. A few explorers have made the attempt, but to date no one has returned with the treasure of the first Hurricane King. Rumors speak

of the existence of a map leading the way to Turpin's secret stash—some say

Carline was the one who drew the map of the vault. After her death the map was stolen, and has since circulated throughout the Inner Sea. Whispered tales say other

Hurricane Kings held the map for a time.

Below Fort Hazard: Somewhere among the many sea caves below Fort Hazard, Turpin Irons built a series of circuitous tunnels wherein he carved out a grand chamber as a decoy vault. He installed traps and illusions to thwart interlopers, and despite continual searches, no one has yet found the entrance. These twisting tunnels are now half filled with murky water in some places and populated by a clutch of fiend-worshiping chokers. Their leader **Thalthriss** (CE choker sorcerer 8) bolsters the courage of these usually cowardly creatures. Able to hide well and slip into just about anywhere, the clutch makes use of weapons and magic items stolen from the pirates in the city above. These chokers also maintain the traps built into the tunnels by Turpin and Carline, even going so far as to recoat the blades and spikes with fresh doses of poison.

Deeper into the tunnels lurks a deathtrap ooze (*Pathfinder RPG Bestiary* 3 64). The chokers avoid this area, as the strange creature has already fed off the less careful members of their clutch. As the rest of the corridor is adequately trapped, the ooze has a choice of forms to mimic, though it tends to simulate a wall scythe trap or a falling block trap most often.

Beyond the deathtrap ooze lies a secret door hidden behind illusions and trapped with a *symbol of insanity*. Three complete



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skeletons lie in violently disparate positions near this door. All three victims of the insanity either refused to abandon their desire to enter the vault, or, lost in their own shattered minds, starved to death in the tunnels. One of the hopeful thieves now haunts the end of the tunnel as an allip (*Bestiary* 3 12). The creature waits within the walls of the tunnel for someone to trigger the symbol of insanity before beginning to babble.

Beyond the door lies an apparently bare room. In fact, two permanent teleportation circles sit on the floor. Only one of the pair is marked in any way, making the other difficult to detect. The marked circle teleports the user to the rim of Mount Keeba; the unmarked circle sends the user to the Hurricane King's vault.

Location of the Vault: Turpin Irons, well acquainted with the nature of pirates and the fledgling nation he had built, knew better than to keep his treasure in his own stronghold. He built his secure vault on the mainland, in the foothills of the Terwa Uplands. This vault is located 70 miles inland across rugged terrain that would take a party at least 4 days of marching on foot to reach if the party fails to find the teleportation chamber.

Even though teleportation magic was the vault's primary access method while it was in regular use, the first Hurricane King built a single physical entrance to his vault as a safeguard in case the magic failed. This hidden entrance lies in a ruined temple built into the side of a cliff. This ruin has been the home of Kreestaka, a deadly and prideful kongamato (*Bestiary* 3 169), for the last 300 years. The draconic creature put up no protest when Carline approached the beast with a tribute of bountiful treasure and a promise that it could kill and eat all who come searching for the vault. Indeed, Kreestaka eagerly feeds on those who seek Turpin's vault—the bones of its prey lie scattered about the ruins. In a nearby room, the kongamato stores treasure from its kills, as well as the original tribute. Foolish adventurers could easily mistake this pile for the lost treasure of the first Hurricane King, and give up the search after defeating Kreestaka.

Beyond the hidden door lies a long shaft diving deep into the earth. This shaft drops downward at a 45-degree angle, and is thick with cobwebs and undisturbed dust. A number of magical and mundane traps fill the corridor to halt any trespassers. Halfway down the shaft, a thin layer of gray dust of a slightly different hue covers the shaft's floor, revealing the presence of an empowered disintegrate trap (*Pathfinder RPG Core Rulebook* 422). This dust is all that remains of **Saragan Lasient** (CN female human ghost bard 4/rogue 3), a treasure hunter who spent decades looking for the vault before meeting her premature death just a hundred feet away from her goal. Her gear, unaffected by the trap, slid down the shaft. Agonized by her defeat, Saragan flies into a rage when

others get closer to the vault than she did. She manifests up from the floor and attacks the first creature she can, hoping to use malevolence to possess them.

At the termination of the shaft just before the vault's door is a crushing stone trap (*Core Rulebook* 422). Dried and pulverized remains of its victims cover the floor in this area. Three complex locks bar the door to the vault, and black lotus extract coats the door's handle.

Within, Turpin Irons hid his prized possessions. Among them is Silver Jack, a mithral golem (*Pathfinder RPG Bestiary* 2 139) that serves as the vault's guardian. Turpin spent a fair share of his treasure commissioning the creation of Silver Jack, and became so fond of his golem that he clothed the creature in a fine outfit befitting a great pirate. Dressed in oversized boots, a coat, and a tricorne hat, the creature is programmed to destroy any creature entering the vault other than Turpin Irons or Carline Cosas. As a backup defense, Turpin also programmed a password of sorts into the golem. Even if Silver Jack identifies Turpin or Carline and stands down, it begins reciting a limerick the listener must correctly finish; if the listener fails to do so, the golem engages the intruder in combat. This prevents cagey adventurers from simply disguising themselves as Turpin or Carline, but perhaps the correct limerick is written down somewhere in Fort Hazard.

Two smaller vaults flank the main chamber. One of these is mostly bare, other than the arcane markings of the teleportation circle that connects to its twin below Fort Hazard. This is the room first encountered if the explorers teleport to the location using the teleportation circles installed below Fort Hazard. Kressalisan, a contracted drowning devil (see page 80), stands vigilant inside this room. A later addition to the vault's defenses, Kressalisan made a deal with the Hurricane King to protect the vault for 100 years. Although the devil knows that Turpin Irons is long dead, it keeps its part of the contract, knowing it can take 80% of the treasure at the end of the term. With less than a year to go, Kressalisan greedily fights to protect the lot of it.

The other vault holds the bulk of the first Hurricane King's treasure. Inside, chests filled with precious metals, from copper to platinum in the form of both coins to ingots, sit next to a full spectrum of glittering jewelry and various gemstones. Among this wealth sit cases of fine magical weapons unsuitable for proper seafaring folk to wield in battle, grouped with suits of gem-studded armor too gaudy for a pirate king to wear. In fact, most of the treasure in the vault was solely of monetary value to Turpin Irons, as the Hurricane King used the best of the lot for himself. Those who betrayed him kept his best treasures, and some pieces of his loot have even passed along from one Hurricane King to the next.



SECRET OF THE SMOKER

Deep below Mount Keeba, the volcano called the Smoker, an ancient creature bides its time. Sequestered in stasis in the magma chamber beneath the mountain, a titan known as Ifestus has made the volcano his home. The Smoker is one of the few active volcanoes in the archipelago and it carries with it its own strange history. (More information about the Smoker can be found on page 32 of *Isles of the Shackles*.)

What many don't know is that the soothsayers who live within the caves of the island and ask strange prices for their inscrutable foretelling are actually mouthpieces for this foul titan. As Ifestus rests in stasis within a massive magma chamber in the heart of the volcano, he senses those nearby and communicates with Keeba's Eyes. The strange requests made by Cenabal, Raeke, and Zhaegog all serve to sate Ifestus and keep him in his near-slumbering stasis, and in return, he hears their questions, serving as an ancient repository of obscure knowledge. What he doesn't tell them, they divine on their own using their own particular abilities. Though they have communicated with this otherworldly giant for a long time, his demands grow more unpredictable and his voice in their heads is becoming increasingly aggressive. The soothsayers themselves cannot foretell when he will rise from his rest.

The Eruption: When the titan emerges, the Smoker casts a cloud of soot and ash across the Shackles as lava flows down to the sea. Though the whole archipelago sees and feels the eruption, the island the Smoker stands upon and the settlement of Plumetown face the greatest destruction.

As Ifestus emerges from the volcano and the Smoker erupts, the area in a 1,000-foot radius from the volcano is affected as if by an *earthquake* spell every round for 1d10 rounds. Each different type of terrain is affected in its own way according to the spell description. Though there are inhabited caves within this area, thankfully no structures are built so close. However, Plumetown is close enough to feel lighter destruction and is affected by the same *earthquake* effect for 2 rounds.

Anyone on the island of the Smoker risks immediate destruction as the mountain shakes and lava pours from its caldera in rivers of molten rock. These lava flows deal 8d6 points of fire damage to everything in their path, with smaller splatters of lava thrown into the air dealing 2d6 points of fire damage where they land. During the eruption, 2d10 of these globs of lava strike the ground on and around the island every round for the first minute, and 1d4 for the next 5 minutes.

Smoke also clouds the sky, and a cloud of hot ash rushes down from the volcano and envelops the whole island. Anyone caught within this cloud finds her vision obscured beyond 5 feet and must succeed at a DC 25 Fortitude save or begin coughing and choking. Creatures that succeed at

this save are stunned for the time they are in the cloud and for 1d10 rounds thereafter. Those who fail the save take 1d6 points of fire damage and 2d6 points of nonlethal damage each round they are in the cloud. Those affected receive a new saving throw each round they are in the cloud, but the DC increases by 1 for every round they remain in the cloud.

This eruption and emergence of Ifestus send a colossal tidal wave over 80 feet tall washing throughout the archipelago. Those closest to the destruction risk being completely wiped out. Creatures caught in the flow of water as it floods the surrounding area have to seek higher ground or hold on tightly, or else risk being swept away. To move in any direction other than with the current, creatures must succeed at a DC 25 Swim check or be swept away at a rate of 100 feet per round.

Aftermath: Plumetown is at the greatest risk of destruction and is in the direct path of the main lava flow. Residents scatter to ships and even swim out to sea to escape the rolling river of magma. The largest threatened city in the region is Quent, though its bay and various barrier islands provide some shelter. This thriving pirate haven, surpassed only by Port Peril itself, stands to lose its place if the waters rise too high.

Some locations that are farther from the eruption and located on the far side of the oncoming tsunami find themselves in a safer place, and Port Peril, close to 160 miles away, feels little negative physical effects at first. However, with trading thrown into chaos, the whole region could suffer. Understanding Port Peril's importance in the Shackles, PCs know the region will strangle itself unless the capital stands strong and helps the rest of the pirate nation get back to raiding. The PCs, who are now in control of the capital of the Shackles, must do what they can to protect their people and keep the life of the Shackles pirates operating in as normal a manner as possible.

This event can happen whenever you choose, but keep in mind that Ifestus is far too powerful for the PCs to fight directly after one of them assumes the role of the Hurricane King. If you continue your campaign and allow the PCs to level up, they stand a chance at defeating this ancient creature. Otherwise, Ifestus can cause the eruption of the Smoker, then relocate to another geologically active site somewhere else in the world, leaving the PCs to deal with the aftermath.

IFESTUS (UNIQUE TITAN)

CR 23

XP 819,200

CE Colossal outsider (chaotic, evil, extraplanar)

Init +6; Senses darkvision 60 ft.; Perception +31

DEFENSE

AC 39, touch 4, flat-footed 37 (+9 armor, +2 Dex, +26 natural, -8 size)

hp 471 (23d10+345)

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Fort +22, **Ref** +17, **Will** +18

DR 15/good and lawful; **Immune** aging, death effects, disease, fire; **SR** 34

OFFENSE

Speed 60 ft. (40 ft. in armor)

Melee +3 *anarchic warhammer* +36/+31/+26/+21 (6d6+21/x3) or 2 slams +33 (2d8+18)

Space 30 ft.; **Reach** 30 ft.

Special Attacks trample (2d8+27, DC 39)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*air walk*, *detect thoughts*, *spell turning*, *true seeing*

At will—*bestow curse* (DC 21), *break enchantment*, *greater dispel magic*, *sending*

3/day—*earthquake*, *greater scrying* (DC 24), *heal*, *mass suggestion* (DC 23)

1/day—*meteor swarm* (DC 26), *regenerate*, *storm of vengeance* (DC 26)

STATISTICS

Str 47, **Dex** 14, **Con** 40, **Int** 19, **Wis** 21, **Cha** 24

Base Atk +23; **CMB** +49 (+51 sunder); **CMD** 61 (63 vs. sunder)

Feats Awesome Blow, Cleave, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Initiative, Improved Sunder, Improved Vital Strike, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike

Skills Bluff +20, Craft (any) +23, Diplomacy +21, Disable Device +20, Intimidate +33, Knowledge (engineering) +24, Knowledge (geography) +20, Knowledge (planes) +25, Perception +31, Sense Motive +28, Survival +25, Swim +30, Use Magic Device +30

Languages Abyssal, Celestial, Common; telepathy 300 ft.

Gear +3 *breastplate*, +3 *anarchic warhammer*

ECOLOGY

Environment any

Organization unique

Treasure NPC gear

SPECIAL ABILITIES

Stasis (Su) Ifestus can merge with the earth, typically under a volcano or near a magma vent or tectonic plate, and go dormant for an indeterminate amount of time. The titan doesn't have to breathe, eat, or drink during this time. He is aware of his immediate surroundings out to the range of his telepathy during this time, and may communicate with creatures within the range of his telepathy. Ifestus can end his stasis at any time as a free action. Entering status is a standard action.

Ifestus found his way to Golarion thousands of years ago. He separates his time between catastrophic destruction and millennia-long slumbers in the molten bowels of the planet. A patient being, he uses his special ability to seek solitude in magma chambers, in massive volcanoes, and along the edges of

grinding tectonic plates. It's rumored that many of Golarion's greatest earthquakes and volcanic eruptions were either facilitated by or witnessed by Ifestus. He was slumbering in a great volcano in Casmaron when Earthfall struck, and wandered the surface of the planet for a decade thereafter before finally settling into Mount Keeba. Quiet for thousands of years, Ifestus now rumbles and stirs.

