

PATHFINDER® ADVENTURE PATH™



SKULL & SHACKLES

FROM HELL'S HEART

By Jason Nelson

THE SHACKLES





ADVENTURE PATH • PART 6 OF 6





PATHFINDER® ADVENTURE PATH™

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LOCK AND LOAD

This month's adventure, "From Hell's Heart," brings the Skull & Shackles Adventure Path to a close, but it also marks something of a first for us, in that firearms make their first significant appearance on Golarion in this volume (and our iconic gunslinger, Lirianne, seems pretty happy about that!). Guns have always been part of Golarion, first mentioned in the *Pathfinder Chronicles Campaign Setting*, and updated to the Pathfinder RPG rules with statistics in *The Inner Sea World Guide*, which also gave us two regions where firearms had already gained a foothold: the Grand Duchy of Alkenstar in the Mana Wastes, whose Gunworks actually produces the firearms, and the Shackles, where Hurricane King Kerdak Bonefist was an early adopter of the technology, both in his personal weaponry and aboard his flagship.

It will probably come as no surprise to you when I say that guns in Pathfinder can be a divisive topic. When we

announced the new gunslinger class and complete firearms rules that would be published in *Pathfinder RPG Ultimate Combat*, we got a lot of feedback from both sides. Some people liked the idea of adding guns to the Pathfinder RPG rules, but others did not want firearms in their fantasy at all. Guns are one of those things that people are passionate about, especially so in their favorite fantasy roleplaying game. Keeping firearms mainly in the hardback rulebook line left them available for those who wanted guns in their Pathfinder, but also enabled those who didn't want them to just not use those rules.

Most of us at Paizo actually like the idea of firearms on Golarion, at least to a limited extent. I'm even playing a gunslinger character in James Jacobs's "Sands of the Scorpion God" office campaign. A lot of Golarion is based on the old "sword and planet" pulps, where guns freely mixed with fantasy, and Gary Gygax mentioned adding firearms

FOREWORD

to AD&D in the 1st edition *Dungeon Master's Guide*. Golarion even has robots and spaceships, so it's not too big of a stretch of the imagination to imagine primitive firearms might exist there as well. But we do recognize that guns are not for everyone, which is why Golarion is restricted to "emerging firearms," as described in *Ultimate Combat*, in official canon. Around the Inner Sea, firearms come from only one place, Alkenstar, and they are exceedingly rare elsewhere.

Throughout the *Skull & Shackles* Adventure Path, we've tried to walk a fine line regarding guns. Using the base assumption of emerging firearms on Golarion, the multitude of pirates encountered in *Skull & Shackles* are not equipped with firearms, but for those who want more guns in their Golarion, we've also provided sidebars with tips on how to add them into the adventures.

We could hardly avoid incorporating firearms in *Skull & Shackles* at all, however. The campaign is all about pirates, and when most people think of pirates, they think of flintlock pistols and cannons, and the blue haze of gunsmoke in the air as ships fire broadsides at one another. Even more to the point, the PCs face Kerdak Bonefist at the conclusion of this adventure, and as mentioned earlier, his love affair with black powder is well established.

If you've been using firearms in *Skull & Shackles* from the beginning, "From Hell's Heart" has already done a lot of the work for you. Both Kerdak Bonefist and his first mate, Tsadok Goldtooth, are equipped with guns, and the *Filthy Lucre* bristles with cannons. The sidebar in this adventure even provides some advice on giving those two advanced firearms, to keep their level of technology just ahead of the players.

So what to do if you've decided that you don't want guns in your Pathfinder? It'll take a little bit of work, but you should be able to remove them as easily as other GMs have added them to their campaigns. Neither Kerdak Bonefist nor Tsadok Goldtooth are gunslingers, so it's easy enough to replace their guns with more traditional ranged weapons, and the cannons in the sea caves and on board the *Filthy Lucre* can be exchanged for ballistae. The Alkenstar gunslinger Omara Culverin can be replaced with a couple of pirate snipers armed with crossbows instead.

That being said, even if you dislike the idea of firearms in fantasy, I'd recommend giving them a try by running this adventure as written. If the PCs have yet to encounter any firearms during the Adventure Path, seeing such powerful new weapons in the hands of their enemies can be an interesting and exciting way to end the campaign. You might discover that, in carefully measured doses, firearms can be just as natural a part of a fantasy game as wizards or magic swords. As always, the messageboards on paizo.com are always available for your feedback. Let us know what you liked, what you didn't, and whether you'd like to see more (or fewer) firearms in future Pathfinder products.

ON THE COVER

This month's cover brings us Kerdak Bonefist, Hurricane King of the Shackles and captain of the *Filthy Lucre*. Bonefist's obsession with firearms is well known, as evidenced by the pistol he's brandishing and the fact that the *Filthy Lucre* is the only ship in the Shackles to be outfitted with cannons. Bonefist has ruled the Shackles for 38 years, but his reign might soon come to an end in this month's conclusion to the *Skull & Shackles* Adventure Path, "From Hell's Heart."

RETURN TO VARISIA

The *Skull & Shackles* Adventure Path might be drawing to a close, but be sure to come back next month for the opening chapter of the *Shattered Star* Adventure Path. In celebration of Paizo Publishing's 10th anniversary and the 5th anniversary of Pathfinder Adventure Path, the *Shattered Star* Adventure Path takes us back to where it all began: the frontier region of Varisia and the ruins of ancient Thassilon.

In addition to returning to the setting of the first Pathfinder Adventure Path, *Shattered Star* also serves as the first true sequel Adventure Path we've done, following the events of the *Rise of the Runelords* Adventure Path (and, to a lesser extent, the *Curse of the Crimson Throne* and *Second Darkness* Adventure Paths). Those who have played through those Adventure Paths will likely recognize a lot of names and places, though of course, playing those campaigns is not a requirement to play *Shattered Star*, and players unfamiliar with those Adventure Paths will still find challenges galore as they explore Varisia for the first time.

Shattered Star also marks the first time that the PCs are assumed to be members of the Pathfinder Society, and the first adventure has them working out of the Magnimar Pathfinder Lodge under the direction of Venture-Captain Sheila Heidmarch. As the campaign progresses, the PCs will travel the length and breadth of Varisia, exploring a series of large dungeons in search of the scattered pieces of an ancient artifact known as the *Shattered Star*. It all happens here next month, when the *Shattered Star* Adventure Path kicks off!



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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.

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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.

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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.

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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.

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 Cheliax. 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 Cheliax. 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 Cheliax'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 Cheliax 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 Cheliax, 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 books, 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 Cheliax. 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

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 Chelaxians on the open sea only plays to Cheliax'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

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.



Tessa Fairwind

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.



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

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.



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*.

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

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



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 Raneloric (*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

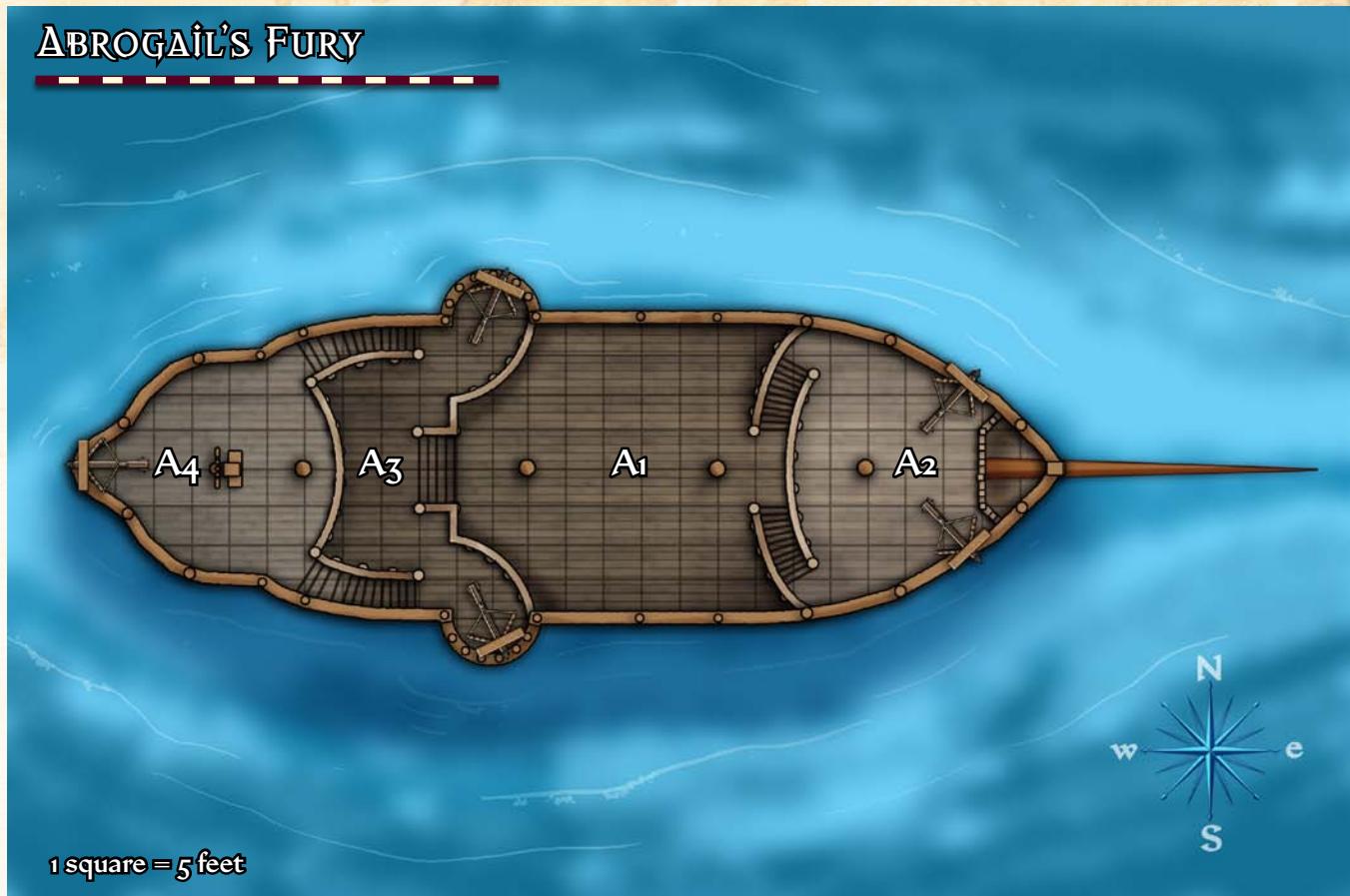
Moloch's Squadron

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.



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 Cheliax, 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.

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



Druvalia Thrune

**ADMIRAL DRUVALIA THRUNE****XP 25,600****hp 117 (see page 46)****CR 13****PARALICTOR VALERIA ASPERIXUS****XP 12,800****hp 121 (see page 52)****CR 11**

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 tableaus 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 Eziah.

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 Cheliax 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.

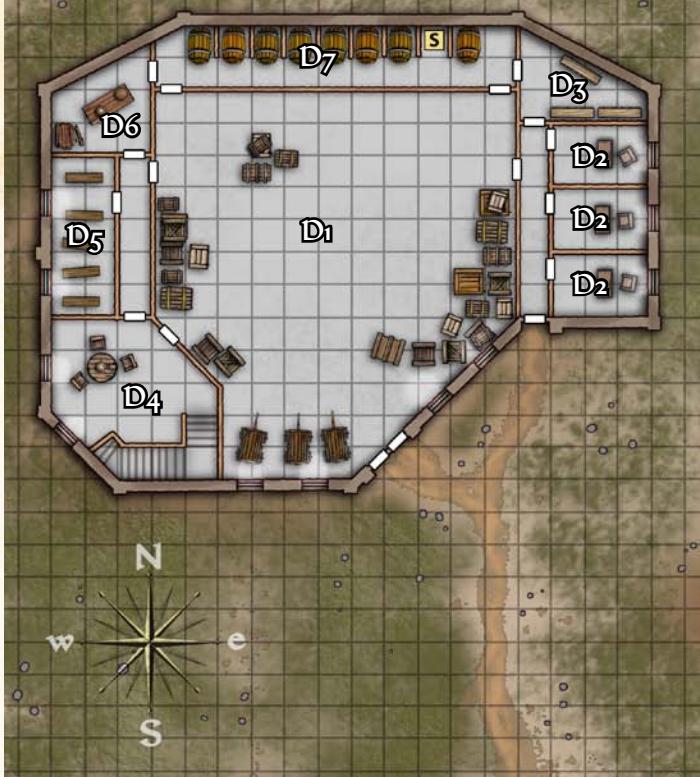
This is the main storeroom of this warehouse, and contains a large selection of mundane trade goods.

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



SEASIDE WAREHOUSE

1 square = 5 feet



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

FORGOTTEN CRYPTS

1 square = 5 feet



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

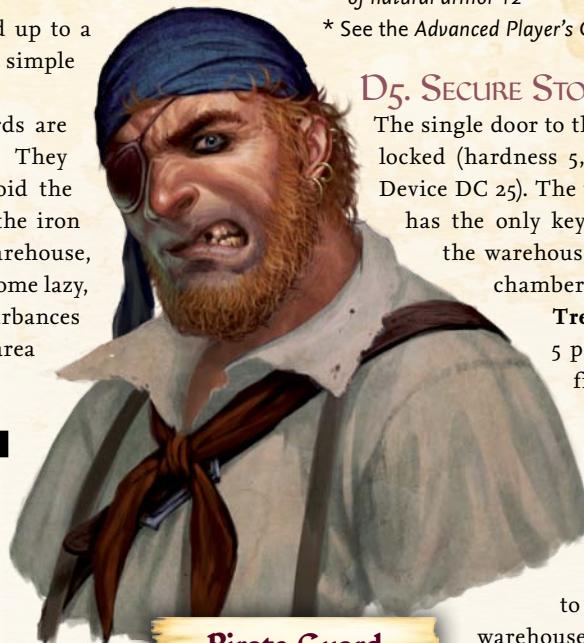
Base Atk +6; CMB +9; CMD 23

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



Pirate Guard

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

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 dummies, 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 dummies rise from their interred corpses to attack the intruder.

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

Morale The dummies 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 dummy 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 dummy destroys it (Will save negates). Using the spell in this way does not require any material components.



Strength Drain (Su) Creatures hit by a dypuy's touch attack must succeed at a DC 18 Fortitude save or take 1d6 points of Strength drain. On each successful attack, the dypuy 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 (*Pathfinder RPG Bestiary 2* 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—*obscuring mist*

TACTICS

During Combat The draugr pirate captains fill the crypt with *obscuring mist* 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.



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 Threesingers, 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)


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



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





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 pinnace (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 pinnace 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 pinnace 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

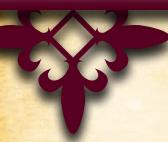
SQ deathless, shocking death (10d6 electricity, Reflex DC 22 half)

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

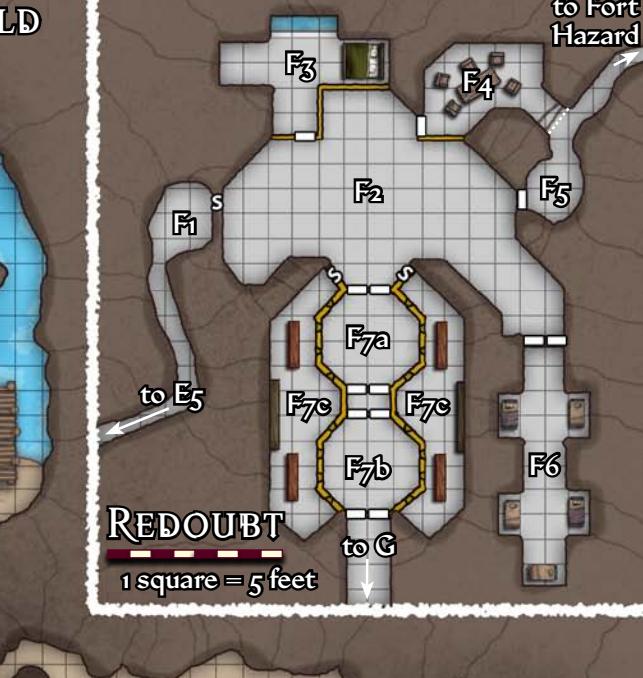
1 square = 5 feet

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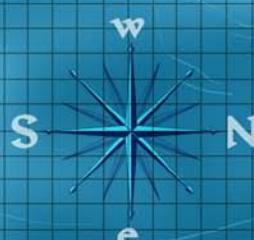
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J



P





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.

H1. 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

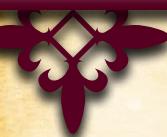
Half a dozen hammocks are strung between posts in this room, and empty rum bottles and fish bones litter the floor. The wereshark pirates in areas H1 and K1 live here when they're off duty, but they have all been called to their posts and the room is currently empty.

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 RIPTOOOTH (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.

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**





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*.

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);



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 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*

0 (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*



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.





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 3d6×100 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

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 warder, 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)

XP 6,400 each

hp 112 each (*Pathfinder RPG Bestiary* 247)

CR 9

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



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 1d6×10 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.



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

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 +3; **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)

CR 12

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*.



Powderpot

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



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 Cheliax—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 Cheliax 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.



ADMIRAL DRUVALIA THRUNE

Scion of House Thrune and admiral of the Imperial Navy of Cheliax, Druvalia Thrune entered into an arrangement with the archdevil Geryon to lead a Chelish invasion of the Shackles and remove the threat of the pirate isles once and for all.

DRUVALIA THRUNE

CR 13

XP 25,600

Female human aristocrat 1/inquisitor of Thrune 13 (*Pathfinder RPG Advanced Player's Guide* 38)

LE Medium humanoid (human)

Init +11; Senses Perception +24

DEFENSE

AC 28, touch 17, flat-footed 24 (+9 armor, +3 deflection, +4 Dex, +2 shield)

hp 117 (14 HD; 1d8+13d8+55)

Fort +15, Ref +13, Will +22

Defensive Abilities stalwart; **DR** 5/good

OFFENSE

Speed 30 ft.

Melee +1 heavy mace +13/+8 (1d8+2)

Ranged crossbow of retribution +19/+14 (1d10+5/17–20)

Special Attacks greater bane (13 rounds/day)

Inquisitor Spell-Like Abilities (CL 13th; concentration +20)

At will—detect alignment

13 rounds/day—discern lies

Inquisitor Spells Known (CL 13th; concentration +14)

5th (2/day)—flame strike (DC 22), unwilling shield* (DC 22)

4th (4/day)—defile armor*, divine power, freedom of movement, rebuke* (DC 21)

3rd (6/day)—dispel magic, greater magic weapon, heroism, invisibility purge, ward the faithful*

2nd (7/day)—blistering invective*** (DC 19), flames of the faithful*, hold person (DC 19), silence (DC 19), weapon of awe*

1st (7/day)—command (DC 18), cure light wounds, doom (DC 18), inflict light wounds (DC 18), true strike, wrath*

0 (at will)—detect magic, detect poison, guidance, light, read magic, stabilize

Domain Persistence inquisition**

TACTICS

Before Combat Druvalia casts greater magic weapon on her crossbow every day. Once it's clear that her flagship is going to be attacked, she casts freedom of movement, heroism, ward the faithful (which affects her allies as well), defile armor, and invisibility purge. She also drinks a potion of bull's strength and casts weapon of awe on her crossbow.

During Combat At the beginning of combat, Druvalia casts divine power and flames of the faithful on her crossbow, and

activates her judgment ability, typically making destruction and justice judgments, switching to other judgments as needed to counter the tactics of her opponents. While her allies engage foes in melee combat, Druvalia attacks with her crossbow, using her Deadly Aim and Rapid Shot feats. She alternates these attacks with spells such as *flame strike*, *rebuke*, or *blistering invective*. If her opponents are able to hit her with their attacks, Druvalia casts *unwilling shield* on an enemy combatant. All crew members aboard the *Abrogail's Fury* carry a case of five bolts for Druvalia's crossbow, and are trained to reload her crossbow whenever they are adjacent and she calls for ammunition, to save her the time of reloading it herself.

Morale If reduced to fewer than 30 hit points, Druvalia dismisses her *invisibility purge* and drinks a potion of *invisibility*, retreating to the poop deck of the *Abrogail's Fury* or her cabin belowdecks to use her wand to heal herself before re-entering the fray. Druvalia has wagered everything on victory and fights to the death rather than surrender to pirates, knowing her soul is lost to Geryon whatever happens.

STATISTICS

Str 12, Dex 18, Con 14, Int 12, Wis 24, Cha 13

Base Atk +9; CMB +10; CMD 27

Feats Combat Casting, Coordinated Defense*, Deadly Aim, Improved Critical (repeating heavy crossbow), Point-Blank Shot, Precise Shot, Rapid Shot, Shake It Off***, Shielded Caster*, Step Up, Swap Places*, Toughness, Weapon Focus (repeating heavy crossbow)

Skills Bluff +17, Diplomacy +17, Intimidate +22, Knowledge (nobility) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +24, Profession (sailor) +26, Sense Motive +29, Spellcraft +15, Stealth +17, Survival +14, Swim +16

Languages Common, Infernal

SQ cunning initiative, inner strength**, judgment (2, 5/day), monster lore +7, relentless footing** (10/day), solo tactics, stern gaze, track +6

Combat Gear potions of bull's strength (2), potions of invisibility (2), wand of cure critical wounds (20 charges); **Other Gear** +1 mithral light fortification breastplate, crossbow of retribution (+1 human bane seeking repeating heavy crossbow, see page 54) with 10 bolts, +1 heavy mace, belt of physical might +4 (Con, Dex), brooch of shielding, headband of inspired wisdom +4,



ring of force shield, robe of powerlessness, signet ring (worth 100 gp), silver unholy symbol of Asmodeus, spell component pouch, spyglass

* See the *Advanced Player's Guide*.

** See *Ultimate Magic*.

*** See *Ultimate Combat*.

Druvalia Thrune is a younger daughter of a lesser branch of the Thrune family, and while she can fairly name Queen Abrogail II a cousin, in truth they have met only a handful of times. Still, her family's wealth and connections, including homes in Egorian and Corentyn, gave Druvalia many advantages in life, including an education and a life of ease, should she want it. Druvalia cast aside her childhood fantasies of princesses and brave knights at an early age, as neither her family nor her peers would let her forget that it was her older sister, Asaoul, who would be married off to the family's advantage.

Druvalia's jealousy of her sister soon gave way to an analytical curiosity about why people valued Asaoul's beauty, and each new insight led Druvalia to further curiosity about the workings of the mind and the heart. If Asaoul was "the pretty one," Druvalia would be "the curious one," not exactly charming, but disarming in her sly manipulations. As she catalogued the secrets of first her own household and then others in the community, she discovered the value of information, and what people would pay to keep hidden, and before long she became a skilled manipulator and blackmailer.

During this time, Druvalia's mother, Lady Felena, assigned her daughter a bodyguard and companion named Valeria drawn from the local peasantry. Quickly realizing that the earnest Valeria was truly as simple and wholeheartedly loyal as she seemed, Druvalia grew to trust and even love her. Though such dalliances were beneath Druvalia's station, Valeria dutifully and discreetly performed any favor her mistress required. Valeria was Druvalia's creature, body and soul.

Eventually, Druvalia was shipped off to a military academy when she dared to attempt to blackmail her own mother.

At Devoe Academy, Druvalia was trained rigorously in the tenets of her house and nation, and how the virtues of Hell shaped the ideal citizen and state. Druvalia soon realized that this was the proper application of her gifts—seeking out the truth, gently probing to find the malignancies that would disrupt the health of the nation, and sealing them off where they could do no harm. She was an apt pupil in the arts of inquisition, and dedicated herself to the service of House Thrune rather than any organized religion. With a head for maps and a lifelong love of the sea, Druvalia decided to pursue a career in the Imperial Navy, where she would have the opportunity to uncover, pursue, and eliminate threats both foreign and domestic.

Through a combination of her family connections and her own abilities and ambition, Druvalia rapidly advanced through the navy's ranks, her astute planning and keen insight instrumental in the capture of more than a dozen smuggling vessels and the destruction of three independent slave liberation networks. Finally earning the rank of admiral at just 32 years of age,

Druvalia began searching for ways to further increase her power and prestige in her house and in the Chelish government.

When the Shackles pirate Barnabas Harrigan fell into her hands, Druvalia immediately informed her great-uncle, Ezaliah Thrune, and the two hatched a plan to invade the Shackles. Druvalia sent for her faithful Valeria, now a Hellknight of the Order of the Scourge, who joined her mistress on the deck of her flagship, the *Abrogail's Fury*, at the head of the great armada that would finally crush the pirate vermin that have long bedeviled the commerce of Cheliax. Should she succeed, Druvalia's legacy will be forever cemented in Chelish history. If she fails, she has only her soul to lose.

CAMPAIN ROLE

As admiral of the Chelish armada invading the Shackles, Druvalia Thrune is a major opponent of the PCs. If she somehow survives the Battle of Abendego, Druvalia flees back to Cheliax at the earliest opportunity. Her defeat deals a powerful blow to her reputation and authority, and she will stop at nothing to get revenge on those who stymied her efforts to conquer the Shackles.





KERDAK BONEFIST

Kerdak Bonefist's days as a feared pirate reaver are mostly over, but his reputation, guile, and clever manipulation of the squabbling lords of the Pirate Council have allowed him to retain his crown for 38 years, the longest reign of any Hurricane King.

KERDAK BONEFIST

CR 18

XP 153,600

Male human fighter 8/Inner Sea Pirate 10 (*Pathfinder Player Companion: Pirates of the Inner Sea* 24)

NE Medium humanoid (human)

Init +8; **Senses** Perception +19

DEFENSE

AC 34, touch 23, flat-footed 26 (+6 armor, +5 deflection, +8 Dex, +5 natural)

hp 204 (18 HD; 8d10+10d8+11d6)

Fort +21, **Ref** +22, **Will** +14; +2 vs. fear

Defensive Abilities bravery +2, evasion, freedom of movement

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee +3 rapier +29/+24/+19 (1d6+5/18–20)

Ranged enervating pistol +31/+26/+21 (1d8+6 plus 1d6 negative energy/19–20/x4)

Space 5 ft.; **Reach** 5 ft. (15 ft. with pistol)

Special Attacks sneak attack +4d6, weapon training (firearms +1)

Spell-Like Abilities (CL 18th; concentration +20)

3/day—*vampiric touch*

TACTICS

Before Combat When opponents board the *Filthy Lucre*, Bonefist drinks potions of barkskin and shield of faith. In addition, his stat block includes the bonuses from the lord's banner of victory flying from the mainmast. Before stepping on deck, he uses the *Hurricane Crown* to cast winds of vengeance.

During Combat Bonefist dusts himself with dust of disappearance and activates his boots of speed, using his sniper goggles to make sneak attacks at range with his pistol. Whenever possible, he makes full attacks, using his Rapid Shot and Deadly Aim feats. He uses his invisibility and flight to stay out of reach of melee combatants, and his Snap Shot feats to make attacks of opportunity with his pistol. If possible, Bonefist tries to remain within 40 feet of enemies to take advantage of his pistol's touch attack. In melee combat, Bonefist uses his *vampiric touch* ability and rapier, but retreats again to range as soon as possible.

Morale If reduced to 50 hit points or fewer, Bonefist flees belowdecks to heal himself and ambush pursuers. Arrogant and stubborn to the last, Bonefist refuses to abandon his

ship and fights to the death to keep his crown.

STATISTICS

Str 14, **Dex** 26, **Con** 20, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +15; **CMB** +17; **CMD** 40 (44 vs. disarm and sunder)

Feats Combat Reflexes, Deadly Aim, Exotic Weapon Proficiency (firearms), Greater Weapon Focus (pistol), Improved Critical (pistol), Improved Snap Shot*, Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Snap Shot*, Toughness, Weapon Finesse, Weapon Focus (pistol), Weapon Specialization (pistol)

Skills Acrobatics +28, Appraise +12, Bluff +12, Climb +17, Fly +18, Intimidate +25, Knowledge (local) +22, Perception +19, Profession (sailor) +30, Survival +17 (+22 to determine direction or predict weather at sea), Swim +17

Languages Common, Polyglot

SQ armor training 2, pirate tricks (burst of speed, classic duelist, drink for free, fearsome advance, shipboard authority, storm sailor)

Combat Gear dust of disappearance (2 uses), feather tokens (anchor, fan, and swan boat), potions of barkskin +5 (2), potions of cure serious wounds (2), potion of lesser restoration, potion of neutralize poison, potion of remove curse, potion of remove disease, potions of shield of faith +5 (2), entangling shot alchemical cartridges (10); **Other Gear** +4 moderate fortification leather armor, enervating pistol (+1 reliable distance pistol, see page 54) with 50 dry load* paper alchemical cartridges (bullet), +3 rapier, amulet of proof against detection and location, belt of physical might +6 (Dex, Con), boots of speed, coat of resistance +5 (as cloak of resistance), gloves of dueling**, handy haversack, headband of inspired wisdom +2, Hurricane Crown (see page 54), ring of evasion, ring of freedom of movement, sniper goggles**, gunsmith's kit*, tankard, 155 gp

SPECIAL ABILITIES

Aging Effects (Ex) Although Kerdak Bonefist is of old age, he has imbibed 2 doses of sun orchid elixir (*The Inner Sea World Guide* 301). As a result, he suffers none of the penalties while retaining the bonuses of his advanced age.

Exceptional Resources (Ex) As Hurricane King of the Shackles, Kerdak Bonefist has the wealth of a PC rather than an NPC, and his ability scores use a 20-point build. These advantages increase his CR by 1.

NPC GALLERY

Pirate Tricks (Ex) With a DC 20 Profession (sailor) check once per day, Bonefist can double his ship's base movement for 1 round. He gains a +1 competence bonus on attack rolls with a cutlass, rapier, or short sword. He can drink for free and gains a +2 circumstance bonus on Diplomacy and Intimidate checks in any of his 10 "favored taverns." If he deals damage with his sneak attack, Bonefist can make an Intimidate check as an immediate action to demoralize the damaged opponent. As a full-round action once per day, Bonefist can shout orders to his crew; any allies within 30 feet who can hear him gain a +1 morale bonus on attack rolls or on a particular skill check for 10 rounds. Bonefist treats all storms as if they were one category less severe for the purposes of sailing and navigation. He can make an Acrobatics check to move his normal speed across uneven ground, and does not take a penalty on any Acrobatics checks due to slightly slippery, slightly unsteady, or moderately unsteady conditions.

* See *Ultimate Combat*.

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

Kerdak Bonefist is the bastard son of an itinerant pirate navigator who sailed with any captain who would have her, sired by some nameless blackguard in a drunken haze in Port Peril's lowest taverns. Yet for all his humble beginnings, the man who would come to be called "Bonefist" took to the pirate's life like a fish to water.

As soon as he was old enough, Kerdak took service as a cabin boy on the pirate vessel *Rock Bottom* under Captain "Keelhaul" Thurl, eventually working his way up the ranks to first mate. During this time, the *Rock Bottom* had the misfortune of running into the galleon *Naiegoul*, captained by the lich sorceress Raugsmada. Captain Thurl was slain in the battle, along with many of the *Rock Bottom*'s crew, but just when all seemed lost, Kerdak disappeared into the *Naiegoul*'s captain's cabin. What transpired between Kerdak and Raugsmada aboard the *Naiegoul* that night remains a mystery to this day, but when Kerdak emerged from the captain's cabin, the undead galleon broke off the battle and disappeared into the night mists, and Kerdak's right hand had become fleshless white bone infused with necromantic energy. Kerdak named himself captain of the re-christened *Filthy Lure* that very night, and the man known as Kerdak Bonefist was born.

As captain, Bonefist married iron discipline and ruthless efficiency to piratical boldness, and his growing wealth and infamy attracted many pirates to his banner of a bony fist over crossed blades. Bonefist's cunning leadership allowed independence in many areas, but required precise coordination and teamwork in his allies, and as their victories on the seas mounted, so too did his prestige.

His theft of *sun orchid elixir* from Ezaliah Thrune—not just once, but twice over—allowed Bonefist the time to secretly amass enough allies and power that when the

previous Hurricane King, Skavender Pitch, was poisoned by his lover, Bonefist was poised to seize the Hurricane Crown for himself and compel the acclamation of his peers.

As the thirteenth Hurricane King, Kerdak Bonefist has enjoyed nearly 4 decades of unprecedented success in piracy and unquestioned rule of the seas, but as years pass without Bonefist seeming to age at all, many Free Captains whisper that he has held on to the Hurricane Crown for too long, and that new blood is needed to revitalize the Shackles. Bonefist himself has fallen into bitterness and paranoia, believing others are plotting against him. Too often, he dismisses the deliberations of the Pirate Council in favor of his own inner circle of trusted advisors, including his inhuman consort Hyapatia and first mate Tsadok Goldtooth. For now, Bonefist is content to consolidate his power and prepare. Let others take the risks now—disloyalty will be repaid with vengeance for any who challenge the Hurricane King.





TSADOK GOLDTOOTH

First mate to Hurricane King Kerdak Bonefist aboard his flagship, the *Filthy Lucre*, Tsadok Goldtooth enjoys a position of power and prestige far above that of most pirate officers.

Tсадок Голдтаут

CR 14

XP 38,400

Male half-orc barbarian (scarred rager) 15 (*Ultimate Combat* 29)
CE Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 19, touch 11, flat-footed 16 (+8 armor, +3 Dex, -2 rage)

hp 193 (15d12+90)

Fort +17, **Ref** +11, **Will** +11; +4 vs. enchantment when raging,
+5 vs. spells, spell-like abilities, and supernatural abilities

Defensive Abilities improved tolerance*, indomitable will, orc
ferocity, scarification* +5; **DR** 4/—

OFFENSE

Speed 20 ft.

Melee +1 furious** falchion +26/+21/+16 (2d4+15/15–20)

Ranged doubleshot pepperbox +15/+10/+5 (2d8+2/x4) or
doubleshot pepperbox +19/+14/+9 (1d8+1/x4)

Special Attacks greater rage (34 rounds/day), rage powers
(auspicious mark*, eater of magic*, guarded stance [+3
dodge vs. melee], come and get me**, superstition +5,
surprise accuracy +4, unexpected strike)

TACTICS

Before Combat Tsadok drinks his potion of blur before
entering combat.

During Combat Tsadok opens fire on the first round of combat
with his doubleshot pepperbox, making a full attack by firing
two barrels at a time at the most heavily armored opponent.
When his pistol is empty, Tsadok drops the pepperbox,
draws his falchion, and rages. The stat block above includes
the extra bonuses from his furious falchion. Tsadok waits
for opponents to come to him, using his unexpected strike
rage power to make attacks of opportunity against foes who
engage him. He activates his guarded stance rage power and
makes Power Attacks, using his auspicious mark rage power
to turn a miss into a hit if necessary, and attempts to Sunder
the weapons of anyone attacking him in melee.

Morale Tsadok does not fear death and fights to the end.

Base Statistics When not raging, Tsadok's statistics are AC 21,
touch 13, flat-footed 18; **hp** 148; **Fort** +14, **Will** +8; **Melee**
+1 furious** falchion +21/+16/+11 (2d4+8/15–20); **Str** 20,
Con 14; **CMB** +20 (+22 Sunder), **CMD** 33 (35 vs. Sunder);
Skills Climb +9, Swim +9.

STATISTICS

Str 26, **Dex** 17, **Con** 20, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +15; **CMB** +23 (+25 Sunder); **CMD** 34 (36 vs. Sunder)

Feats Blinding Critical, Combat Reflexes, Critical Focus, Exotic
Weapon Proficiency (firearms), Improved Critical (falchion),
Improved Sunder, Power Attack, Quick Draw

Skills Acrobatics +18 (+14 when jumping), Climb +12, Craft
(firearms) +5, Intimidate +19 (+26 vs. non-barbarian
humanoids), Perception +18, Profession (sailor) +15,
Survival +9, Swim +12

Languages Common, Orc, Polyglot

SQ orc blood, terrifying visage*, weapon familiarity

Combat Gear potion of blur, potion of cure moderate wounds,
adamantine bullets (6); **Other Gear** +2 breastplate,
doubleshot pepperbox (+1 thundering pepperbox; see page 54)
with 20 bullets, +1 furious** falchion, belt of physical might
+2 (Str, Dex), cloak of resistance +3, dry load powder horn*
with 20 doses of black powder, gunsmith's kit*, keys to
areas K1 and K3, 26 pp, 45 gp

* See *Ultimate Combat*.

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

Tsadok Goldtooth's parents were unwilling crewmembers of the slave ship *Drowned Dwarf*, captained by the notorious Turesa the Bold Blade. Tsadok's mother was an orc captive destined to be sold into slavery, his father a press-ganged human sailor who found in the orc woman his only friend on the vicious pirate crew. Together, they fled the *Drowned Dwarf* for the flooded ruins of the Sodden Lands. Seeking to elude Turesa's roving press gangs, Tsadok's parents ventured upriver, into the mangrove swamps and bayous of the Sodden Lands, and amid the trackless wetlands they came upon a handful of other runaways and refugees who had founded a small village called Olu where they could eke out a simple existence.

Tsadok was born in Olu, and his family found peaceful acceptance there for over a decade. Tsadok grew swift and strong, climbing, swimming, and poling the flatboats through the swamps. Curious about the sea and why Olu's adults spoke of it with such fear, and despite his parents' forbiddance, Tsadok resolved to see it for himself when he reached adolescence, often venturing through the salt

marshes out to the seashore in his coracle. Tsadok saw a true ship only once, and while he hid when its sailors came upriver in their small boats, he returned home to find Olu pillaged and its inhabitants in chains—at least, those who had not been butchered like his father.

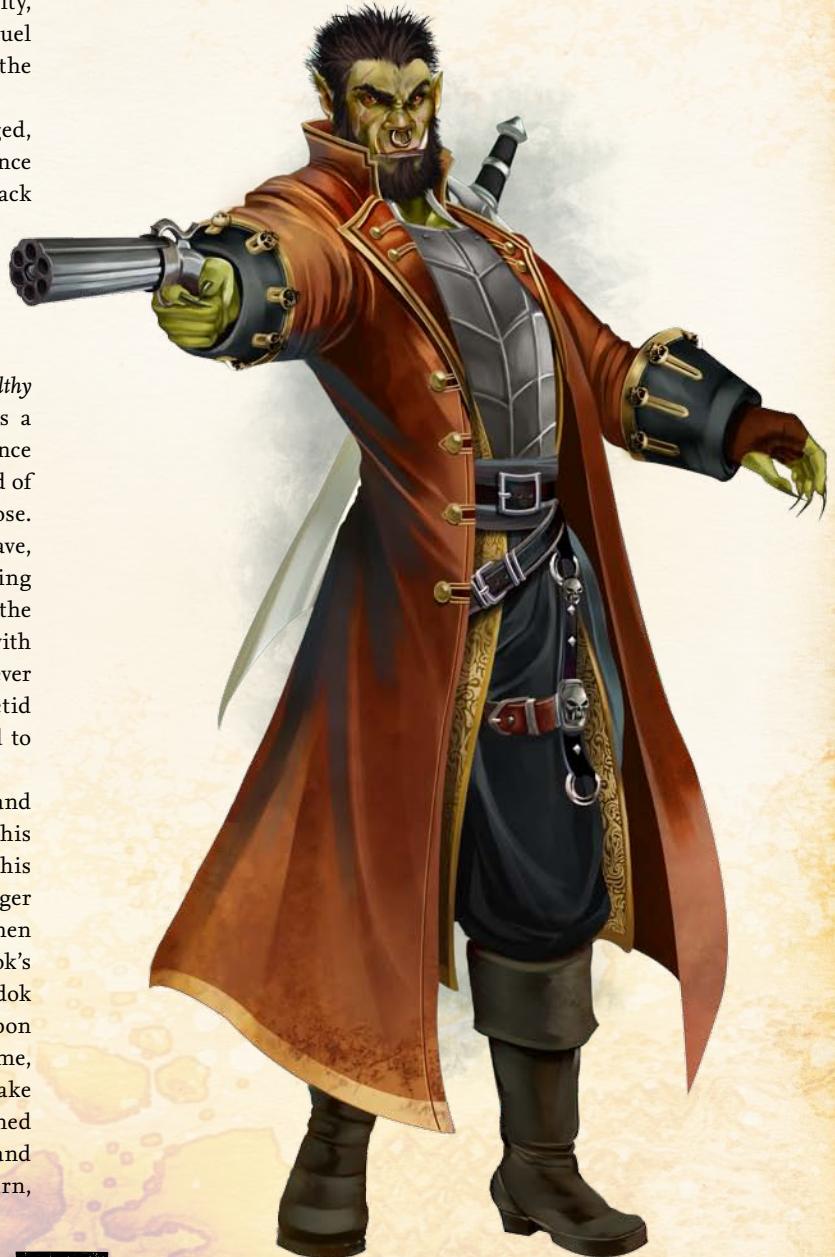
In a blind rage, Tsadok hurled himself at the invaders, but he was easily subdued by the slavers. Captured with the rest of the villagers, Tsadok was sold to the brutal gladiator masters of Widowmaker Isle, where he was trained to fight like a wild beast, unleashing his inner savagery and tapping into his darkest nature. Brands were his punishment for failure to listen, scars his reward for bloody victory. Goldtooth they called him, for his filthy yellow tusks, though they cheered when he tore out the throats of his vanquished foes. Tsadok hated his captivity, but found himself trapped by the whims of his cruel masters, and despite all his strength could not break the shackles that bound him to their bloodsport pleasure.

The murderous tedium of Tsadok's existence changed, however, when he was summoned to a private audience with the arena's overseer and a pirate with a bushy black beard and skeletal hand named Kerdak Bonefist. The overseer informed Tsadok that his victories in the fighting pits had caught the eye of this wealthy patron, and that the pirate had decided to purchase him and bring him aboard his ship.

Tsadok was brought in chains to the deck of the *Filthy Lucre*, where Kerdak Bonefist addressed him, not as a beast or a slave, but as a person, for the first time since he was taken from Olu. Bonefist spoke of freedom, and of realizing the power of freedom through unity of purpose. Bonefist promised Tsadok he would no longer be a slave, and all he asked in return was the half-orc's undying allegiance. With nowhere else to go, Tsadok embraced the offer. For good or ill, he had become a living weapon, with a darkness of spirit and a thirst for blood that could never wholly be quenched. He was sick to death of the fetid stench of the fighting arenas, and the sea still called to him with its own promise of freedom.

Tsadok gladly took service with the pirate lord, and the supposed brute's handiness at the tiller surprised his fellow crew members. Bonefist took the half-orc into his personal service, teaching Tsadok to master his anger and channel his hate and rage toward enemies. When pirates whispered the name Bloodfang behind Tsadok's back, Bonefist asked what name he would prefer. Tsadok recalled the name Goldtooth that had been thrust upon him in the pits, and Bonefist suggested he use that name, but to take the power of that insult's bitterness and make it his strength. Bonefist gifted his protege with burnished gold inlays for his tusks, and through acts of loyalty and affection earned Tsadok's own loyalty and trust in return, becoming in time like a surrogate father.

Now first mate to the Hurricane King, Tsadok Goldtooth trains many of the warriors in his employ, often former pit fighters themselves. For years, Tsadok was the chief enforcer of discipline aboard the *Filthy Lucre*, though his innate brutality was never far from the surface, becoming more pronounced as Tsadok mirrored the Hurricane King's own lagging attention to focus and discipline. Subtle acts of insubordination have begotten increasingly brutal reprisals in an attempt to hold power by sheer terror, as Tsadok has begun to tire of the constraints of civility, modest as they are in pirate culture. The Hurricane King's crew members step carefully around the increasingly erratic first mate, but when even whispers of mutiny bring a quick death, none have yet dared to challenge him.





PARALICTOR VALERIA ASPERIXUS

A Hellknight of the Order of the Scourge, Paralictor Valeria Asperixus is utterly devoted to Admiral Druvalia Thrune, sworn to defend her mistress's life with her own.

VALERIA ASPERIXUS

CR 11

XP 12,800

Female human fighter (polearm master) 6/Hellknight 6
(*Advanced Player's Guide* 106, *Inner Sea World Guide* 278)

LE Medium humanoid (human)

Init +3; Senses low-light vision; Perception +9

DEFENSE

AC 26, touch 16, flat-footed 23 (+10 armor, +3 deflection, +3 Dex)
hp 121 (12 HD; 6d10+6d10+54)

Fort +14, Ref +10, Will +9; +4 vs. compulsions, +2 vs. fear

Defensive Abilities force of will (+2, +4)

OFFENSE

Speed 30 ft.

Melee +1 *axiomatic bardiche** +19/+14/+9 (1d10+10/19–20)

Ranged mwk composite longbow +16/+11/+6 (1d8+4/x3)

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

Special Attacks polearm training +1, pole fighting, smite chaos 2/day (+2 attack and AC, +6 damage), steadfast pike

Spell-Like Abilities (CL 12th; concentration +14)

At will—*detect chaos*

5/day—*discern lies* (DC 15)

TACTICS

Before Combat Once the *Abrogail's Fury* comes under attack, Valeria drinks her *potion of cat's grace* and uses her tracker discipline to summon a leopard to help defend Admiral Druvalia Thrune. The effects of Druvalia's *ward the faithful* spell are already included in Valeria's stat block.

During Combat Valeria stays close to her mistress, Druvalia Thrune, throughout any combat, using her Bodyguard and In Harm's Way feats to intercept attacks meant for the admiral. If forcibly separated from her charge, she does everything in her power to get back to Druvalia's side. Valeria uses the reach of her bardiche to keep foes at a distance while the Chelish marines deal with them. She casts *detect chaos* as a move action to determine if any enemies are chaotic, then focuses her attacks on those foes, using her smite chaos ability and Improved Vital Strike with her *axiomatic bardiche*, using her pole fighting ability, if necessary, to shorten her grip on her weapon to attack adjacent foes. If knocked overboard, Valeria drinks her *potion of fly* to return to Druvalia's side.

Morale Valeria is enraged if Druvalia is killed, and fights to the death to avenge her.

STATISTICS

Str 19, Dex 16, Con 16, Int 8, Wis 10, Cha 14

Base Atk +12; CMB +16; CMD 32 (34 vs. sunder)

Feats Bodyguard*, Combat Reflexes, Improved Vital Strike, In Harm's Way*, Iron Will, Power Attack, Stand Still, Toughness, Vital Strike, Weapon Focus (bardiche*), Weapon Specialization (bardiche*)

Skills Handle Animal +6, Intimidate +15, Knowledge (engineering) +4, Knowledge (planes) +2, Perception +9, Ride +4, Swim +5

Languages Common

SQ disciplines (tracker 2/day, vigilance 2/day), Hellknight armor 2, Order of the Scourge

Combat Gear elixir of swimming, potion of *cat's grace*, potion of *cure serious wounds*, potion of *fly*; **Other Gear** +1 Hellknight plate, +1 *axiomatic bardiche**, masterwork composite longbow (+4 Str) with 20 arrows, belt of giant strength +2

SPECIAL ABILITIES

Detect Chaos (Sp) This ability functions like a paladin's detect evil ability, save that it detects chaos.

Disciplines (Sp and Su) Valeria has access to the Hellknight disciplines of tracker and vigilance. Twice per day, she can summon an eagle, riding dog, wolf, or leopard as if using a *summon monster* spell, but the duration is 1 hour. In addition, Valeria gains low-light vision, and as a full-round action twice per day, she can see through up to 5 feet of wood or stone for as long as she concentrates (maximum 6 rounds). Metal or denser barriers block this effect.

Force of Will (Ex) Valeria gains a +4 bonus on Will saves against spells with the compulsion descriptor and a +2 bonus on Will saves against spells with the fear descriptor.

Hellknight Armor (Ex) Valeria has earned the right to wear a special type of masterwork full plate called Hellknight plate armor (*Inner Sea World Guide* 290). While wearing Hellknight plate, Valeria reduces the armor check penalty by 2, increases the maximum Dexterity bonus allowed by 1, and moves at full speed.

Order Valeria is a member of the Order of the Scourge.

Smite Chaos (Su) This ability functions as the paladin's smite evil ability, but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

* See the *Advanced Player's Guide*.

Valeria Asperixus was born in a rural family that had long lived on the lands of House Thrune, imbuing loyalty to her lords with her mother's milk. Throughout her childhood, young Valeria learned and recited the Thrune family mottoes and sayings as if they were her own, idolizing the power and majesty of her betters and wishing for a chance to prove herself to them and earn their esteem, for surely House Thrune would one day recognize a love so faithful and true.

That day finally came in Valeria's adolescent years, though not in the way she had expected. Valeria was learning her father's trade of horse training when a resplendent carriage bearing the arms of a branch of House Thrune stopped at the family stable. A mature noblewoman debarked, inquiring about the stallions they had for sale, but her interest quickly strayed more to "stallions" of the two-legged variety, and by her command and the strong arms of her footmen Valeria's father was forcibly "invited" into the carriage. Valeria left the rocking carriage to find her mother, arriving back in time to see her father stagger unclothed from the carriage. Her mother shrieked her outrage, but Valeria was confident that her father had received a great gift to have been so favored by one of the exalted Thrunes, and she told her incredulous mother precisely that. Valeria's mother interrupted her rhapsodizing with a dizzying slap, but the noblewoman forestalled further chastisement with a word to one of her guards, whose swift steel parted mother from daughter. The noblewoman introduced herself as Lady Felena Tiberlais Thrune and, commanding Valeria on her absolute loyalty and devotion, invited her to leave her family behind and join Felena's own household. Valeria never looked back.

In Lady Felena's service, Valeria was the picture of unstinting obedience, asking few questions and attending to every task with detail, devotion, and gusto. In each endeavor, Valeria pleased her masters greatly. Given her absolute devotion to the family, Valeria was eventually appointed as a bodyguard and companion to Lady Felena's daughter, Druvalia Thrune, who was of an age with Valeria and had recently come into her majority. Valeria was smitten with her new mistress, and did everything she could to please the young noblewoman, serving admirably as protector, confidante, and even, at times, lover. While the two could never be called friends (and indeed, the very idea would horrify Valeria), they did become close companions, and like a dutiful puppy, Valeria followed Druvalia when she was sent to military school.

While Druvalia entered the Chelish navy, Valeria was given a new surname and sent to the Hellknights for training. Valeria found a perfect home for her simple and brutally efficient discipline in the Hellknight Order of the Scourge. As Druvalia rose through the ranks of the navy,

so did Valeria eventually rise to the rank of paralictor in the Order. When Druvalia formed her armada to invade the Shackles, Valeria once more joined her charge and the two set sail together, mistress and obediently vicious servant.

CAMPAIN ROLE

Valeria Asperixus lives to serve House Thrune in the person of Druvalia Thrune. She does everything in her power to protect her charge, including giving her own life to save Druvalia's. If Druvalia is slain and Valeria somehow survives, the Hellknight stops at nothing to avenge her mistress's death.





SKULL & SHACKLES TREASURES

The following unique treasures can be found in “From Hell’s Heart.” Player-appropriate handouts appear in the GameMastery Skull & Shackles item card set.

CROSSBOW OF RETRIBUTION

Aura strong divination and necromancy; **CL** 12th

Slot none; **Price** 32,700 gp; **Weight** 12 lbs.

DESCRIPTION

This +1 human bane seeking repeating heavy crossbow is carved from whalebone decorated with green and gold lacquer, with fittings, lever, and bow of gilded steel. On a successful hit against any creature who has just struck the wielder with an attack within the previous round—whether with a melee, ranged, or natural weapon, or a spell that requires an attack roll—ammunition fired from a *crossbow of retribution* wracks the target with shooting pains that impose a –4 penalty on attack rolls, skills checks, and ability checks for 7 rounds. On a successful DC 14 Fortitude save, the penalty only lasts for 1 round. A target who worships the same god as the wielder takes a –2 penalty on its saving throw.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *retribution* (*Pathfinder RPG Advanced Player’s Guide* 239), summon monster I, true seeing; **Cost** 16,700 gp

DOUBLESHT PEPPERBOX

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 20,300 gp; **Weight** 5 lbs.

DESCRIPTION

This +1 thundering pepperbox (*Pathfinder RPG Ultimate Combat* 138) bears a fire-breathing dragon motif, and its wooden grip is ornately carved. Unlike a normal pepperbox, each of the six barrels of a *doubleshot pepperbox* can be fired either independently in tandem, firing two barrels with the same action like a double-barreled pistol. If two barrels are shot at once, they must both be fired at the same target, and the wielder takes a –4 penalty on each shot.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Rapid Shot, blindness/deafness, haste; **Cost** 11,800 gp

ENERVATING PISTOL

Aura strong necromancy [death]; **CL** 13th

Slot none; **Price** 51,300 gp; **Weight** 4 lbs.

DESCRIPTION

Kerdak Bonefist had this +1 reliable distance pistol (*Ultimate*

Combat 138, 142) specially crafted for him to take advantage of his unique skeletal hand. The pistol shows signs of wear and exposure to the elements, but its walnut stock, nickel-plated barrel, and gold accents are of fine craftsmanship, and its mechanisms still move with precision. Ammunition fired from an *enervating pistol* deals an extra 1d6 points of negative energy damage on a successful hit. On a successful critical hit, an *enervating pistol* bestows a negative level on its target. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or they become permanent. An *enervating pistol* bestows one permanent negative level on any creature wielding it that is not undead or does not possess an undead hand. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including restoration spells) while the weapon is wielded.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, clairaudience/clairvoyance, finger of death, enervation, mending; **Cost** 26,300 gp

HURRICANE CROWN

Aura strong conjuration and evocation; **CL** 17th

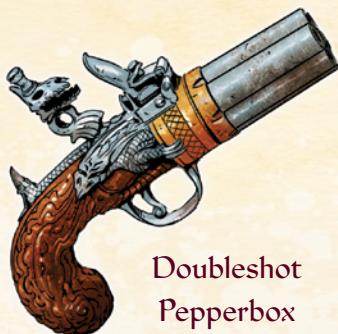
Slot head; **Price** 125,000 gp; **Weight** 2 lbs.

DESCRIPTION

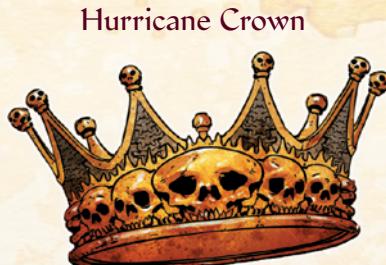
A band of golden skulls encircles this golden crown, and smaller skulls top its points. Forged for the first Hurricane King, Turpin Irons, when he sailed out of the Eye of Abendego more than 100 years ago to claim rulership over the Shackles, the *Hurricane Crown* has been passed down (or taken by force) from one Hurricane King to the next ever since. On command, the *Hurricane Crown* changes its shape and appearance to assume the form of a normal piece of headwear (such as a hat or scarf). The crown retains all its properties (including weight) when so disguised. Only a *true seeing* spell or similar magic reveals the true nature of the crown when disguised.

The wearer of the *Hurricane Crown* gains a +5 competence bonus on Profession (sailor) checks and Survival checks made to determine direction or predict the weather at sea, and he can see normally through fog, mist, smoke, and precipitation or weather effects, whether natural or magical. Once per day,

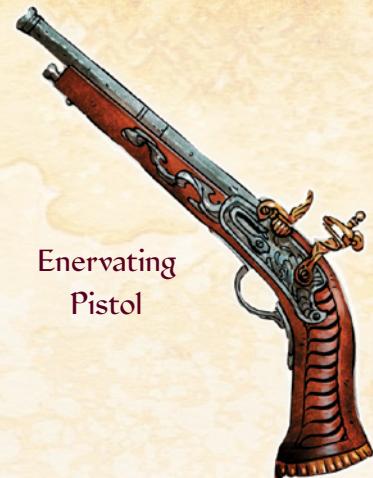
SKULL & SHACKLES TREASURES



Doubleshot Pepperbox



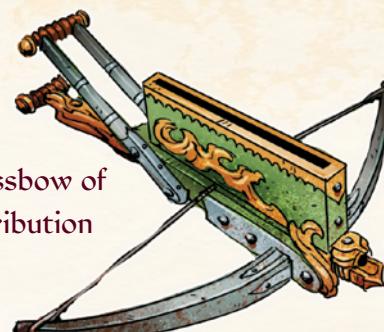
Hurricane Crown



Enervating Pistol



Sirocco Cannon



Crossbow of Retribution

the wearer can cast *control winds*; if the wearer is standing on a ship, the ship and any creatures aboard it are unaffected by the controlled winds unless the wearer wishes to affect them, even if the ship's area is larger than the spell's unaffected area. In addition, once per day, the wearer of the *Hurricane Crown* can surround himself in either a shroud of elemental water or supernatural winds, as the *seamantle* or *winds of vengeance* spells (*Pathfinder RPG Advanced Player's Guide* 241, 256).

Lastly, the wearer of the *Hurricane Crown* can create a single-use *phase door* in the rock of Lucrehold to access the sea caves and Hidden Harbor beneath the island (see page 26). If the crown's wearer is standing on a ship, the *phase door* is large enough to accommodate the ship and any creatures on it. The *phase door* remains invisible and inaccessible to all other creatures and ships, and otherwise functions as a normal *phase door*. This ability can be used at will.

CONSTRUCTION

Requirements Craft Wondrous Item, *control winds*, *disguise self*, *phase door*, *seamantle* (*Advanced Player's Guide* 241), *true seeing*, *winds of vengeance* (*Advanced Player's Guide* 256); **Cost** 62,500 gp

SIROCCO CANNON

Aura moderate evocation; **CL** 10th
Slot none; **Price** 184,500 gp

DESCRIPTION

This +1 shocking burst cannon (*Ultimate Combat* 162) is mounted on a brass carriage decorated with carvings of winds and storms. Three times per day, a *sirocco cannon* can be commanded to create a special type of ammunition. This ammunition functions as a normal cannonball, but on a successful hit, a gust of furnace-hot wind blasts downward in a 20-foot-radius, 60-foot-high cylinder around the target or target square for 10 rounds. This hot wind deals $4d6+10$ points of fire damage to all creatures in the area and knocks them prone. A successful DC 19 Fortitude save halves the fire damage and avoids being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Fly check, in which case they remain at their original altitude. Any creature that takes damage from the hot air becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure). Creatures with the water subtype take a -4 penalty on all saving throws against this effect and take double normal damage. This special ammunition deals no additional damage to ships or structures.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*, *sirocco* (*Advanced Player's Guide* 244); **Cost** 95,400 gp



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

CONTINUING THE CAMPAIGN

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 Cheliax, 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, Cheliax'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 Cheliax, 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, while 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 **Thalhriss** (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



CONTINUING THE CAMPAIGN

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* 312). 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* 3169), 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 tricorn 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)

CONTINUING THE CAMPAIGN



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.





SEA MONSTERS OF GOLARION

The sea is a dangerous place, and not just because of the terrible storms and turbulent waters—as if that weren’t enough, its countless creatures threaten to drag us into the dark waters below and feed upon our flesh. I’ve sailed on dozens of different ships in just as many waters, and not one voyage was without assault from some briny being full of rage and might. The fortune among us escaped with most of our limbs intact—for others, their only respite was a cold grave at the bottom of the drink. From the warm Obari to the deadly Valashmai, the waters churn with unearthly monsters and wretched beasts more than happy to feast upon us landlings.

—Eithren Jinros, *Tales from the Deep*

Strange and dangerous creatures lurk in every corner of Golarion's uncivilized regions, and the trackless oceans surrounding the Inner Sea contain aquatic denizens of impossible size and design. Deep within the oceans' inky depths, these leviathans rule underwater kingdoms and command legions of sodden horrors that emerge from the black waters only to prey upon land-dwelling creatures that wander too far out to sea.

This article provides numerous aquatic horrors to challenge your PCs and propel your campaign to the next level. These creatures can serve to enhance random encounters or extend your campaign by providing greater threats and insidious plots for high-level naval adventures.

STRANGE SEA ENCOUNTERS

While countless sea serpents, aquatic dragons, and great whales swim the seas, many truly unique beasts have rightly earned their savage reputations.

Borgot Monster: First spotted by the Free Captain Ylgris Borgot, this beast also bears the moniker "the Serpent of Hell." The 200-foot-long sea serpent sports wickedly twisted horns and savage upper canines that extend well below its jaw. The most notable feature of the Serpent of Hell, however, is its burning flesh, which instantly bursts into ebon flames whenever the creature emerges from the water. By the time the Borgot Monster breaches the waves and crashes down on ship-borne victims, it has likely already set fire to the vessel's sails and hull with its blazing scales.

Brinyblack: Slinking its way across the surface of the Arcadian Ocean, this massive inky ooze resembles a puddle of some oily black substance floating in the sea. Most active under the dark canopy of night, the legendary Brinyblack burns holes in wooden ships' hulls with a mere touch, and numerous vessels have fallen to its caustic grasp. As a ship sinks, Brinyblack seeps into its inner chambers and holds in its search for living flesh. Tales tell of survivors who escaped Brinyblack's clutches only by hiding in metal chests or bobbing in giant cook pots and paddling their way to safety.

Buklok the Crabfather: A strange calcified protrusion juts from the top of this giant rock crab's shell—a statue standing nearly 4 feet tall and resembling a wizard in flowing robes with a full beard. Buklok is thought to be more than 250 years old, and the towering crab has myriad abilities: summoning swarms of crabs, invoking foul weather, and even controlling minds by stirring up unpleasant memories in its victims. The Crabfather is thought by many to be more than just a strangely mutated crab. Monster hunters and port officials want the beast destroyed, and many have put up bounties offering extravagant rewards for the creature's calcified protuberance.

Fiendspray of Chains and Hooks: Oceanic sages speculate that this unique creature is the result of some hellish

transformation that turned a kraken into the plaything of the Shadow Plane-dwelling kytons, who broke it down and rebuilt it into a perfect hunter for the sea's lightless depths. This fiend wraps the massive black chains and barbed hooks that replace its severed tentacles around ships to drag them beneath the briny waves. One tale claims that after the Fiendspray pulled the galleon *Black Knight* into a span of inky black water, the vessel later emerged fully intact, but ghastly apparitions had replaced the entire crew.

Lull Column: Revealing itself mostly at night, this strange circle of dark blue water initially appears harmless to unwary captains. When a ship sails over it, however, the thing quickly solidifies into a firm gelatinous cylinder 100 feet tall, lifting the ship above the water and marooning it on the column's sticky surface. The Lull Column usually holds a ship in place just above the water while pseudopods erupt from its trunk and strike bewildered crew members, absorbing their flesh almost instantly.

She of Bliss and Loss: The tojanida sorcerer known simply as She of Bliss and Loss maintains an open portal to a demiplane of her own design 40 miles south-southeast of Raptor Island in the Shackles. This mysterious realm houses only a single lush island, whose cheery inhabitants welcome all visitors with good hearts and noble intentions. On the beach and in the jungle, hundreds of humanoids from varying lineages and backgrounds eternally celebrate, cooking great feasts, playing games, making music, and otherwise indulging themselves in any passing desire. For every 8 hours spent within this tranquil realm, a day passes in Golarion. While it sounds idyllic, seafarers looking to use the place to recuperate typically find themselves constantly bothered by revelers asking them to join the festivities; they get little rest and accomplish few tasks because of these interruptions.

Xochatli: A living artifact from lost Azlant, this enormous clockwork leviathan lost contact with its creator and master when the continent was destroyed millennia ago, and now roams the Arcadian Ocean. Resembling a giant mechanical octopus, Xochatli was created to be a war machine. Despite having lost its controller ages ago, Xochatli still clings to its primary objective of protecting Azlant's borders, fiercely warding away any who would seek to trespass on the nation's ruined shores.

NOTORIOUS SEA MONSTERS

Around tavern tables in every port of Golarion, sailors and dock workers enthusiastically recount tall tales of encounters with horrific monsters. While most regard these stories as merely the drunken rants of bored deckhands, some of the tales are chillingly true. The following pages detail three of Golarion's most infamous sea monsters.



GIGAS CLAM

This monstrous clam's conjoined shells open wide enough to swallow a horse. Inside, two tubular siphons flank the thing's innards, which resemble a fleshy, vaguely humanoid woman, save that instead of a face, it has a singular massive maw filled with rows of ravenous teeth.

GIGAS CLAM

CR 11



XP 12,800

CN Huge magical beast (aquatic)

Init +0; Senses darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 26, touch 8, flat-footed 26 (+18 natural, -2 size)

hp 149 (3d10+78)

Fort +14, Ref +10, Will +8

DR 10/magic and slashing; Immune disease, poison

OFFENSE

Speed 20 ft., swim 60 ft.; jet (300 ft.)

Melee bite +20 (2d6+9/19–20), 2 slams +20 (1d8+9 plus grab)

Ranged siphon dart +11 (2d6+9/19–20 plus poison)

Space 15 ft.; Reach 15 ft.

Special Attacks devastating bite, siphon jet, swallow whole (4d8 acid damage, AC 19, 28 hp), trample (1d8+13, DC 22)

STATISTICS

Str 28, Dex 10, Con 23, Int 7, Wis 18, Cha 11

Base Atk +13; CMB +24 (+28 grapple); CMD 34 (can't be tripped)

Feats Combat Reflexes, Improved Critical (siphon dart),

Improved Lightning Reflexes, Lightning Reflexes, Point-Blank Shot, Precise Shot, Vital Strike

Skills Perception +13, Swim +27

Languages Aquan

ECOLOGY

Environment any oceans

Organization solitary, cluster (2–5), or field (6–12)

Treasure incidental

SPECIAL ABILITIES

Devastating Bite (Ex) A gigas clam's bite attack threatens a critical hit on a roll of 19 or 20.

Poison (Ex) Siphon dart—*injury*; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d6 Str damage and paralysis; *cure* 2 consecutive saves.

Siphon Dart (Ex) A gigas clam constantly rolls collected sediment and calcifications into needle-like darts it can eject through its siphons. A gigas clam can fire one of these darts as a standard action at a maximum range of 100 feet with no range increment, dealing an amount of damage equal to 2d6 plus its Strength modifier, and possibly poisoning the target.

Siphon Jet (Ex) As a full-round action, a gigas clam can use its powerful siphon to move a creature or object at least one size smaller up to 20 feet directly away from itself or directly toward itself in a straight line. A creature trapped in this stream of water can avoid the push or pull with a

DC 22 Reflex save. A gigas clam can also use this jet to propel itself up to five times its swim speed in a straight line, and can use its trample attack in conjunction with this increased movement. If at any point during this movement the gigas clam comes in contact with a solid object (such as a ship's hull), it deals 4d8 points of damage as it rams the object with its durable shell. The save DC is Constitution-based.

Commonly found only in shallow beds of sediment on the ocean floor, the gigas clam is an unusual foe—one that often catches divers and sailors unaware when they mistake it for merely an oversized mollusk. Shining, misshapen barnacles cover a gigas clam's tough and distinctive shell, glittering nodes that attract curious fish toward the beast's side. Even larger predator fish such as marlins, tuna, and sharks can find themselves in the tightly clasped jaws of a gigas clam.

Gigas clams are primarily sedentary monsters, content to lie in wait as prey inevitably wanders toward their seemingly harmless forms. Vast fields of the titanic bivalves can be found scattered along the ocean floor of the Inner Sea, feeding on fish and any debris that falls to the bottom, including shipwreck victims and castaways thrown overboard by pirates. If no food presents itself for some time, a bed of gigas clams either relocates or crawls toward land in search of a more dependable source of food.

Gigas clams depart from their mostly passive hunting style once per year, when the bulging summer moon is at its fullest. Entire beds of the creatures propel themselves upward and burst through the surface of the water, attacking passing ships as well as coastal communities. During these times, gigas clams seek out their most favored prey: air-breathing humanoids. Using their powerful siphons to slam into passing merchant vessels and war galleons, the massive clams are indiscriminate in their search for humanoid flesh. Though they are normally hasty and seldom use tactics to obtain their prey, occasionally a lone gigas clam uses its feminine figure to trick unsuspecting ships into gigas clam-infested waters. The clam and its kin ruthlessly ram the vessel until its contents spill into the open water.

Once trapped inside a gigas clam's quivering and contracting musculature, victims are almost certainly doomed, as the clam's acidic innards swiftly melt and destroy anything within. When engaged in melee, a gigas clam can strike with both its fleshy siphons as well as its terrible foot, which terminates in a toothy maw that can deliver devastating wounds.

Since gigas clams openly attack land-dwellers only during 1 month out of the year, coastal communities and fisherfolk dwelling near gigas clam beds know to prepare their ships and docks for the deadly onslaughts of these creatures. But



even the most formidable defenses are not enough to hold back great numbers of the clams, and most find it easier to simply avoid settling near gigas clam fields. Particularly bold monster hunters and sages travel throughout the Inner Sea during the summer in hopes of spotting the slimy beasts, using elaborate charts and maps listing past reports of the creatures to pick which areas to observe. A few whisper tales of immense magical pearls buried within the clams, which they postulate are responsible for the clams' increased size and intelligence. Others propose that the monsters absorb a portion of their victims' intelligence and memories while digesting them.

INFAMOUS DEEDS

Primarily encountered in the shallow depths of the Inner Sea and off the coast of western Garund, gigas clams leave a trail of destruction during their annual rampages, and have committed numerous deeds that prove them worthy of their notoriety.

Humanoids living beneath the waves fear gigas clams as well—a field of the creatures destroyed the merfolk town of Selsurisa west of Absalom 10 years ago. The settlement had fought off the ravenous clams in years past, but the attack that devastated it was odd in that it took place during the region's cold season. The merfolk were thus unprepared when the beasts amassed and overran the town in a matter of hours. As the clams destroyed the town's sculpted caves and elegant spires, the merfolk sent waves of soldiers and giant crab companions to fight back, but their hasty defenses were no match for the sheer ferocity of the gigas clams. The merfolk have since relocated to other settlements around the Isle of Kortos, but have not forgotten the day of the attack, which many claim was inspired by fiendish sorcery not normally available to the gigas clams. Many of the merfolk still yearn to reclaim their overrun settlement, whose ruined towers and rubble-choked caves now serve as the breeding grounds for the brutal beings.

In the early days of Bloodcove's founding, gigas clams found their way deep into the Fever Sea and settled in the Vanji River delta, where they feed on the plentiful fish and other sea creatures that travel downstream with the river's current. The mammoth clams posed a great threat to the fledgling Bloodcove's fragile trade and commerce, since few ships dared sail near the shallow delta in fear of surprise attacks by the unpredictable creatures. The pirates of the then-small port banded together and eventually defeated the beasts, but were unable to kill all of them. Some residents still worry that the clams might organize a retributive assault.

ADVENTURE HOOKS

Gigas clams tend to remain passive during the cooler months, but those who venture too close to their homes during the wrong season might run afoul of the giant mollusks.

- A trio of scavenger ships recently returned from looting Azlanti ruins only to meet their fate at the hands of a gigas clam, which smashed the ships to pieces and littered their treasures all over the sea floor below. Only the captain and two sailors survived the ordeal; the captain wants to return and claim what's his, while his two crew members want to have nothing to do with the sea for a long while.
- In response to sightings of a gigas clam breaching the water this past summer near Corentyn, the Chelish Navy issued notice of a substantial bounty on the strange beasts. Several folk plan to set sail to hunt the creature. One ship in particular is crewed entirely by tengus, who keep a mysterious contraption covered with oiled canvas on their ship's deck and guard it day and night.



UGASH-IRAM

This immense creature resembles a horrific, twelve-armed squid. Its emerald eyes burn with a terrifying malignance, and the thing has a fanged maw where its beak should be.

UGASH-IRAM

XP 51,200

CR 15



NE Colossal magical beast (aquatic)

Unique gutaki (variant devilfish) (*Pathfinder RPG Bestiary 2* 88, *Pathfinder Adventure Path #7 81*)

Init +8; Senses darkvision 120 ft., low-light vision, see in darkness; Perception +20

DEFENSE

AC 28, touch 6, flat-footed 24 (+4 Dex, +22 natural, -8 size)

hp 229 (17d10+136)

Fort +18, **Ref** +14, **Will** +10

DR 10/cold iron; **Resist** acid 10, cold 10

OFFENSE

Speed 5 ft., swim 60 ft.; jet (320 ft.)

Melee tentacles +20 (6d6+11 plus grab)

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

Special Attacks savage bite (+20 melee, 4d8+11/18–20 plus poison), unholy blood

Spell-Like Abilities (CL 15th; concentration +20)

At will—*disfiguring touch** (DC 17)

3/day—*bestow curse* (DC 18), *freedom of movement*, *protection from energy*

1/day—*dominate monster* (DC 24), *rage*

* See *Ultimate Magic*.

STATISTICS

Str 32, **Dex** 19, **Con** 26, **Int** 13, **Wis** 20, **Cha** 16

Base Atk +17; **CMB** +36 (+40 grapple); **CMD** 50 (can't be tripped)

Feats Cleave, Combat Expertise, Combat Reflexes, Deadly Finish**, Greater Disarm, Improved Disarm, Improved Initiative, Power Attack, Stand Still

Skills Bluff +13, Knowledge (geography) +10, Knowledge (planes) +11, Perception +20, Sense Motive +13, Stealth –8, Swim +23

Languages Abyssal, Aquan, Common; telepathy 100 ft.

** See *Ultimate Combat*.

SPECIAL ABILITIES

Poison (Ex) Savage bite—injury; save Fort DC 26; frequency 1/round for 6 rounds; effect 1d6 Str; cure 2 consecutive saves.

South of Jalmeray, deep in the Yogisa Trench in the middle of the Obari Ocean, the terrifying gutaki known as Ugash-Iram lords over the underwater city of Achom. Ugash-Iram and its lesser kin practice foul rites and perform horrible rituals to honor their patron deity, Dagon, amid the city's strange and twisted spires, which rise out of a dark fissure in the seabed like claws climbing toward the surface. Crackling eruptions of magical energy briefly illuminate the city in flashes of light, but it is otherwise as dark and lightless as the souls of its foul inhabitants.

Because of its isolation in the deepest waters of the Obari Ocean, few surface-dwellers know of Ugash-Iram's existence, though those fisherfolk and sailors who've heard tales of the mighty being know to fear it. Locathah sages place the indomitable gutaki's age at over 3,000 years old, and dwellers in the underwater regions surrounding Achom have long loathed and feared Ugash-Iram, whose legions of devotees have spelled the ruin of countless aquatic cities. Ugash-Iram itself is

responsible for destroying a dozen massive underwater cities in the past millennium, and the scattered ruins that lie around the Yogisa Trench serve as testament to its power.

Those aquatic creatures Ugash-Iram doesn't outright annihilate are captured and integrated into Achom either as members of the slave caste or as converted devotees to Dagon. Entire tribes of sahuagin, adaros, and iku-tursos have united under the banner of Ugash-Iram and its gutaki kin in Achom, and the underwater metropolis bulges at the borders with the thousands of evil inhabitants who make their home there. These inhabitants raid for Ugash-Iram and populate its city, protecting Achom and performing all kinds of menial tasks for their overlord. With these minions, Ugash-Iram's deadly reach extends all the way to the surface of the Obari Ocean and even the nearby shores of Geb, Jalmeray, and Qadira.

Isolated in its flooded metropolis beneath the sea, Ugash-Iram has plenty of resources, a generous life span, and thousands of minions at its disposal, making it a formidable foe for any who would seek to stop the despotic gutaki before its influence spreads even further.

INFAMOUS DEEDS

The legends of Ugash-Iram remain shrouded in mystery, since few aquatic humanoids have seen the monster, and fewer still have lived to tell the tale. Some claim that the gutaki gained its power by devouring other gutaki, gaining greater power and its array of 12 tentacles.

One especially strange tale claims Ugash-Iram once captured a great kraken and imprisoned it deep in the gaping Yogisa Trench. Ugash-Iram is said to keep the behemoth perpetually on the brink of death—the gutaki and its minions carefully torture the kraken and subject it to grotesque experiments and disfiguring transformations. Just as gutaki were supposedly born when Dagon defeated the great kraken Kaktora, Ugash-Iram hopes that by subjecting its captured kraken to cruel experiments, it can create its own race of 12-tentacled followers.

While ships crossing the middle of the Obari Ocean face all manner of risks, perhaps the worst is capture by Ugash-Iram's minions. Records tell of a combined effort by Ugash-Iram's adaro and sahuagin soldiers to capture a diplomatic fleet from Vudra some years ago. A dozen lucky sailors perished during the raid; the aquatic horrors captured everyone else, smearing them with a magical jelly that allowed them to breathe underwater and dragging them to Achom for torture, experimentation, and eventual sacrifice to their lord Dagon.

ADVENTURE HOOKS

Tracking Ugash-Iram down is not a task for the faint of heart, and those who do manage to find the vile underwater metropolis of Achom would do well to stay away. Despite

ACHOM

Ugash-Iram lords over the city of Achom, a submerged metropolis built in the great oceanic ravine known as the Yogisa Trench. Most of the city is magically carved from the walls of the trench, and wicked spires curve out from the face of the rift, twisting and intertwining with each other on their journey upward. On the lightless floor of the trench, Ugash-Iram built its indomitable palace over the last 2,000 years, calling the massive temple to Dagon Deep Achom. Here, at the center of the city and focal point of all of Ugash-Iram's work, an inky haze constantly hangs over the place, and even the sparse light from the city directly above cannot pierce this veil. Ugash-Iram's most trusted gutaki wardens guard Deep Achom, with the aid of seven ghawwas recruited from the extraplanar seas of Abaddon. These ghawwas assist in the torture of Ugash-Iram's favorite prisoner, the kraken known as Hurkera.

Deformed eels, strange deep-sea fish, and octopi with any number of arms other than the normal eight swim throughout the city, but the most notable inhabitants are its overseer caste of gutaki slavers and mages. The remainder of the population is almost evenly divided between regular devilfish, skum, sahuagin, and other evil aquatic races, though merfolk scouts have reported a bizarre creature dwelling at the bottom of the trench around Deep Achom, a monster some claim is a slithering hydraggon. How Ugash-Iram was able to commandeer the aid of such foul creatures as qlippoth or divs is a secret even its most trusted gutaki advisors don't know, but some guess that they are gifted servants sent by Dagon himself.

the danger, adventurers might find any number of reasons to explore the foul settlement and face its cruel inhabitants.

- A tribe of adaro aligned with Ugash-Iram of Achom threatens Vudrani vessels bound for Jalmeray. At risk of losing their precious cargo, merchants send word to ports along the Obari Ocean's shores, searching for a group to deal with the adaro threat and determine their true motives.
- Tired of living in fear of Ugash-Iram, locathah, merfolk, cecaelias, and other non-evil aquatic creatures recently formed a congress to address the gutaki's tyranny. Legends tell of a magical device of unknown origin lost within the Obari Ocean south of Stonespire Island. Thought to be capable of blocking out mental domination—among other powers—this device would prove a great weapon in the fight against Ugash-Iram and the other denizens of Achom. The aquatic council has put out a great bounty for retrieval of the item.



URTLEYTLAR, THE TEMPEST QUEEN

This writhing terror is made of tentacles and the heads of multiple hounds. The figure of a beautiful woman extends from the monster's center, though its fiendish visage is far from welcoming.

URTLEYTLAR, THE TEMPEST QUEEN CR 20
XP 307,200



Female scylla cleric of Rovagug 8 (*Pathfinder RPG Bestiary 2* 241)
CE Huge aberration (aquatic)
Init +14; Senses all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision, *see invisibility*; Perception +34
Aura frightful presence (30 ft., DC 27)

DEFENSE

AC 38, touch 28, flat-footed 23 (+5 deflection, +14 Dex, +1 dodge, +10 natural, -2 size)

hp 406 (28 HD; 2d8+8d8+28o); fast healing 10

Fort +22, Ref +22, Will +27

Defensive Abilities freedom of movement, improved evasion; **DR 10/cold iron and lawful**; **Immune** charm effects, cold, confusion and insanity effects; **Resist** acid 20, fire 20; **SR 31**

OFFENSE

Speed 30 ft., fly 60 ft. (good), swim 50 ft.

Melee 3 bites +37 (1d8+12/19–20 plus bleed), 4 tentacles +35 (1d6+6 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks bleed (1d6), channel negative energy 10/day (DC 21, 4d6), constrict (1d6+10), deadly weather* (8 rounds/day), gale aura* (8 rounds/day)

Spell-Like Abilities (CL 16th; concentration +23)

Constant—*fly, freedom of movement, nondetection, see invisibility*
At will—*acid arrow, control water, fog cloud, greater dispel magic, major image* (DC 20)
3/day—*black tentacles, charm monster* (DC 21), *insanity* (DC 24), *mirage arcana* (DC 22), *solid fog*
1/day—*control weather, power word stun, project image* (DC 24), *summon* (level 8, 1 charybdis 100%)

Cleric Spells Prepared (CL 8th; concentration +17)

4th—*cure critical wounds* (DC 23), *divine power, inflict critical wounds^B* (DC 23), *tongues, unholy blight* (DC 23)
3rd—*call lightning^B* (DC 22), *cure serious wounds* (DC 22, 2), *invisibility purge, magic circle against good, water breathing*
2nd—*darkness, death knell* (DC 21), *gust of wind^B* (DC 21), *shatter* (2), *spiritual weapon*
1st—*cause fear* (DC 20), *command* (DC 20, 2), *divine favor, entropic shield, obscuring mist^B, shield of faith, true strike* o (at will)—*bleed* (DC 19), *detect magic, guidance, virtue*
D Domain spell; Domains Destruction (Catastrophe subdomain*), Weather (Storms subdomain*)

* See the *Advanced Player's Guide*.

STATISTICS

Str 35, **Dex** 38, **Con** 31, **Int** 18, **Wis** 29, **Cha** 24

Base Atk +21; **CMB** +35 (+39 grapple); **CMD** 65

Feats Combat Reflexes, Critical Focus, Dodge, Improved

Critical (bite), Mobility, Multiattack, Power Attack, Selective Channeling, Staggering Critical, Stunning Critical, Vital Strike, Weapon Finesse, Weapon Focus (bite), Weapon Focus (tentacle)

Skills Acrobatics +35, Bluff +25, Fly +35, Knowledge (nature) +22, Knowledge (planes) +25, Perception +34, Sense Motive +30, Spellcraft +31, Stealth +27, Swim +45, Use Magic Device +29

Languages Aboleth, Abyssal, Aklo, Aquan, Common
SQ amphibious, aura, change shape (1 humanoid form; *alter self*), undersized weapons

Gear amulet of mighty fists +3, belt of physical perfection +4, ring of protection +5

An awakened horror shaken from the depths of the sea by the catastrophic calling of Earthfall, the beast known as Urtleytlar swims the Arcadian Ocean, wreaking havoc wherever she treads. Urtleytlar is one of the Lesser Spawn of Rovagug, having escaped the Rough Beast's prison deep beneath the earth like those before her. The drow of Sekamina tell legends of a terrible many-headed beast crawling from the depths of the Dying Sea to prey upon their coastal settlements, and scholars among the dark elves hypothesize that this beast may have originated from somewhere in Orv. In this instance, their legends hold true, for Urtleytlar indeed swam the lightless depths of the Sightless Sea for centuries until she made it up the Braid, raided the aboleth population guarding the Inverted Sea, and emerged into a broken Azlant already claimed by the Arcadian Ocean.

Urtleytlar spent her first millennia on Golarion's surface terrorizing the eastern coasts of Arcadia, after which the foul beast felt an irresistible call to the lands of the east. The world rippled with destruction after the passing of Arden, and this surge of chaos washed over Urtleytlar as she felt the pull of her lord Rovagug in the Inner Sea region. She swam eastward, weaving through the shattered continent of Azlant, and as she headed toward the Eye of Abendego, she saw the storm as a manifestation of the Rough Beast's destructive power. The monstrous scylla delights in the powerful storm, and preaches Rovagug's words of destruction through the ruin she sows.

Since making the Abendego Gulf her home, Urtleytlar has gathered numerous evil aquatic humanoids (and even depraved sailors) to her wretched bosom. The boggards and skum that make up the greatest number of her minions extend her reach to the broken shores of the Sodden Lands and Shackles. Some say she guides foolish sailors hoping to sail into the hurricane, providing them temporary safety in exchange for a taste of their souls.

A handful of boggard tribes swear fealty to the Tempest Queen by capturing slaves and dragging them to the shores as sacrifices. Urtleytlar makes choice selections from among her minions' offerings, leaving the scraps for the boggards

themselves to enjoy. Though she doesn't need the froglike humanoids for her conquests, she nonetheless enjoys their adoration. In addition to these minions, she counts a number of skum armies—left masterless after their abandonment by their aboleth rulers—as her thralls. Beneath the howling winds of the Eye of Abendego, hundreds of skum dwell in the ruins of Lirgen, now sunken beneath the sea. From this base, they make deals with both boggards and humans who have managed to survive in the flooded wastes of the Sodden Lands. These tribes and gangs provide Urtleytlar with slaves and food, and she strengthens their reach by aiding them in their destructive endeavors. In addition to these humanoids, Urtleytlar uses Megrexti, her charybdis counterpart and favorite plaything, as a living weapon, sending it into the middle of fleets of ships or other attackers and laughing in delight as it tears her victims to pieces.

Urtleytlar chose as her alternate form a strangely beautiful Cyclops woman. As old a creature as she is, perhaps Urtleytlar feels a kinship with the giants who once ruled the land and waters she now calls home. Regardless, her alternate form has tricked many explorers searching for the ruins of Ghol-Gan, easing them into an odd complacency before she utterly destroys them and their crews.

INFAMOUS DEEDS

Thriving within the dangerous force of the Eye of Abendego, the Tempest Queen gleefully besets any ship or fleet hoping to penetrate the storm. Many explorers in search of lost cities from Lirgen or ruins of ancient Ghol-Gan risk running across this wrathful creature.

An insane, destructive whimsy marks Urtleytlar's behavior, and she delights in betrayal at the slightest offense. She leads some sailors safely through the storm for a time, then closes off the pockets of calm on the pitiful crew, leaving them to be ripped apart by the blistering winds and churning waters.

According to the ship logs of the famed explorer Escobar Vellian, his last major encounter in the Sodden Lands was escaping the clutches of Urtleytlar. Assaulted by her fanatical skum minions and subjected to her numerous magical gambits, Vellian lost two ships during his attempts to escape, and returned to his home port with only one ship and less than one-fifth of his original crew.

ADVENTURE HOOKS

Urtleytlar tends to find sailors before they find her, and those who purposefully seek out the legendary monster are regarded as mad.

- Eager to acquire more power to further her course of destruction, Urtleytlar sends skum scouts to raid the underwater city of Wetan near the Sodden Lands. Once a port city of Lirgen, Wetan fell beneath the waves with the formation of the Eye of Abendego, and after the

settlement's destruction, a tribe of locathah squatters sought the protection of its abandoned buildings. There they discovered an inoperable planetary gate and managed to partially activate it. Urtleytlar can sense the power and wants it for her own, despite not knowing exactly what she might gain.

- Though Urtleytlar enjoys the caress of the Eye, she is hardly contained to one place, and her touch can be felt on the shores of the Shackles, the Sodden Lands, and Mediogalti Isle. Her destructive roaming causes especial trouble for the pirates of the Shackles, and a number of unlikely collaborators have settled their grudges, forming a pact to locate the dangerous scylla and kill her. Of course, with an endeavor like this, the pirates are eager for additional help.





DEAD SLAVE COVE

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On a bench near the helm, Seagrave unrolled a sea chart. It would be a race to Dead Slave Cove, where the sea devils were to rendezvous with Kered Firska. They had departed to the west, meaning that they would likely round the large isle of Motaku along its north face. From there we mapped their most probable route. It would take them deep into the Shackles, traveling west till they reached Shark Island. Twenty miles, give or take, separated its westernmost point from Raptor Island, where our destination lay.

Our ship would make its best time on the open waters, where our course would plot straight. No channels, shallow or narrow, would impede us. We faced a somewhat unfavorable wind—south-southwest where south-southeast would have served us best—but with able tacking we had a chance of catching up to them. Like infantry on land, a party

of swimming fish-people would be limited to the speed of the slowest among them: here, Queen Kless and her retinue.

The ship's priests struck up a prayer to the god of sea and storms. They did not seek his intercession; to beg Gozreh's aid is to risk his caprice. Instead they proclaimed merely their respect, and their hope that he would intercede neither for us nor for the fish-people, instead leaving air- and water-breathers alike to their own devices. I added my own silent entreaty, to Shelyn the muse.

As if in response, the wind shifted a few degrees in our favor. The sky stayed clear and winds strong. The sun dipped below the horizon, replaced by a lantern moon. His spyglass on the stars, Seagrave kept us on course.

The *Aspidochelone* reached Raptor Island in the late afternoon. Dead Slave Cove jutted into its south shore. In the hope of surprising whoever we found there, we swung

DEAD SLAVE COVE

wide and came in from the west side. We dropped anchor alongside a spit of land that concealed us from the cove. I was about to order a scouting party to row out there when the hissing of thunder lizards alerted us to the presence of Kered Firsks crew.

Atop a grassy ridge, a trio of bipedal, human-sized beasts, part lizard, part bird, stared down a motley foraging party. The animals, which lent Raptor Island its name, swiveled their long necks at the intruders, baring rows of razor teeth. One balanced on a single leg, leaving the other free to brandish its scythe-shaped claws. The pirate group consisted of a hyena-headed humanoid, an olive-skinned bruiser with obvious orc ancestry, and a pale green goggle-eyed humanoid of uncertain provenance, clad in a long coat and tricorne hat. The hyena-man fired a crossbow. The bolt flew between the thunder lizards, which leapt at the pirates, who in turn pivoted and fled. The raptors landed on the humanoid and set to tearing him apart. His comrades left him without looking back, tumbling down the slope toward the cove.

There was no question to whose ship they belonged. Kered Firsks was named the Monster Captain because he crewed the *Slicer* with humanoids of exotic extraction, from kobolds to tengus. Half of his sailors fit this description; the other fifty percent were humans, or members of the common races. Their monstrousness lay in their deeds.

We gave the survivors of the raptor encounter time to return to their ship. Then Rira took to a boat, with the sailors Jumlet and Shoutt along for the rowing. This was our stealth boat, painted blue and chased with white, to blend in with the waves. I'd learned the trick from Seagrave, who used it against me when I first hunted him. It worked because watchers in a crow's nest tended to scan the horizon, paying only glancing heed to objects nearer their ships.

Lying low in the boat, the three headed out to a position past the spit, where they could see the *Slicer*.

Little more than an hour later, Seagrave, his spyglass trained on Rira's position, cried out. A shower of magical energy blossomed in the sky. She'd loosed her signal: the sea devils had come. By the time we'd unfurled our sails, the boat was back.

"They're handing over Twill?" I asked Rira, as she clambered over the rail.

"I detected a snag in the negotiations."

Either the sea devils had decided to hold out for more, or Firsks had insulted their arrogant sensibilities. Whichever explanation held, it bought us the time we needed. I ordered the crew to battle stations. The portside fire-throwers rattled in their heavy brass casings as the crew wheeled them to starboard.

Seagrave executed our planned maneuver: We would sail by fast and close, concentrating fire on their masts. Along with the wand-blasts, we would send ordinary fire in the form of blazing ballista bolts. These we would train on the

Slicer's hull, most particularly the stern, where we hoped to damage the rudder. A successful fusillade would cripple the *Slicer*'s ability to maneuver before it even raised anchor. We would then control the pace and angle of subsequent sallies.

With the Treasure of Thallai aboard Firsks ship, the use of fire gave me some pause. As he hadn't taken custody of Twill, I could safely assume that the treasure remained safely in its protective cask. In this hid an advantage I prayed the Monster Captain would not suss out: He would try to sink the *Aspidochelone*. To protect the treasure, I could not let the same happen to the *Slicer*.

Firsks ship came into view: a low-slung sloop of purest darkwood. A sculpted wooden spider affixed itself to the prow. In its spearing legs, it held the figure of its prey, a gutted mermaid. With every curve, its design declared a speed superior to ours. Its slim masts wouldn't withstand direct hits, but at the same time made small targets.

The fish-people, gathered in the water between ships, were the first to spot us. A sea devil sentry blew alarms from a conch horn. Shouts arose from the *Slicer* as its crew scurried into position. On the aft deck, I beheld a tall figure of skeletal frame. As I did, he held a spyglass. This was Kered Firsks, spotting me as I spotted him.

Beside him cowered Twill Ninefingers. Whatever the nature of the initial delay, the sea devils had evidently completed the handover. Perhaps the fish-people would declare their interest in the matter done, and let the ships fight it out.

As soon as we were within thrower range, Rira shouted the command to fire. Overlapping bursts of flame appeared above the *Slicer*'s deck. As we raced closer, the ballista crew loosed their missiles. Some fell short; others lodged in the enemy hull. A black-garbed sailor fell from the *Slicer*'s rigging, his clothing aflame. But when the fire dissipated, the enemy ship stood largely unharmed. The wrappings on our ballista heads burned out. Neither masts nor rigging nor sails had been touched by the flame, arcane or natural.

"He's warded his ship against fire!" Rira called.

This I hadn't bargained for. The *Aspidochelone* enjoyed no such defense. Our throwers were useless; his could puncture our hull and send us to the deep.

As we completed our ineffectual pass, the *Slicer* crew hauled anchor and loosed their sails.

I ordered Seagrave to execute a turn, positioning the ship for a second pass.

Rira bounded up for revised instructions.

"Aim throwers at the crew," I told her. "If we can't burn his ship, we can certainly singe his crew. As for the ballistae, leave off the flaming rags and aim for the rigging. A lucky shot might bring something down."

"Aye, Captain."

The *Slicer* made good on its name, cutting through the water at a startling rate. Protection against fire was not the

only enchantment on Firsks ship. Despite Seagrave's best attempt to angle away at the last moment, their helmsman outmaneuvered us. We passed the other side to side, with the advantage going to the fireproof *Slicer*. Motes of flame appeared above our heads. They spread out, consuming sail and mast. Flaming shards rained down.

Ballista bolts shot from our deck and at it. One such missile struck Young Hallegg a blow. Though glancing, it carried sufficient force to send him sprawling into the opposite rail.

The pass completed, our water-crews grabbed at bucket-lines. These, fixed by pulley mechanisms, upended containers arranged atop the masts. Seawater rained down, dousing the consuming flames.

I surveyed the damage: the best that could be said was that it was not as devastating as I first imagined.

The sea between the two ships frothed: the sea devils were coming for us.

Rira ordered the fire-throwers trained on the advancing wave.

I ran to her side. "Don't shoot until some have already boarded."

"Have you gone mad?"

"You'll see," I said.

She nodded, as if realizing what a boarding by the fish-people portended.

The crew girded themselves for a shipboard fight. Within moments, the first of the monsters were up over the railing. Cutlass met trident as the mass melee was joined.

Otonto dove from the rigging into a mass of sea devils. The first few he killed merely by landing on them. The next rank he hacked through with rhythmic cleaves of his great cutlass. Aspodell kept a quartet offish-men at bay on the railing, until each in turn fell away from the hull, clutching slashed throats.

The black bulk of the *Slicer* barreled at us.

"He's coming alongside for boarding!" Seagrave yelled.

"That's the plan!" I responded. The sea devils were our shields against further fire from the *Slicer*'s throwers. Even Kered Firsks didn't dare antagonize them by opening up with Queen Kless's soldiers on board. For the first time I found myself

grateful for the legendary spite of the sea devils, which had tempted them to this mistake.

The *Slicer* swung alongside, ready to board. Our fire-thrower crews got off a last fusillade. Flames enveloped the line of men along the enemy rail. Ballista bolts thudded into the *Slicer*'s hull and masts, filling the air with wooden shrapnel. A new row of monster sailors sprung up to replace those the fire-throwers had burned. They dropped planks to bridge the two ships, or swung across on ropes. Seagrave barreled in, bashing at them as they tried to cross. A hunched goblin pirate came up from behind him to jab at his kidneys. He pivoted, smashed the creature with his gut, then grabbed him and snapped his neck.

A booming voice called my name. Kered Firsks ran the length of my deck, scattering his and my crews before him. A red headband wrapped around his temples, just above his flaring ears, leaving exposed a nearly hairless scalp dotted with black, cancerous moles. In its center appeared an embroidered mouth supported by spider's legs—the emblem of the mad god Rovagug. Only a hide vest adorned his torso. Below the waist, black silk pantaloons puffed over a pair of high black boots. He carried a bulbous black cudgel, had slung a crossbow over his back, and kept an array of butcher's knives in the various pockets of his vest. These last were more implements of torture than of combat.

Lines of catgut stitching traversed his exposed skin, from the cheeks of his face to the chiseled muscles of his lower abdomen. In keeping with certain rites of Rovagug, he had sliced open his own flesh and allowed it to be sewn hideously back together. A few irregular patches of skin either had died and been permitted to remain as cured sections of human hide, or had been transplanted from some other being entirely. On his arm bristled a hairy patch that might have originated on a giant caterpillar or tarantula. From his shoulder sprouted a patch of canine fur. The Monster Captain should long ago have fallen prey to

"The Monster Captain's epithet is well deserved."



fatal infections—that he had not was surely a reward from his god for his nihilistic exertions.

Around him a smoky aura radiated, shooting out writhing protrusions recalling the hair of a spider's leg. He clawed his way through my crew, breaking limbs and smashing in skulls. Wherever they tried to strike at him, the aura gathered, turning away blows and blunting blades.

He bellowed my name and swung at me with his club. I parried, the power of his strike vibrating through the steel of Siren Call and into my bones.

Firsk's spidery aura flared. "I had no quarrel with you, woman, until you made one with me!"

His club grazed my elbow, shooting needles of pain up my arm. "You've been on my list for a while," I said, through gritted teeth. "When I heard you had the Treasure of Thallai—"

"So what they say about you is wrong." He pushed into me, keeping me on the defensive.

"How so?" I labored to defuse his strikes.

"It's greed that drives you, too."

"True, but not the kind you'd understand."

An enemy crewman swung by on a charred rope. I kicked him into Firsk, then grabbed the rope myself. It carried me toward the foredeck. I dropped onto a bugbear, slashing his forearm open to the bone. Kered Firsk pursued, once more tearing through his crew and mine.

Rira leaned over the rail, attention fixed on the sea devils remaining in the water below. A ball of flame appeared, then plunged into the water they swam in. For yards around this central point, the ocean boiled. Fish-people shrieked and vanished beneath the bubbling surface. Sharks went belly-up. Rira had carefully placed her fireball, so that it touched down mere feet from Kless, the sea devil queen. The heat rendered her ostentatious face-spines translucent. They drooped and slipped off her head entirely, taking with them great chunks of overcooked fish flesh. Half-poached fish-people swam clear of the boiling circle, only to expire in horror as their muscles came away from the bone in white flakes. Steam rose from this swirl of death, wafting over the ship as the tantalizing smell of a seafood feast.

Then Kered Firsk was upon me, striking a blow to my shoulder that sent me bumbling into Shoutt. Firsk aimed a blow at me and hit the crewman instead, audibly cracking his skull.

I tried to catch Firsk while he was off balance, but he recovered too quickly and retaliated with a surprise blow. The force of it threw me against the foremast.

Firsk barked like a hyena. "You're no match for me, woman."

"I only need to hit you once."

"Ridiculous! No one can down me in a single blow. Not the mightiest warrior alive—and certainly not you!"

"The others said the same." I ducked an overhead swipe.

His club smashed through a length of sturdy rail.

"Give me a free hit," I said, "and prove me wrong."

His gaze traveled to the hilt of Siren Call. I feinted; he shrank back.

Sensing movement behind me, I pivoted to avoid the dagger of a backstabbing dark elf. He jerked and fell into me, one of Aspodell's throwing knives buried between his shoulder blades. His leg tangled between mine. As I stepped free, Firsk smashed my sword-hand.

Siren Call arced from my grasp.

Smiling, Firsk clutched my throat. "That was the weapon that would fell me? That would enslave me, as it did the others?"

As one, my adjutants stiffened and stopped fighting. Firsk's men stepped back from them, either instinctively aware of what had happened, or simply grateful for the respite. Rira laughed. Seagrave straightened his hat. Otundo licked his lips.

Their pause in the fighting rippled outward, until all the blades on the ship were stilled. The remaining sea devils took the opportunity to slip over the rails and vanish beneath the waves.

Firsk addressed them. "She can't control you when her sword's over there, can she?"

"No," answered Rira. "She cannot."

"What do you bid, then, for the right to slay your captor?"

I thought about the knife in my boot, and how little chance I had with it.

"I can lead you to a buried cache of fifty thousand gold sails," said Rira.

"My best cache is twice that," Seagrave bid.

"I'll serve you for a year and a day," said Otundo, "and from my cutlass you'll earn more than either of them can give."

"Attractive offers all," Firsk said. "But I'm still inclined to do her myself."

Young Hallegg leaped at him from the rigging. Firsk downed him with his off-elbow, jabbed into his larynx. He released me in order to casually kick at him, smiling at the sound of a cracking rib.

"There's one offer you haven't heard." Aspodell had eased his way through the halted scrum, and now stood a few feet behind us. At his side, he held Siren Call. Crew from both ships stepped out of his way. Through his fingers, I could see that the light in the crystals had gone dead—the sign that its geases were suspended.

"You'll give me the sword?" Firsk asked.

"Yes and no."

Aspodell winked and threw it to me. Before Firsk raised his club, Siren Call was back in my hand. Before he could lower it, I'd buried my weapon in his breastbone. Pale blue energy surrounded it as I pushed it deeper. Firsk went limp. His falling weight freed him from the blade.



As I wiped Firsks blood from it, the enthrallment crystals in the hilt blazed back to life. The four grimaced in discomfort as their geases took hold again.

Deprived of their captain, the crew of the *Slicer* surrendered. I let them leave in its boats. The ship itself we would sail to Port Peril, where we would sell it, dividing the proceeds in accordance with our charter.

Twill Ninefingers was borne on a stretcher from the *Slicer* to the deck of the *Aspidochelone*. On the right side of his face, patches of bone showed through a mess of black, burned flesh. A shard of wood, most likely a piece of railing shrapnel, protruded from his chest cavity. Remarkably, he clung to consciousness still. His hand reached out in a futile attempt to clasp my wrist.

"Captain Argent," he wheezed.

"Don't try to talk."

I directed a searching gaze to the healers, who replied with empty-handed gestures. There was no need to ask further: they'd used up all our healing draughts, and exhausted for the moment their entreaties to the gods.

"I told you my doom was coming," Twill coughed. "Sensed it for months now."

"Let's have none of that."

"I won't last the hour. I won't be able to open Firsks treasure after all."

"Never mind that."

"You don't owe me nothing, but I ask a favor anyways." He paused to choke on blood. "Throw me in the ocean."

"Of course we'll bury you at sea."

"No, throw me in the water now. That way I'll not die from bleeding."

I began to ask, but then understood.

"I'll drown instead..."

"...and go to meet your brother, on the island of ghosts. Twill, hear me out. Is Drowningtide truly where you wish to spend eternity?"

His fingers closed over my sleeve. "Better than the likely alternatives. Leastways I got a brother there." At this he lapsed into the sleep that precedes death, his chest barely rising and falling.

"Otondo!" I cried.

He limped to my side, a long gash still untended on his upper thigh.

"Throw this man overboard," I commanded.

"With pleasure."

The ogre tossed Twill over his shoulder, took him to the rail, and subjected him to an undignified dumping. The inevitable splash soon followed. How long would it take, I wondered, for his soul essence to migrate to Drowningtide? I envisioned him on the deck of that eerie ship-fortress, raising a goblet with his brother Geor. They would have until the end of time to bridge the gap that separated them in life.

Seagrave dropped a brass cask, chased in gold and silver, at my feet. Pewter suns, moons, and stars dotted its face. "So it's all for naught, then."

"Why would you say that?"

"We were after Twill, as Firsks was, to open this outer shell and gain the Treasure of Far Thallai. The entrance to a fabulous realm, where maidens fair cry out from desire unslaked. Where nectars beyond earthly intoxication wait for the swilling. Where gems and rubies lie about for the scooping."

"About that, Seagrave..."

The others gathered around. Aspodell pressed a rag to his forehead, staunching a wound. Otondo held his great cutlass as if ready to slash the cask open. Rira pretended that she wasn't studying it.

"With the lockbreaker gone, we can't open it, can we, ma'am?" Seagrave asked. "It's so much jetsam."

"I said that only Twill could force it open," I said. "He was Firsks only way to get at the treasure. Which is why we sought him, because he would lead us to the Monster Captain. As indeed he did. But if, in another life as a cloistered scholar, I studied plans for the cask's design, I might happen to know the combination, and not need to force it at all."

"You revel in the withholding of information," Rira said.

I squatted beside the cask. "I admit to a wide range of flaws, but would argue this is one of the charming ones."

In fact, it took me several attempts to remember the exact sequence. Each of its celestial bodies was mounted on an interior peg and could be moved either vertically or horizontally. With a sequence of five movements, the lock would unlatch and the lid pop open. This, under the near-palpable stares of my adjutants, I finally achieved. "And here it is," I said.

Inside the cask lay a scroll, browned with age. Dampness had fused its pages together—though with expert work, these could be prised apart.

"That's the incantation?" Rira asked. "That takes us to Thallai?"

"Again, in the interest of keeping your motivations keen, I have failed to cure you of a misapprehension. This is a poem."

Otondo and Seagrave uttered contrasting obscenities.

"This is *Thallai*, an epic once thought lost to the ages, and known now only in this single copy. Written in the days of legend, by Zeneus of Azlant."

"Zeneus," Aspodell mused. "I believe my tutor mentioned him, when I was a boy."

"And what did you learn?"

"That I was more interested in the pain thresholds of various milkmaids."

I returned the document to its cask and pressed shut the lock. "Yes, it transports you to a land of beauty, opulence, and eroticism. In your mind's eye, as you hear it recited. Through ages past scholars have spoken of it as the greatest



triumph of Azlanti letters. To have lost this forever—as surely would have happened if Kered Firk opened a cask and found only poetry inside—would have been our age's greatest tragedy. He would have torn it to shreds."

Aspodell walked away. Otundo and Seagrave ran out of common swear words, and switched, respectively, to the languages of giants and dwarves.

"We shall convey this to a college in Rahadoum, so it may be safely copied, and then dispersed to all the peoples of Golarion. Lest you consider mischief—heaving it overboard—I hereby charge you, by the power of your geases, to protect *Thallai* and its cask with full and unstinting diligence."

A strange sound rang from Rira's mask. After a moment, I recognized it as laughter.

At my hip, I felt a stab of heat. The fifth and final crystal in Siren Call's hilt flickered to full illumination. I made quick progress to Kered Firk's body, which some sailor had naively covered. With the tip of my scabbard, I pulled the blanket from him.

Kered Firk emerged grimacing from the sword's transformative sleep. Like four others before this, an interval of confusion and spluttering attended this awakening. When he calmed himself, I bid him rise.

He snarled. "I take no orders from you, woman. No matter how trivial."

"Incorrect." I tightened my grip on Siren Call's hilt, concentrating on the fifth crystal. Kered Firk trembled, as if shocked. He stood, crying out in disbelief as his body betrayed him.

"You've made a puppet of me!"

"In some senses, yes. Yet some portions of your free will you'll retain, so that you can best serve life, and justice, and knowledge—the very interests you've fought all your life to destroy. Without inaccuracy, you may use the word cruel. I would instead call it a deserved irony."

Spittle flew from his lips. "I'll slit you stem to stern. I'll dance on your corpse."

"Perhaps some day you will. Provided one of the others doesn't beat you to it." I gestured to his four colleagues, who huddled in colloquy on the aft deck. "Until then, you'll strive to balance all the destruction you've sown. Summon what patience you have,

Kered Firk. Over the next days you'll need it, as I explain the terms of the geas. You can save yourself much useless effort by committing them to heart. Rest assured that your predecessors have thoroughly tested its provisions, resulting in a comprehensive list of improvements and codicils."

Kered's acceptance of these facts was less than instantaneous. As I let him ramble through the expected litany of imprecations, my attention drifted to the other four. They stood too far away to hear, but as I have already mentioned, I read lips. Rira was immune, of course, and Otundo gave me only a view of his muscular back. He and Seagrave took turns shoving Aspodell. The nobleman bore these assaults listlessly, his shoulders slouched in apparent sympathy with his tormentors. It couldn't go too far. Among the aforementioned improvements and codicils, the first to be adopted had concerned hostilities between the geas's co-sufferers.

"You idiot!" Seagrave kept saying.

"I can't argue," answered Aspodell.

"Why did you do it?"
"I don't get it either."

"It wasn't the geas. If she's that far from the sword, she can't assert it."

"I knew that."

"And yet you didn't slay her?"

"I should have, yes. I should have."

"That wasn't the puppet Aspodell then. That was you, the true Aspodell, who returned that accursed cutlass!"

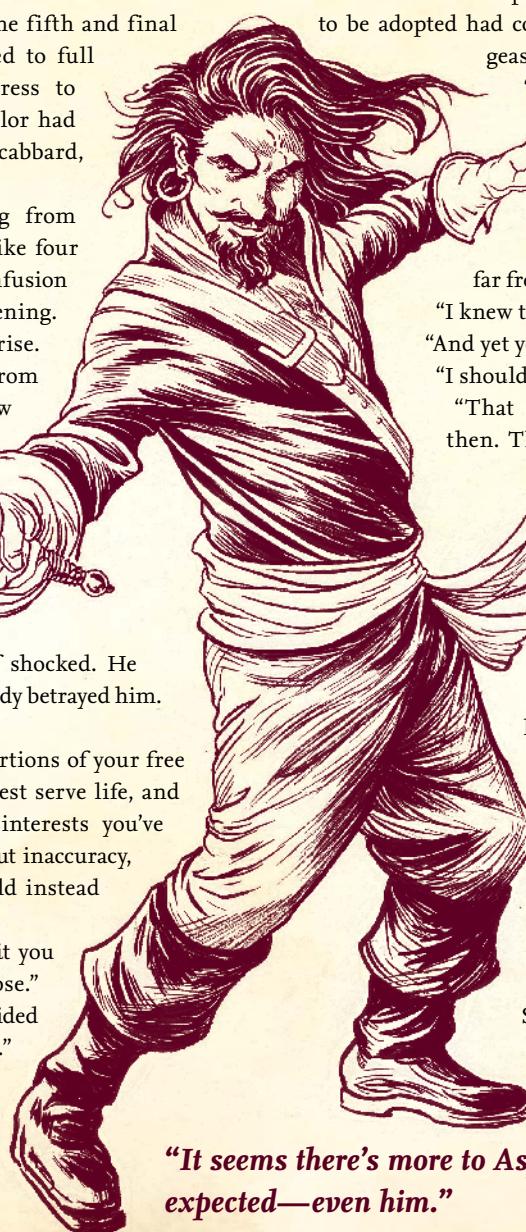
Then Rira took charge of the excoriations, for a good long time.

When she was finished, Seagrave said, "You could have slit her throat. Or just let Firk end her, and we'd have finished him."

"Could have," said Aspodell.

Seagrave seized him by the shirt. "Then why didn't you?" He threw Aspodell into a cabin wall.

For a moment, Aspodell seemed dazed. Then: "I wish I knew, Seagrave. I surely wish I knew."



"It seems there's more to Aspodell than anyone expected—even him."



BESTIARY

We wandered the partially flooded sea caves for hours before finding the hidden door. Shrouded in illusion, the massive steel door came into view only after Baythus cast his spell. It took me nearly ten minutes to render the traps inoperable and free the locking mechanism, but those protections were the least of our worries. A multi-hued nightmare lay behind the door, likely having protected the cache of magic beyond for decades. Poor Januo made a valiant stand but we watched in horror as the beast drowned him before we could gather our wits and finally dispatch it.

—From the journal of Marliss Nalathane, explorer

This final installment of the *Skull & Shackles* Bestiary brings more cruel and terrifying monsters for your seafaring adventures. Included within are prehistoric beasts, an otherworldly threat, and sinister variant sea serpents to threaten all manner of adventurers.

SAILORS, SHIPS, AND OTHER VICTIMS

The waves of the Shackles bring terrors both monstrous and humanoid. While making a name for themselves in the Shackles, the PCs encounter various ships and pirates in the Fever Sea. Some are at port, while others they meet in ship-to-ship combat on the high seas. Below are three pirate ships stocked with dangerous foes the PCs can encounter while on their mission to become the most notorious pirates of the Shackles.

GMs seeking to challenge their PCs on the high seas may use any of the following ships as threats. Each of the ship entries provides information on a particular pirate ship and describes its place in the Shackles. GMs looking for more tools to help them conduct their boarding raids and shipboard battles should also check out *GameMastery Flip-Map: Pirate Ship* and *GameMastery Map Pack: Ship's Cabins*.

GMs using the plunder rules presented on page 61 of *Pathfinder Adventure Path #55* should award the PCs 1d4 points of plunder for any ship they successfully raid.

The Maiden's Gasp: This decrepit ship sports tattered sails and frayed ropes. The pitiful vessel is home to a coven of hags. A green hag (*Pathfinder RPG Bestiary 107*) named Heldra and her two sea hag (*Bestiary 243*) sisters, Juvala and Nicrasti, manage a crew of 22 fuath gremlins (*Pathfinder RPG Bestiary 3 142*). The fuaths make terrible crew members, so the ship mostly drifts with the currents, yet sometimes the sea hag's giant squid companion (*Bestiary 259*) drags the disabled vessel along as it swims. The main ploy of the *Maiden's Gasp* is to appear as a derelict ship. Heldra and her underlings all remain hidden until another ship's crew boards, at which point the fuaths leap from their hiding places to assault the raiders and scavengers while the hags use their coven spell-like abilities to neutralize the attackers. All in all, this is a CR 12 encounter.

Vindictive: Charged with preceding the Chelish navy during massive attacks, the *Vindictive* is a sleek three-masted schooner capable of holding its own in a battle. This vessel is part of the *Majestrix Malus*, the scouting arm of the imperial navy of Cheliax, and everyone serving aboard this ship bears a tattoo of a five-pointed star being eaten by a whale. This vessel is helmed by Captain Aryal Missolet (use stats for pirate captain on page 281 of the *Pathfinder RPG GameMastery Guide*). Her first mate (*GameMastery Guide 295*) commands four sellswords (*GameMastery Guide 283*) who in turn command two raiders each (*GameMastery Guide 280*). In addition to this military force, 40 shipmates (*GameMastery Guide 294*) serve on this vessel, ready and

SEA CAVE ENCOUNTERS

%	Result	Avg. CR	Source
1–6	1 albino cave solifugid	4	<i>Bestiary 2</i> 253
7–9	1 sea hag	4	<i>Bestiary</i> 243
10–13	1 slithering tracker	4	<i>Bestiary 2</i> 250
14–16	1 ochre jelly	5	<i>Bestiary</i> 218
17–21	1d20 lacedons	5	<i>Bestiary</i> 146
22–25	1 cave giant	6	<i>Bestiary 3</i> 127
26–31	1d6 giant black widows	6	<i>Bestiary 2</i> 256
32–38	1d6 werecrocodiles	6	<i>Pathfinder</i> #58 90
39–43	1d4 cecaelias	7	<i>Bestiary 3</i> 49
44–49	1d10 chokers	7	<i>Bestiary</i> 45
50–53	1d10 cockroach swarms	7	<i>Bestiary 2</i> 258
54–58	1 ghost captain	7	<i>Isles of the Shackles</i> 62
59–61	1 tupilaq	7	<i>Bestiary 3</i> 275
62–64	1 giant slug	8	<i>Bestiary</i> 254
65–69	1d8 seacats	8	<i>Pathfinder</i> #56 86
70–73	1 soucouyant	8	<i>Isles of the Shackles</i> 61
74–78	1 coral golem	9	<i>Isles of the Shackles</i> 47
79–82	1 galvo	9	<i>Pathfinder</i> #59 88
83–86	1 giant snapping turtle	9	<i>Bestiary 2</i> 273
87–90	1d8 great diadem urchins	9	<i>Pathfinder</i> #56 89
91–95	1d6 duppies	10	<i>Isles of the Shackles</i> 48
96–99	1 tiberolith	10	<i>Pathfinder</i> #56 90
100	1d8 chuuls	11	<i>Bestiary</i> 46

willing to fight as needed. All the fighting forces on this ship constitute a CR 15 encounter.

Waking Nightmare: Other than dropping anchor during the day and sailing full on through the night, this ship appears no different from any other vessel upon the Fever Sea. Hardy crew members raise sails and keep the ship in top order, though their captain is a sinister creature indeed. A phase spider (*Bestiary 226*) captured this frigate and enslaved its crew. Many leaped into the water rather than serve such a creature, but 32 shipmates (*GameMastery Guide* 294) stayed behind. These sailors are plagued by nightmares and go about their work in a constant trance. When any wake up enough to act out, the phase spider threatens them with the animate dream (*Pathfinder RPG Bestiary 2* 29) she keeps below deck in the darkened cargo hold. If attacked or raided, the phase spider knows she can safely step into the Ethereal Plane and away from any real danger. If all creatures join the attack, this ship is a CR 13 encounter.



ADDU

Striped with the brilliant colors of a maritime sunset, this beast winds its enormous body through the waves, a pair of wiry, talon-tipped arms and a snout full of horrendous teeth preceding a fan of razorlike fins.

ADDU

CR 15



XP 51,200

N Gargantuan magical beast (aquatic)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 28, touch 10, flat-footed 24 (+4 Dex, +18 natural, -4 size)

hp 212 (17d10+119)

Fort +17, Ref +14, Will +9

Immune poison; Resist fire 30

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +26 (4d6+13/19–20), 2 claw +26 (2d8+13/19–20), tail slap +21 (2d8+6)

Space 20 ft.; Reach 20 ft. (30 ft. with tail slap)

Special Attacks capsizing, miasmic breath, rip current

STATISTICS

Str 36, Dex 18, Con 25, Int 2, Wis 15, Cha 13

Base Atk +17; CMB +34; CMD 48 (can't be tripped)

Feats Critical Focus, Endurance, Improved Critical (bite), Improved Critical (claw), Improved Iron Will, Iron Will, Power Attack, Sickening Critical, Vital Strike

Skills Perception +21, Swim +25

ECOLOGY

Environment warm oceans

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Miasmic Breath (Su) Once every 1d4 rounds, an addu can exhale a 30-foot cone of poisonous breath. Creatures caught in the area must make a successful DC 25 Fortitude save or take 1d6 points of Constitution damage. This is a poison effect and the save DC is Constitution-based.

Rip Current (Su) An addu can stir the water in such a way that it creates powerful currents in its immediate area. As a move action, an addu can either push creatures and objects up to 30 feet away from it or draw creatures and objects within 30 feet toward it. Creatures and objects caught in the rip current can resist being moved with a successful DC 25 Reflex save. This ability can only be used in the water, and the save DC is Constitution-based.

As enigmatic as they are dangerous, addus hail from the most hellish corners of Golarion's deepest seas. Addu encounters are thankfully rare, but those who have faced one and survived tell tales of the beasts' unimaginable powers. As a result, merchant and pirate lookouts alike carefully watch the watery horizons for

jagged, fiery-hued spines, which have come to signal seafarers' imminent doom.

The colors of the tropical deep—simmering reds, yellows, and oranges—decorate addus' long, serpentine bodies. In addition to the ominous fins on their backs, smaller spines jut from addus' snouts, heads, and necks. Their short but powerful forearms can strip flesh from bone, especially when the beasts employ them alongside their barge-sized jaws, which bear teeth the length of daggers. With long tails that can sweep from the water with whiplike velocity, addus can reach up to 50 feet long and weigh up to 14,000 pounds.

ECOLOGY

Legends claim that when Golarion was young, fissures in its deepest seafloors began spewing noxious gases left over from the planet's formation. These geysers helped provide life-giving heat to the equatorial oceans, but also rendered small pockets of deep-sea waters uninhabitable. Golarion's thriving aquatic ecosystem pushed back, however, and from these poisonous environs emerged the hardy addus. The geysers nurtured and strengthened these enormous, tropically colored creatures, instilling in them a mindless cruelty and a voracious hunger for raw meat.

Legends maintain early addus trolled the edges of their toxic haunts, harnessing the power of rip currents to kill any prey lurking within the tolerable waters beyond. Eventually, addus evolved to embrace the poison native to their homes, and even to expel it as a weapon, bringing instant death to any creature unlucky enough to inhale it. Experts are unsure just how the addus developed their hunting techniques—whether magically or through a fluke of nature—but all agree that nothing known to modern scholarship explains their deadly abilities.

In time, the deep-sea creatures developed heightened instincts that kept them far away from the telltale haze of addus' watery lairs. It was then that hunger drove the beasts to establish hunting grounds in shallower waters. Their natural maliciousness led addus to fight among themselves until each survivor had enough space to roam and feed alone.

Scholars believe that every few weeks, addus experience a blinding hunger that prompts them to turn the seas red with the blood of their meals, which often consist of hundreds of pounds of raw, still-twitching meat. Addus are known to feed on whales, giant squid, dire sharks and—when other prey is scarce—sea serpents. Tales of epic battles between addus and sea serpents exist among many seafaring nations, scaring children and serving as a warning to sailors. Even more terrifying, however, are rumors that claim addus periodically crave humanoid flesh, and will capsizes ships as large as their own bodies to obtain just a few bites of this succulent treat. Scholars



debate whether addus hunt ships or rather attack them by mistake, confusing the vessels' shadows with those of surfacing whales. Regardless, addus pose a major threat to any vessel that frequents the vast stretches of open water where these beasts tend to stake their claims.

HABITAT & SOCIETY

Owing to their violent natures, addus are nearly always found alone. They are said to be most concentrated in Golarion's southern seas, where legends allege ancient, noxious underwater geysers once were plentiful. A particularly unsettling tale speaks of an area several hundred miles west of the Shackles archipelago where addus' hunting grounds perfectly abut one another like a deadly, invisible puzzle.

Although an addu that intrudes on another's hunting grounds can most certainly expect to battle its fellow beast to the death, some pirate legends maintain that these creatures occasionally cooperate—when it suits them. For example, an Ollo-based pirate captain once claimed that after happening upon a vicious battle between two addus, his vessel came under attack when the beasts spotted his ship's sails. Once the pirates outran them, the addus turned on each other again, intent on settling their original quarrel. But given that survivors of addu attacks speak of the speed with which the creatures dispatch their targets, most old salts conclude the captain invented a compelling but ultimately fictitious tale. It's believed that no one has yet survived a battle involving more than one addu.

Scholars believe that female addus typically patrol hunting grounds measuring only a few square miles, while male members of the species are more nomadic, often moving on to new territories every few weeks. This may explain the beasts' reproductive practices. Aquatic elves report that up to five times during the creatures' fertile years, female addus deposit groups of six to eight eggs at the edge of their hunting grounds. The eggs secrete the noxious fumes that lend addus their infamy, attracting any nearby males, which then fertilize them. Addlets (as their young are called) appear to be born into a state

of frenzy, immediately initiating brawls among their siblings. As is fitting for such vicious creatures, only the strongest addlet of a litter survives to seek its own hunting grounds and wreak havoc on its own victims.

Despite their violent tendencies, addus appear to be long-lived creatures. Native tales speak of single addus that have terrorized the same waters for up to 6 centuries. These stories say the longer addus live, the more they crave humanoid flesh—or the more they crave maritime battle, depending on the variety of the tale. Either way, some of these stories describe addus, wizened through millennia of survival, capsizing ships before their unfortunate crew members ever realize they're being targeted. Then, the tales claim, the ancient addus pluck their victims from the sea, stripping the flesh from their bones one by one and offering no mercy save the final rest of death.





DEVIL, DROWNING

Frail, finlike wings erupt from the back of this serpentine creature, whose head resembles that of a ram-horned, four-eyed fish, and whose muscular arms end in masses of writhing tentacles like fists made of sea anemones.

DROWNING DEVIL (SARGLAGON) CR 8 XP 4,800



LE Large outsider (devil, evil, extraplanar, lawful)
Init +7; Senses darkvision 60 ft., see in darkness, *see invisibility*, Perception +17

Aura heavy aura (10 ft., DC 18)

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 103 (9d10+54)

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

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 30 ft. (average), swim 40 ft.

Melee bite +15 (2d6+5), 2 slams +15 (1d8+5 plus poison)

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

Special Attacks drown

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*see invisibility*, *water breathing*

At will—*control water*, *curse water*, *discern lies*, greater *teleport* (self plus 50 lbs. of objects only), *hydraulic push** 3/day—*hydraulic torrent**, poison (DC 18), protection from good 1/day—*freedom of movement*, summon (level 4, 1 drowning devil 35%)

* See the Advanced Player's Guide.

STATISTICS

Str 20, **Dex** 25, **Con** 23, **Int** 16, **Wis** 20, **Cha** 19

Base Atk +9; **CMB** +17; **CMD** 33 (can't be tripped)

Feats Agile Maneuvers, Combat Reflexes, Dodge, Weapon Finesse, Wind Stance

Skills Bluff +16, Diplomacy +16, Fly +5, Intimidate +16, Knowledge (nature) +15, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +15, Swim +22

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

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or guard (3–10)

Treasure standard

SPECIAL ABILITIES

Drown (Su) As a full-round action, a drowning devil can summon murky water into the lungs of a single target within 30 feet. If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. At the start of its next turn, the target must succeed at a DC 18 Fortitude save to cough up this water; otherwise, it falls unconscious at 0 hit points. On the next round, the target

must save successfully again or drop to -1 hit point and be dying; on the third round it must save successfully again or die. The save DC is Charisma-based.

Heavy Aura (Su) Whenever a creature enters the drowning devil's heavy aura, it must succeed at a DC 18 Will save or reduce its speed as if carrying a load one step higher or wearing armor one category heavier (whichever is worse), and the creature's armor check penalty increases by 2. A creature already carrying a heavy load or wearing heavy armor that fails its save cannot move as long as it remains in the affected area. A creature that successfully saves against a drowning devil's heavy aura is immune to that devil's aura for 24 hours. The save DC is Charisma-based.

Poison (Ex) Slam—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d4 Str; cure 2 consecutive saves.

Few creatures among the hosts of Hell have as horrific a visage as a drowning devil—called a sargragon in its own Infernal tongue. Four unblinking orange eyes stare out of its vaguely piscine head, flanked by a pair of curving ram's horns and located above a wide mouth of countless jagged teeth. Where one would expect hands or even claws, a drowning devil instead has fists of writhing, stinging tentacles, as though the infernal creature bore a pair of sea anemones as poisonous cudgels. A pair of finlike wings sprouts from the beast's shoulders, wafting like seaweed at their frayed ends. Below the waist, a drowning devil resembles a long, serpentine fish, with a fluked tail and a ridge of spines running down its back.

Drowning devils take great pride in being the best-adapted guardians of Hell's waterways, and are among the few fiends who travel the seas and rivers of the multiverse as part of larger infernal plots. Though a drowning devil can function perfectly well on dry land or even in the air, it is truly a force to be reckoned with within its natural aquatic environment. In any environment, a drowning devil moves with a haunting liteness as though it were swimming through the air or across the ground.

The typical drowning devil weighs 600 pounds, and when stretched to full length, can surpass 15 feet from head to tail.

ECOLOGY

Most sargragons come into being when petitioners of Hell exhibit particular skill or passion for keeping secrets, guarding passageways, and protecting against incursions. Drowning devils are vigilant guardians whose versatility in all environments makes them ideal sentinels, especially over Hell's waterways. From the swamps of Stygia to the River Styx, intruders often use Hell's aqueous channels to encroach upon Hell's borders from other planes, and cowardly souls flee to these waterways in the hope of finding a route to escape



their eternal torment. Thus, those lower-ranking devils who please the masters of Hell by guarding the secrets and captives that power the plane and its denizens are sometimes transformed into sarglagons, granting them better tools with which to ensure the safety and seclusion of their charges.

HABITAT & SOCIETY

From the fetid swamps of Stygia, the fifth layer of Hell, rise the Academies of Lies, where the archdevil Geryon and his minions hoard secrets, lies, and valuable knowledge with which they can manipulate weaker souls throughout the planes, bringing untold numbers to the ranks of Hell. But while the osyluths actively seek these secrets and lies to swell their library-temples, drowning devils serve as the guardians of the mires that surround them, ensuring unwelcome eyes do not gaze upon the secrets that ensure Hell's dominance, and preventing oaths held tight by their masters from slipping out of the devils' grasps.

Drowning devils not only serve as sentinels of Hell, but are often called by diabolists and conjurers on the Material Plane to serve as guardians of their infernal lairs, hidden treasures, or personal secrets. Gaining a sargragon's service often comes at a high price, for a drowning devil is not likely to simply stand watch when given access to an item so valuable that it requires a fiendish guardian. Rather, the contracts required to bind them to their task typically come with strict terms defining how long the devil will serve as protector, what access it can have to that which it guards, and what portion of its charge it may claim when its service is finished.

Those who wish to bind a drowning devil or call one as a planar ally find better success when the secret or treasured prize they wish the sargragon to protect is more valuable, more damning, or ultimately more attractive to the devil, as the temptation of guarding something it can later use for its own benefit can motivate a drowning devil to bargain more flexibly, lest it risk losing access to such a prize for being too stubborn or demanding. Even then, mortals must be as vigilant as their devil

servitors in order to ensure that the sarglagons are not exploiting some oversight in their negotiations.

Some on the Material Plane find themselves the wards of drowning devils without personally entering into an agreement with a sargragon. This is especially common in cases where the taint of infernal blood runs through a human's veins, or more often when a human births a tiefling child. In these instances, the devils related to the mortals contract the sarglagons to act as their proxies upon the Material Plane—agents tasked with ensuring the safety of the devils' humanoid kin. Whether the devil progenitors do this to keep their mortal offspring safe for their own far-reaching plans or out of some sense of loyalty depends on the particular instance, but for those under the care of a drowning devil, the motivations rarely matter. A sargragon's vigilance is stifling to one hoping to live a life of free choices and privacy, and often the greatest threat to drowning devil's charges is the charges themselves, as many see suicide as the only way to escape the constant gaze of their eerie diabolic guardian.



FACELESS WHALE

A deep groan at the edge of hearing precedes the appearance of this sightless leviathan, whose pallid body breaks the surface of dark waters without as much as a ripple.

FACELESS WHALE

XP 51,200

CR 15



N Colossal magical beast

Init -2; **Senses** blindsight 150 ft.; Perception +19

DEFENSE

AC 30, touch 0, flat-footed 30 (-2 Dex, +30 natural, -8 size)

hp 248 (16d10+160)

Fort +22, **Ref** +8, **Will** +7

Immune sonic, gaze attacks, sight-based attacks, visual effects and illusions

Weaknesses blind

OFFENSE

Speed 0 ft., swim 40 ft.

Melee bite +25 (6d6+17), tail slap +20 (4d6+8)

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

Special Attacks capsized, resonant song, swallow whole (4d6 acid damage, AC 25, 24 hp)

STATISTICS

Str 45, **Dex** 6, **Con** 30, **Int** 4, **Wis** 11, **Cha** 5

Base Atk +16; **CMB** +41; **CMD** 49

Feats Awesome Blow, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack

Skills Perception +19, Swim +25

Languages Aklo (can't speak)

SQ blind, hold breath

ECOLOGY

Environment any water

Organization solitary, pair, or pod (3–16)

Treasure none

SPECIAL ABILITIES

Blind (Ex) A faceless whale sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 150 feet, the whale is considered blind. A deafened faceless whale is effectively blinded as well. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Resonant Song (Su) As a standard action, a faceless whale can focus a 60-foot ray of sonic energy on a single target that deals 8d6 points of damage. This ray deals normal damage to objects, but is still subject to hardness. Alternatively, a faceless whale can blast this resonant energy in a 60-foot cone. Creatures in this area must succeed at a DC 28 Fortitude or be stunned for 1d4 rounds. Any submerged creature holding its breath must succeed at a second Fortitude saving throw at the same DC or it has its breath knocked out of it and instantly begins drowning.

Called “ansiktsloshvals” in Aklo, and sometimes called “Darklands whales,” faceless whales are enigmatic predators of the Sightless Sea rarely encountered elsewhere on Golarion. Like cavefish, faceless whales lost their eyes and pigmentation from countless generations spent living and breeding in the lightless depths. The lack of pigmentation leaves the creatures’ skin little more than a transparent, blubber-lined film, with pulsing veins and churning organs visible beneath the silvery membrane. Sailors’ lore from the Sightless Sea claims a faceless whale’s most recent meal shows through the taut skin of its belly.

It is unknown precisely how long faceless whales have inhabited the Sightless Sea. Some legends claim faceless whales began their lives as normal toothed whales that washed into the Darklands



during the cataclysm of Earthfall, if not long before. Darker tales contend the faceless whales were driven into the realm of Orv by a coven of powerful sea hags, who robbed the faceless whales of their sight when they refused to teach the hags their potent song.

An adult faceless whale is 70 feet long and weights 90,000 pounds, though some specimens stretch these averages and grow half again as large.

ECOLOGY

Faceless whales resemble the toothed whales common to the Arcadian Ocean in body structure, possessing a tapered mouth lined with stubby, conical teeth and a streamlined body. Lacking eyes, faceless whales depend totally upon their keen blindsight to navigate, seek prey, and avoid the predations of the Sightless Sea's most horrific inhabitants. Faceless whales prefer to hunt near the bottom of the Sightless Sea, where crushing pressures and freezing temperatures nurture large, sluggish organisms with few places to hide, and where the whales find safety from other menacing predators. Because of the unusual and outright alien composition of the creatures found within the lowest depths, faceless whales developed indiscriminate appetites. A hungry faceless whale consumes virtually any living thing it can gulp into its jaws, including the plentiful aquatic aberrations. Faceless whales can remain submerged for hours at a time, diving to depths of over 7,000 feet. Faceless whales that survive to adulthood in the harsh conditions of Orv live 80 years or longer.

As predators that spend the majority of their lives in the deepest waters, Darklands whales are rarely spotted. Those who sail upon the dark currents of the Sightless Sea and Lake Nirthran see these beasts only when the whales surface to breathe. When surfacing, a faceless whale breathes for minutes at a time, exhaling and inhaling massive volumes of air in great misty spouts.

When a faceless whale finds prey it can easily outswim, it plunges downward with its mouth agape, snapping up the morsel before it can react. When pursuing larger or faster prey, the faceless whale becomes a persistence hunter, hounding its quarry at a deceptively leisurely pace. After what often proves to be days of dogged pursuit, the whale's prey becomes too exhausted to swim further. Before the quarry can marshal the last of its strength to defend itself, the faceless whale renders it helpless with a resonant song. When the faceless whale is not in combat, it uses this sonic attack to break through rock and gain access to new hunting grounds within Orv and beyond.

HABITAT & SOCIETY

Faceless whales typically hunt and swim alone, except when prey is abundant. When hunting is favorable, faceless

whales organize into pods led by the oldest (and typically largest) female. Pods are short lived, often forming only a handful of times within a faceless whale's lifetime. As such, males compete fiercely for breeding rights during these gatherings. Pods last only as long as prey sustains them. Once food becomes scarce, the pod disperses into the Sightless Sea, and individual whales brave the chill waters alone in search of richer hunting grounds.

Mated pairs of faceless whales remain together only long enough to raise their first calf. This period of nurturing typically lasts no longer than 5 years—just enough time for the parents to teach a calf basic hunting strategies and witness its first unassisted kill. Afterward, the parents part ways, leaving the calf to mature to adulthood or perish in the uncertain depths of the abyss.

A faceless whale spends the majority of its life in isolation, plumbing the depths of the Sightless Sea in search of prey, the occasional mate, and hunting grounds rich enough to support a temporary pod. When it makes such a discovery, a faceless whale circles the boundary of the new territory, calling out to its fellows with a groaning, dirge-like song that carries for leagues. Whalers who ply their trade upon the Sightless Sea listen for this dirge with fanatical obsession. Faceless whales provide numerous alchemical ingredients, and their bones and teeth make excellent weapons and armor. An adult faceless whale possesses enough of both to make a crew of whalers rich, provided they have the courage and skill to slay the creature.

Though faceless whales prefer larger meals, they eagerly prey upon humanoids when other food is scarce. A sailor fallen overboard makes an easy snack for an adult or a full meal for a juvenile. Conventional wisdom claims that faceless whales consider seagoing vessels indigestible, but serpentfolk hiss tales of faceless whales of exceptional cunning that capsize or fracture ships and feast upon the drowning crews, plucking them from among the flotsam.

On rare occasion, a faceless whale finds its way into the oceans of Golarion. Some believe the creatures possess an instinctive knowledge of hidden waterways linking the Sightless Sea to the world above (perhaps all that remains of the migratory instincts that once drove their cetacean ancestors). Those few faceless whales that venture beyond the Darklands typically do so only briefly, breaching the surface on moonless nights just long enough to take in a breath of air free from the fetid staleness of Orv.

Many sages postulate that the Sightless Sea is bottomless, its deepest trenches connecting to planes of primordial darkness where the pressure is capable of crushing living beings into stone. It is possible that the Sightless Sea is just one of many faceless whale hunting grounds. If this is the case, there is no telling what a faceless whale might bring up from the ebon depths.



GARGIYA

With burning eyes and a snapping maw, this blood-red serpent rises from the ocean's depths. Sweltering heat radiates from its rippling scales.

GARGIYA

XP 9,600

CR 10



N Huge magical beast (aquatic)

Init +1; Senses darkvision 90 ft., low-light vision; Perception +6

DEFENSE

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 138 (12d10+72)

Fort +14, Ref +11, Will +4

Immune fire

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +20 (3d6+10/19–20 plus grab), tail slap +15 (2d6+5)

Space 15 ft.; **Reach** 15 ft.

Special Attacks boiling seas, constrict (3d6+12), dying gasp, scalding scales

STATISTICS

Str 31, Dex 13, Con 23, Int 2, Wis 10, Cha 10

Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 35 (can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Lightning Reflexes, Power Attack

Skills Perception +6, Stealth +4, Swim +22

ECOLOGY

Environment warm oceans

Organization solitary or shoal (2–3)

Treasure none

SPECIAL ABILITIES

Boiling Seas (Ex) Once per minute, a gargiya can concentrate the heat within its body, causing seawater in a 20-foot radius to boil for 1d6 rounds. All creatures caught in this boiling seawater take 4d8 points of fire damage. Creatures spending 2 or more consecutive rounds subjected to this damage must succeed at a DC 22 Fortitude save or fall unconscious. The save DC is Constitution-based.

Dying Gasp (Su) When a gargiya is killed, it disgorges from its gullet the molten boulder that heats its body. Its fiery death throes deal 6d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 22 Reflex save halves this damage. The save DC is Constitution-based.

Scalding Scales (Ex) A gargiya generates such intense heat that anything touching it takes 2d6 points of fire damage. Creatures striking a gargiya with natural attacks or unarmed strikes are subject to this damage. Any metal weapon striking a gargiya must succeed at a DC 22 Fortitude save or melt, gaining the broken condition. A metal weapon that fails a second save is destroyed. Wooden weapons are destroyed after only one failed save. The save DC is Constitution-based.

Crueler and more volatile than their sea-serpent cousins, gargiyas gravitate toward and sustain themselves on seismic hotspots. Far from being a danger to the beasts, these bubbling crevices spew a form of magma that imbues gargiyas with incredible abilities. From birth, gargiyas ingest magma bubbling up from the ocean floor. By the time they've reached maturity, the monsters develop a molten core in their gullets that allows them to call forth scalding heat at will. Gargiyas' aggressive tendencies toward seafarers have garnered them a well-earned nickname—"boiler beasts."

Gargiyas' affinity for all things volcanic has left a pattern of stippled crimson on their massive, snake-like bodies. The spiny frills jutting from their heads and necks resemble enormous, iron-forged blades, and hundreds of stubby appendages line the sides of their underbellies, wriggling ominously when the beasts rear from the sea. Of all the gargiyas' features, though, perhaps the most intimidating are their eyes and maws, which seethe with the light and heat of burning coals—particularly when the beasts are aggravated. Capable of slithering through water like an enormous python, a gargiya stretches 30 feet in length and weighs up to 5 tons.

ECOLOGY

Legends of the seas say that early in gargiyas' existence, as the ocean floor around them shuddered and stretched, the warmth of the seas' burgeoning volcanoes fascinated the beasts. To the gargiyas, these seismic regions offered a siren call of safety, isolation and—unbeknownst to the animalistic creatures—power. While it's unclear just how it lends gargiyas such power, scholars agree that this magma serves as gargiyas' primary sustenance and as the source of their hyperthermal abilities.

Scholars believe that as gargiyas became more adept at manipulating heat, they became more protective of the magma vents they call home. Whereas early legends speak of gargiyas that rarely surfaced, preferring to stay close to their volcanic lairs, modern stories tell of gargiyas that see any sentient creatures—even if they're sailing a mile away—as threats to be met head-on. The few sailors who have survived these encounters warn of gargiyas that actively patrol the waters surrounding their magma vents, surfacing at even the slightest sign of unlucky passersby. Apparently, to the gargiyas, any who venture near their precious lairs must covet them.

Because of gargiyas' aggressiveness, a small subset of oceanic cartographers has devoted itself to recording the locations of their known lairs. These maps, available in many southern ports' markets, are popular among traders and pirates who wish to skirt fiery confrontation. However, in testament to the cutthroat competition between many port merchants, it's not unheard of for

these maps to contain “mistakes”—oversights built into the guides by their previous owners, hoping to lure rivals to horrific doom, or protect favored shipping lanes.

Despite gargiyas’ destructive reputations, some Golarion cultures revere their molten cores as a symbol of status and wealth. Taldans, in particular, are drawn to the cores’ seductively mysterious glow. The richest Taldan patriarchs often believe owning such a rare treasure—and showing it off, of course—is a worthy life goal. Careless of the risks gargiya hunts entail, these patriarchs sometimes sponsor teams of adventurers to quest for these cores. Most of these expeditions end in bloody and burning tragedy, but to some hardy sea-goers, the potential rewards of glory and riches are too alluring to resist.

HABITAT & SOCIETY

Gargiyas mostly live alone near major archipelagos with abundant volcanic activity. They are most numerous in the isolated waters surrounding the Shackles, though scattered sightings have been reported throughout Golarion’s warmer seas. There is a significant concentration of gargiyas near the Smoker where magma seeps up from the sea floor, and also talk of a stretch north of Shark Island where gargiya lairs speckle the ocean floor by the dozens. No one knows, however, whether this latter story is true or rather was concocted to deter authorities from the hideouts of buccaneers who roamed the islands before the sahuagin staked their claim there.

Gargiyas do not typically share their homes with others of their kind. However, sailors have told stories of defeating a gargiya after a long and brutal struggle only to come face to face with another one—ostensibly coming to its kin’s aid. The question of whether these tales are simple exaggerations or evidence of gargiya collaboration has prompted many a fistfight in portside taverns. How well these braggarts fare in such brawls often indicates whether they’re capable of the outlandish adventures they so boldly claim.

Although tales of collaborating gargiyas are unsettling enough, even more sinister rumors have surfaced from seafarers who dare to brave the Eye of Abendego. There, the tales say, the turbulent seas beneath Golarion’s permanent hurricane hide groups of gargiyas whipped into a frenzy by the tempest that followed Aroden’s death a century ago. According to legend, these gargiyas roam the entire area of the Eye as predators, ambushing ships and boiling their crews in the ocean’s salty waters. It is said that they decorate their volcanic lairs with their victims’ bones, hinting that gargiyas possess an intelligence beyond that of mere animals.

Unlike many reptilian creatures, gargiyas birth their young live. Scholars agree that, typically, male and female gargiyas come together to breed every decade or so. Afterward, the beasts abandon each other. When the female returns to her lair, she is thought to consume large amounts of magma while her single snakeling gestates, usually for a period of about 10 years. When giving birth, the gargiya expels her offspring into a magma-spewing fissure, where it grows and gathers strength until it leaves to find its own home. Although there is some debate about gargiyas’ longevity, scholars believe they typically live around 300 years. Rumors, however, speak of gargiyas that have lived much longer—perhaps even predating modern civilization—but if any have encountered such an ancient terror and survived, they have never surfaced to tell the tale.



LORELEI

What appears to be a rock sprouts tentacles from its uppermost surface. The human face spanning much of the creature's barrel-shaped body gives the creature a passing resemblance to a disembodied neck and head with tentacles for hair.

LORELEI

XP 19,200

CR 12



NE Large aberration (aquatic)

Init +5; Senses darkvision 60 ft.; Perception +24

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 162 (12d8+108)

Fort +13, Ref +5, Will +13

Immune sonic; Resist cold 10

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.



Melee 4 tentacles +18 (1d8+9 plus poison)

Space 10 ft.; Reach 15 ft.

Special Attacks murmur, poison, vortex

Spell-Like Abilities (CL 12th; concentration +17)

At will—ghost sound (DC 15), speak with dead (DC 18), ventriloquism (DC 16), whispering wind

3/day—command undead (DC 17), control water, fog cloud

STATISTICS

Str 28, Dex 13, Con 29, Int 11, Wis 16, Cha 20

Base Atk +9; CMB +19; CMD 30 (can't be tripped)

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (tentacle)

Skills Bluff +15, Climb +21, Perception +24, Sense Motive +15, Stealth +18 (+26 in rocky areas), Swim +21; Racial Modifiers Acrobatics (-4 when jumping), +8 Stealth in rocky areas

Languages Aquan, Common

SQ freeze, water dependency

ECOLOGY

Environment any coasts

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Tentacle—injury; save Fort DC 25; frequency 1/round for 4 rounds; effect 1d4 Str; cure 2 consecutive saves.

Murmur (Su) A lorelei's murmur

has the power to infect the minds of those that hear it, calling them to the its side. This effect even has the ability to influence undead creatures despite their usual immunity to mind-affecting effects. When a lorelei murmurs, all creatures aside from other lorelei within a 300-foot spread must succeed on a DC 20 Will saving throw or become captivated. A creature that successfully saves is not subject to the same lorelei's song for 24 hours. A victim under the effects of the murmur moves toward the lorelei using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a

second saving throw to end the effect before moving into peril. Affected creatures can take no actions other than to defend themselves. A victim within 5 feet of the lorelei simply stands and offers no resistance to its attacks. This effect continues for as long as the lorelei murmurs and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Vortex (Su) A lorelei can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (*Pathfinder RPG Bestiary* 306), but can form only underwater and cannot leave the water. A creature must succeed at a DC 25 Reflex save or be snared by the churning waters. The vortex is 20 feet across and 80 feet deep, and deals 2d8+9 points of damage. The save DC is Constitution-based.

A lorelei resembles an enormous, stony sea anemone with a humanlike face covering much of its body. Noted for its ability to produce magical murmurs that entrance sailors navigating close to its lair, a lorelei is a magnet for destruction. The creatures lurk near rocky outcroppings and protuberances, barely concealed by crashing waves or rushing rivers, eager to lure humanoids to their deaths.

Also known as a “murmuring stone” for its rocklike natural camouflage, a lorelei is a solitary creature that shuns peaceful contact with other living things. It broods in the shadows of seaside cliffs and ocean trenches, emerging only to torment the living. When not pursuing more complicated schemes, a lorelei is fond of wrecking ships on nearby rocks and luring sailors beneath the surface to drown.

Some claim these creatures were once a species of beautiful fey cursed by foul forces. This claim is backed by the fact that they behave much like nereids, nixies, and sirens. A lorelei stands 9 feet tall, not counting the tentacles atop its body, and weighs around 2,000 pounds.

ECOLOGY

A lorelei’s body is barrel-shaped, with a foot known as a basal disk at the bottom. A lorelei’s basal disk is less adhesive than that of a sea anemone but more flexible, allowing the lorelei to climb at a reasonable pace, and to swim by undulating its underside. At the top end of the lorelei’s body, dozens of tentacles surround a toothless maw that it uses to ingest food.

In addition to these strange features, the lorelei has a humanlike face that covers much of its body on one side. The mouth on the lorelei’s face cannot consume food—it exists only to produce speech and other sounds. In contrast, a lorelei’s eyes are fully functional. The lorelei has no ears, but can sense sound with its entire body, having a range of hearing comparable to that of an average human.

A lorelei’s brain is located behind its face, protected by a plate of cartilage. That hard plate is the only part of a

FROM FOLKLORE

The story of the lorelei comes from a rocky outcropping along the Rhine River in Germany near St. Goarshausen. Legends tell of dwarves who once lived in caves within the rock, and the name of the outcropping, Lorelei, means “murmuring rock” (though some translate it as “lurking rock”). The original tale of the lorelei describes how a young woman fell deeply in love but was cruelly spurned by her lover. She was then accused of bewitching men to their deaths and sent to a nunnery. On the way, she passed the rock and asked to climb it to view the Rhine once more. While atop the rock she fell (some stories say jumped) to her death, swept away by the fast-moving water. Most tales describe the beautiful maiden transformed into a mermaid, water nymph, or siren, still leading rivermen to their deaths along the rocky outcropping with her murmuring song.

lorelei’s body that isn’t yielding and rubbery. A lorelei’s hide is difficult to crush and cut, serving as surprisingly effective natural armor. This skin is also camouflaged with a rocklike appearance. A lorelei can retract its tentacles to take on the appearance of a boulder, allowing it to remain hidden until its prey is too close to escape.

True to their rarity and solitary nature, loreleis reproduce asexually. Every few decades, a lorelei can produce another of its kind by splitting off a single piece of its body, which then grows into a young lorelei. Offspring produced in this manner inherit portions of their parent’s memories, giving them fully functioning adult minds without any need for instruction or socialization.

HABITAT & SOCIETY

A lorelei prefers a lonesome and solitary existence, shunning its own kind as readily as it shuns all living things. Brooding and morose, loreleis enjoy only one thing: making other, happier creatures suffer. Loreleis regularly orchestrate conflicts, shipwrecks, and other disasters to celebrate the cruel hand of fate that rules the nihilistic world they see everywhere they look.

Since it rarely wanders far from its rocky lair, a lorelei sits in wait, sometimes for weeks, hoping for a victim to come within range of its murmured song. Though it will fight to keep its lair, a lorelei dislikes prolonged conflict and abandons its rocky outcroppings or underwater caves if the location receives too much visitation or attention. Sometimes a lorelei maintains two or three lairs in order to move between them regularly, thus attracting less attention to each location.



PRIMEVAL SEA CREATURES

The ocean is full of myriad life forms, as varied and specialized as those in any other environment. But not all sea creatures are the result of millennia upon millennia of continual evolution. Some found themselves perfectly suited for their roles as apex predators millions of years ago and have simply remained as such to the present day, presenting terrible threats to those creatures that cross them, from their natural prey to unsuspecting sailors who find themselves in the wrong place at the wrong time. In most cases, these creatures are closely related to other waterborne animals, be they fish, reptiles, or mammals, and some even have distinctive similarities to primarily land-based creatures.

KRONOSAURUS

This enormous, finned reptile has a long mouth full of sharp teeth and moves through the water with incredible speed.

KRONOSAURUS

XP 9,600

CR 10



N Gargantuan animal

Init +1; Senses low-light vision, scent; Perception +20

DEFENSE

AC 23, touch 7, flat-footed 22 (+1 Dex, +16 natural, -4 size)

hp 138 (12d8+84)

Fort +15, Ref +9, Will +7

OFFENSE

Speed swim 60 ft.

Melee bite +19 (3d8+19/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (3d6+12 damage, AC 18, 13 hp)

STATISTICS

Str 36, Dex 13, Con 24, Int 2, Wis 13, Cha 9

Base Atk +9; CMB +26 (+30 grapple); CMD 37 (can't be tripped)

Feats Endurance, Improved Critical (bite), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +20, Swim +26

ECOLOGY

Environment warm oceans

Organization solitary, pair, or school (3–8)

Treasure none

The mighty kronosaurus is a relentless hunter that, once it picks up a potential meal's scent, rarely stops seeking its prey until its appetite is sated. A kronosaurus's diet consists of everything from large fish and sharks to small whales, giant squids, and sea turtles. Remains of other giant saurians have reportedly been found in the stomachs of those rare kronosauruses that are killed by hunters or wash up dead on shore. Unlike other reptiles, a kronosaurus does not lay eggs, but instead births its young live. The young kronosauruses stay with their

mother for less than a year before parting ways and hunting on their own. A fully grown kronosaurus can reach lengths of up to 50 feet and weigh as much as 40,000 pounds.

NOTHOSAUR

This long-necked reptile swims through the water propelled by four paddle-like feet, whipping a long and slender tail behind it as it gnashes its sharp, needle-like teeth.

NOTHOSAUR

CR 5



XP 1,600

N Large animal

Init +1; Senses low-light vision; Perception +11

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 57 (6d8+30)

Fort +9, Ref +6, Will +4

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +10 (1d8+6), tail slap +7 (1d8+3)

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

STATISTICS

Str 23, Dex 12, Con 18, Int 2, Wis 15, Cha 7

Base Atk +4; CMB +11; CMD 22 (26 vs. trip)

Feats Multiattack, Toughness, Weapon Focus (bite)

Skills Perception +11, Swim +14

SQ sprint

ECOLOGY

Environment any water

Organization solitary, pair, or herd (3–12)

Treasure none

SPECIAL ABILITIES

Sprint (Ex) Once per minute, a nothosaur may sprint, increasing its land speed to 40 feet for 1 round.

The nothosaur resembles a smaller version of the land-based brachiosaurus, sharing the distinctive long neck and tail and short legs of its herbivorous brethren. Nothosaurs are also similar in many ways to seals—they spend much of their time in the water, including when they hunt, but emerge to sleep and breed on land. They lay their eggs in massive sandy mounds in the summer, then abandon their nests and slip back into the sea. A nothosaur is most vulnerable out of the water, but when caught unawares, it can return to the water with alarming speed, notwithstanding its awkwardly short legs and disproportionately large neck and tail. Nothosaurs can exist in water of any temperature, but prefer the warmer equatorial waters. Herds of nothosaurs make seasonal migrations, following schools of fish over the course of many months. From head to the tip of its tail, an adult nothosaur is 12 feet long and weighs 3,000 pounds.



ZEUGLODON

This elongated, whale-like creature moves through the water with an eel-like motion despite its wide, fluked tail. Razor-sharp teeth fill its almost reptilian mouth.

ZEUGLODON

CR 9



XP 6,400

N Gargantuan animal

Init +8; **Senses** low-light vision; Perception +20

DEFENSE

AC 25, touch 11, flat-footed 20 (+4 Dex, +1 dodge, +14 natural, -4 size)

hp 115 (11d8+66)

Fort +13, **Ref** +11, **Will** +6

OFFENSE

Speed swim 60 ft.

Melee bite +17 (2d8+19 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks thrash

STATISTICS

Str 37, **Dex** 18, **Con** 22, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +25 (+29 grapple); **CMD** 40 (can't be tripped)

Feats Dodge, Improved Initiative, Iron Will, Lunge, Power Attack, Run

Skills Perception +20, Swim +27; **Racial**

Modifiers +8 Perception

SQ hold breath

ECOLOGY

Environment

warm oceans

Organization

solitary or pair

Treasure

none

SPECIAL ABILITIES

Hold Breath (Ex)

A zeuglodon can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Thrash (Ex)

A zeuglodon grappling a foe can thrash its body back and forth rapidly, dealing extra damage due to the violent motion of its whipping head. This attack deals 4d8+19 points of damage, but allows the grappled creature a free attempt to escape the grapple. If a creature escapes, it is thrown 30 feet in a random direction by the zeuglodon's erratic thrashing.

The primordial zeuglodon is often mistaken for a dinosaur or other large reptile, in part because of its almost crocodilian mouth as well as its snake-like elongation. Despite these features, it is more closely related to whales and other cetaceans than either aquatic reptiles or fish. A zeuglodon moves through the water with a vertical anguilliform (eel-like) motion that seems almost to be a primitive version of the efficient fluke-driven locomotion of its cetacean relatives. Zeuglodons breathe air through blowholes on the tops of their heads, though they lack the lung capacity to stay underwater for as long as their more evolved kin. The relative dimensions of their angular heads are too small to encase the enlarged brains or melons developed by other cetaceans for echolocation or communication with others of their kind, and as such zeuglodons are less social than whales and dolphins. What they lack in specialized anatomy, however, they make up for in sheer ferocity and speed. A hunting zeuglodon is a furious foe to contend with. An adult zeuglodon measures around 50 feet long and weighs upward of 50,000 pounds.





SEAWEED SIREN

This creature's three singing heads sway atop serpentine necks that extend from a bulbous body split by a wide, toothy mouth. Pungent strands of seaweed cover the creature like slimy hair.

SEAWEED SIREN

XP 25,600

CR 13



CN Large magical beast (aquatic)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +15

Aura cacophony 100 ft.

DEFENSE

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)

hp 184 (16d10+96)

Fort +16, Ref +12, Will +8

Immune mind-affecting effects; Resist fire 10, sonic 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +25 (2d8+15/19–20)

Ranged strident squalls +17 ranged touch (4d6 sonic)

Space 10 ft.; Reach 5 ft.

Special Attacks terrible gaze, trample (1d10+15, DC 28), uttered curse

Spell-Like Abilities (CL 15th; concentration +19)

At will—shatter (DC 16)

3/day—charm monster (DC 18), confusion (DC 18), tongues

STATISTICS

Str 30, Dex 15, Con 22, Int 11, Wis 16, Cha 19

Base Atk +16; CMB +27; CMD 39 (47 vs. trip)

Feats Ability Focus (uttered curse), Alertness, Blind-Fight, Critical Focus, Deafening Critical, Improved Critical (bite), Point-Blank Shot, Power Attack

Skills Bluff +14, Perception +15, Sense Motive +5, Stealth +16 (+20 in water), Swim +18; Racial Modifiers +4 Stealth in water

Languages Aklo

SQ three-headed, water dependency

ECOLOGY

Environment any coasts

Organization solitary

Treasure none

SPECIAL ABILITIES

Cacophony (Su) A seaweed siren sings clashing melodies and babbles discordant noise while attacking. Casting a spell within 100 feet of a seaweed siren requires a concentration check (DC 15 + the level of the spell being cast). In addition, all other concentration checks and Perception checks involving hearing have their DCs increased by 5. A seaweed siren can begin or end this ability as a free action.

Strident Squall (Su) A seaweed siren can blast its enemies with bolts of sonic energy. As a ranged touch attack, a seaweed siren can fire one ray out of each of its heads at a range of 60 feet dealing 4d6 points of sonic damage. The rays can be fired at different targets or the same target.

Terrible Gaze (Su) Staggered 1d6 rounds, 30 feet, Will DC 22 negates. The save DC is Charisma-based.

Three-Headed (Ex) Reducing a seaweed siren's number of heads reduces the creature's ability to use its strident squall special attack. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting the head. A head is considered a separate weapon with hardness 0 and hit points equal to the seaweed siren's number of hit dice. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals an amount of damage to the seaweed siren's body equal to the seaweed siren's number of hit dice. A seaweed siren can't attack with a severed head, and a seaweed siren with no remaining heads can't use its cacophony or uttered curse special abilities or its spell-like abilities.

Uttered Curse (Su) Once per day, a seaweed siren can cast *bestow curse* (DC 20) as a spell-like ability at a range of 30 feet. The save DC is Charisma-based.

Water Dependency (Ex) A seaweed siren can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a seaweed siren runs the risk of suffocation, as if it were drowning.

On first glance, this creature appears to blur the line between plant and animal. Three eyeless heads sway above the central body mass, constantly singing, chanting, and speaking in nonsense languages and simple babble. Seaweed covers the creature's three false heads and its main central body—a form of camouflage to help the beast remain hidden while hunting. Six stout, crablike legs carry this creature along the coast and through the rocky tide pools it inhabits.

A seaweed siren stands over 8 feet tall from the tip of its stubby legs to the top of its heads, and is nearly 7 feet in diameter. The creature weighs upward of 3,500 pounds.

ECOLOGY

Seaweed sirens hunt near the shore, where they wait for clam diggers strolling the beaches, lone fisherfolk, or even passing ships. Once a seaweed siren spots its prey, the creature lurks just under the water and allows its three strange heads to protrude above the surface. The swaying heads sing songs and babble in strange nonsense languages to fuel the seaweed siren's many special abilities. Even when not in use against a potential meal, the heads seemingly converse with each other, holding lengthy conversations full of random syllables and made-up words. Once it draws its prey near, the seaweed siren attempts to charm or bewilder its foe to gain the advantage. After this, the creature moves closer and begins to devour its still-living victim. While the seaweed siren prefers to dine on living humanoids, it



uses its strident squall attacks to incapacitate or kill prey that flees or resists its charm attempts.

Seaweed sirens use a form of aggressive mimicry, appearing to have humanoid features in order to lure in their preferred meals. A seaweed siren's heads are nothing more than appendages. While they have mouths the creature can breathe through, it doesn't eat using these mouths. Seaweed sirens' heads grow differently depending on where the creature developed in order to match the skin tone and apparent ethnicity of the surrounding humanoid population. In addition, the heads are eyeless—the siren sees using the many eyes on its main body mass. A seaweed siren's eyes twist and spin within their sockets when the creature uses its terrible gaze attack.

When seaweed sirens can't find their favored food—intelligent creatures and humanoids—they can subsist on fish, but they prefer aquatic mammals as an alternative. Seals and sea otters find their way into a seaweed siren's mouth most often, but the creature must actively hunt those morsels, as its particular bait is ineffective against the animals and more likely to scare them off than to lure them closer.

Some sailors report larger and more dangerous variations of the seaweed siren. If these reports are true, some seaweed sirens measure twice the size of regular ones, and possess more than three heads and more powerful abilities.

HABITAT & SOCIETY

Seaweed sirens live solitary lives, rarely if ever encountering others of their kind. It's unclear to scholars how these creatures procreate, but they must have some method, since they've been spotted along Golarion's coasts for thousands of years. Some who research the strange monsters pose the theory that seaweed sirens birth their young from thick leathery shells, much like turtle eggs or fibrous seeds.

Seaweed sirens sometimes ally themselves with other aquatic creatures to share in hunts or for mutual protection. Sahuagin typically don't trust the seaweed sirens, nor do they have the patience to work too closely with the creatures for long, but they have been known to befriend a seaweed siren and work with it long enough to capture new slaves and restock their humanoid food supply. Locathah sometimes use these strange beasts as protectors, keeping the seaweed sirens well fed in return for the creatures serving as lookouts and sentinels. Merfolk and

aquatic elves avoid seaweed sirens, and even go so far as to sometimes warn other humanoid communities when one is discovered to be hunting nearby.

A seaweed siren can speak Aklo, and constantly babbles in glossolalia, but if it manages to talk with another sentient being that has a language long enough, it begins mimicking the other's language and speech patterns, eventually sounding exactly like it. Though a seaweed siren can use its *tongues* spell to understand and speak any language, it prefers to talk with and mimic its conversational partners without resorting to using this ability. Some speculate the creature catalogs every conversation in order to add to the collection of sounds and words that power its cacophony special ability.



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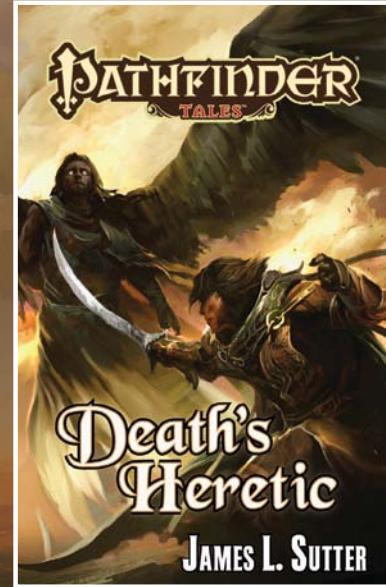
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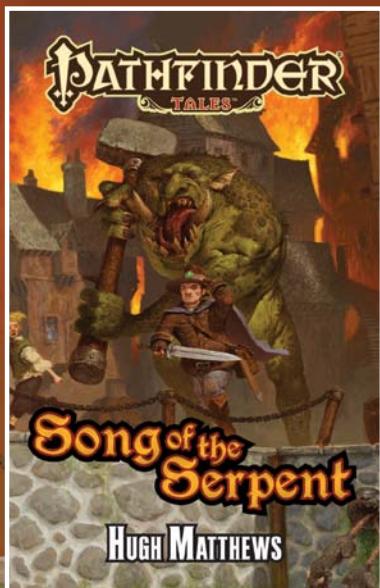
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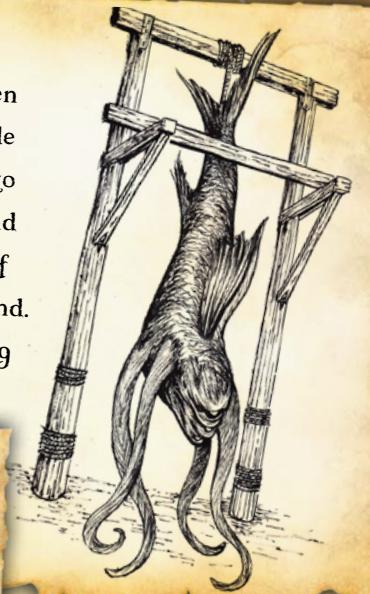
Crowley's Crab

Millicent Crowley made a fortune as a pearl diver, pulling up some of the finest pearls found in this part of the world. She saved her wealth and commissioned the creation of a device that would allow her to harvest even more, plucking entire beds from the seafloor. Word is jealous competitors plotted sabotage; the wrecked device still sits on the seafloor.



Missing Fisherman

Old Jephram claimed he had the catch of the year when he hauled in his nets and found the "three-eyed tentacle shark," but his penchant for tall tales caused his story to fall on deaf ears. When some of the others came around to check on him a few days later, they found a sketch of his catch, but the old fisherman was nowhere to be found. The story goes that he and his catch disappeared during the night, never to be heard from again.



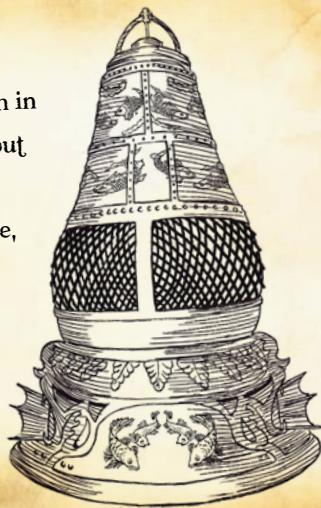
Tentacle Bands

What strange magician would make arcane items for an octopus? It's unclear, but both grindylows and cecaelias constantly search the Fever Sea for these lost bracelets. They're rumored not only to increase the wearer's strength, but also to transform the creature's tentacles into a pair of humanoid legs, granting it the ability to walk the land as a human. What terrible things would happen should a kraken find them?



Lasting Breath

Maekros Promi built this exquisite diving bell to aid him in his dangerous but profitable salvage operation throughout the Shackles, and everything was fine until the day he picked the wrong wreck and a sea hag cursed the device, saying she would only lift it if he returned her magical stone. Tales claim that spending too much time within the bell turns you into a fish forever, and since Maekros and his diving bell haven't surfaced in over two months, that tavern story may be true.



DEVIL TO PAY!

With an enemy fleet intent on conquering the Shackles looming on the horizon, the adventurers must launch their own fleet of pirates and buccaneers to defend against the invaders, culminating in an epic naval battle at the edge of the Eye of Abendego. Will the adventurers defeat the invading navy and save the Shackles? Or will the independence of the Free Captains be eradicated forever?

This volume of Pathfinder Adventure Path includes:

- “From Hell’s Heart,” a Pathfinder RPG adventure for 13th-level characters, by Jason Nelson.
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