PIRATE
CAMPAIGN COMPENDIUM



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PIRATE
CAMPAIGN COMPENDIUM



LEGENDARY GAMES

Credits

Lead Designer: Jason Nelson

Authors: Jeff Gomez, Matt Goodall, Jonathan H. Keith, Lyz Liddell, Jason Nelson, Thomas J. Phillips, Alistair J. Rigg, Alex Riggs, Neil Spicer, Todd Stewart, Michael D. Welham

Additional Material By: James F.D. Graham, James Jacobs, Rob McCreary, Joshua Root, Geoffrey Roy

Artists: Simon Aan, Luka Arh, Hanyo Arte, Bruno Balixa, Kenneth Camaro, Tyler Clark, Art Deepmind, Ivan Dixon, Carlos Eulefi, Tawny Fritz, Michele Giorgi, William Hendershot, Frank Hessefort, Jacqueline Hines, Cristian Huerta, Michael Jaecks, Jason Juta, Chris Kimball, Tim Kings-Lynne, Matthias Kinnigkeit, Jethro Lentle, Mike Lowe, Dio Mahesa, Matthew Manghi, Chris McFann, Andrea Montano, Evan Surya Nugraha, Tamires Para, Beatrice Pelagatti, Peyeyo, Dylan Reader, Arrahman Rendi, Julio Rocha, Tanyaporn Sangsnit, Banu Satrio, Chris Smith, Bob Storrar, Takashi Tan, Jon Tonello, Rian Trost, Justin Tumey, Steve Wood

Cover Artist: Luka Arh

Cartography: Pedro Coelho, Jason Juta, Michael Tumey

Editing and Development: Jason Nelson, Alistair J. Rigg

Design and Layout: Liz Courts

Legendary Games Team Members: Anthony Adam, Alex Augunas, Kate Baker, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Joel Flank, Jeff Gomez, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortes, Jeff Lee, Lyz Liddell, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, George "Loki" Williams, Linda Zayas-Palmer, and Clark Peterson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

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Authors: Clinton J. Boomer, Benjamin Bruck, Matt Goodall, Tim Hitchcock, N. Jolly, Julian Neale, Jason Nelson, Thomas J. Phillips, Alistair J. Rigg, David N. Ross, Neil Spicer, Todd Stewart, Russ Taylor, Michael D. Welham, Linda Zayas-Palmer.
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Legendary Games
3734 SW 99th St.
Seattle, WA 98126-4026
makeyourgamelegendary.com

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Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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Superscript References

The following superscripts are used to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B1 = *Pathfinder Roleplaying Game Bestiary*

B2 = *Pathfinder Roleplaying Game Bestiary 2*

B3 = *Pathfinder Roleplaying Game Bestiary 3*

B4 = *Pathfinder Roleplaying Game Bestiary 4*

B5 = *Pathfinder Roleplaying Game Bestiary 5*

B6 = *Pathfinder Roleplaying Game Bestiary 6*

CRB = *Pathfinder Roleplaying Game Core Rulebook*

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

HA = *Pathfinder Roleplaying Game Horror Adventures*

OA = *Pathfinder Roleplaying Game Occult Adventures*

PU = *Pathfinder Roleplaying Game Pathfinder Unchained*

UCam = *Pathfinder Roleplaying Game Ultimate Campaign*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UI = *Pathfinder Roleplaying Game Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

UW = *Pathfinder Roleplaying Game Ultimate Wilderness*

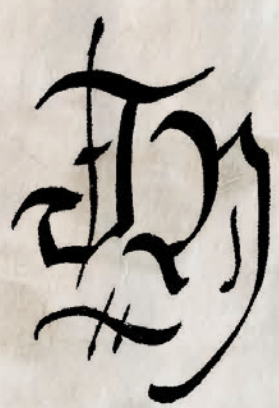
What You Will Find Inside the *Pirate Campaign Compendium*

Set sail for adventure across the bounding main and the bottomless blue! From the scattered jeweled islands of the tropics to the ice-choked polar seas, the *Pirate Campaign Compendium* from Legendary Games offers a wealth of amazing expansions for any nautical campaign, whether you're embarking on an epic journey of exploration, a harrowing journey to a far-distant land, or a full-on pirate campaign of plunder and pillage! The oceans offer infinite possibilities for adventure beyond the horizon or beneath the waves, and it is small wonder that nearly every coastal culture has tales of golden voyages in search of fortune and glory, daring the mystery that reaches off the edge of the map to the place where all that anyone knows is Here There Be Monsters!

This compendium provides you an encyclopedic reference for campaigns venturing across the seas or under the waves, from monsters and treasures to ready-to-use heroes and villains and character options like feats, spells and archetypes. You'll also find exotic island adventures and chance encounters with perilous vessels indeed, as well as a wealth of great material for incorporating the subtle details of life and sea and pirate culture to really bring your rollicking tales of action and adventure to life. The rules in this book are also incredibly modular, ranging from simple fast-play options to detailed simulations for all kinds of environments and scenarios at sea, allowing you to tailor your campaign to fit you and your players. We've blended classic fantasy and fiction with a dash of history and an amazing team of authors and artists to create a book you'll be proud to own and use whether you play in a published adventure path or take your own home game to sea in search of adventure.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. The path to creating this book started in the early days of Legendary Games with a simple set of bonus pledges as part of our first Kickstarter, for the *Gothic Campaign Compendium*, to help design your own pirate islands. Islands turned into a series of full-scale adventures and support books, and we've been looking forward to bringing the whole thing together for you ever since. We give special thanks to all the backers who made this book possible, especially our amazing Pieces of Eight! We love our fans and are dedicated to creating the very best gaming products on the market, and we hope you enjoy using it as much as we enjoyed making it. Game on!

—Jason Nelson
Publisher, Legendary Games



Pieces of Eight

Many perfidious pirates participated in the production of this particular publication, but some went over and above in plumbing the depths of the briny blue to make this book a reality. With an avast, an ahoy, and a hearty yo ho ho me hearties, we offer our thorough thanksgiving to the saltiest seadogs that ever sailed the seven seas!

The Exiled Lord Falthren Pullusilva
Captain Courageous Josh Mercieca
The Pirate Emperor
Fleet Admiral Meg Lyle
High Commodore Burt Smith
Pirate Lord Patrick M. Hernandez
Free Captain Troy Partridge
The Terrible Thomas Lee Bunting

Pirate Captain

Karamu Phoenix

X Marks the Spot

Captain Marie "FoxiMari" Norris, Halbe Taekema

It Came from the Deep

Bill "thedmstrikes" Mead, Miguel F. Santiago Irizarry

Join the Crew

Joshua Leshner, Miguel F. Santiago Irizarry, Donald Turner

Flotsam and Jetsam

Geoffrey Roy, Benedikt Simon



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The Drunk Guardsman

To the tune of "The Drunk Scotsman"

Well a guardsman clad in armor left a bar one evening fair
And one could tell by how he walked that he'd drunk more than his share
He fumbled round until he could no longer keep his feet
Then he stumbled off into the grass to sleep beside the street
Ring ding diddle iddle I de oh ring di diddly I oh
He stumbled off into the grass to sleep beside the street.

About that time two big and ugly ogres happened by
And one says to the other with some fear caught in his eye
"See yon armored guardsman so large and sleeping there?
He must be awful strong to sleep right here without a care."
Ring ding diddle iddle I de oh ring di diddly I oh
The ogres left some tribute, the skull of a dire bear.

The clock rung twelve and on the road what did the townsfolk see?
A goblin chieftain and his horde, there must have been fifty,
The goblin chieftain saw the guard and he said to his mates,
"This guard has killed a dire bear, we'd be in dire straits!"
Ring ding diddle iddle I de oh ring di diddly I oh
A fight broke out within the horde, left corpses at the gates.

A dragon in an angry mood and with an empty belly,
He threatened with the size of him to turn the town to jelly,
He saw the sleeping guardsman with corpses gathered 'round
And thought "The guardsman killed that horde and barely made a sound."
Ring ding diddle iddle I de oh ring di diddly I oh
The dragon left a scale and returned into the ground.

Now, the guardsman wakes to nature's call and blinks into the breeze.
He looks around him, he rubs his eyes and gawks at what he sees
A dragon scale, dire bear, a goblin horde he'd squashed.
"I better get a drink," he says, "I'm deadly when I'm sloshed."
Ring ding diddle iddle I de oh ring di diddly I oh

"I better get another drink, I'm deadly when I'm sloshed."

Chapter 1: Character Options



Table: Pirate Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bayonet	5 gp	1d4	1d6	x2	—	1 lb.	P	two-handed
Belaying pin	1 sp	1d3	1d4	x2	10 ft.	1-1/2 lbs.	B	light
Boarding pike	8 gp	1d6	1d8	x3	—	9 lbs.	P	brace, reach, two-handed
Hook hand	10 gp	1d3	1d4	x2	—	1 lb.	S	disarm, light
Martial Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Weight**	**Type**	**Special**
Axe, boarding	6 gp	1d4	1d6	x3	—	3 lbs.	P or S	light
Cat-o'-nine-tails	1 gp	1d3	1d4	x2	—	1 lb.	S	disarm, light, nonlethal
Cutlass	15 gp	1d4	1d6	18–20/ x2	—	4 lbs.	S	one-handed
Exotic Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Weight**	**Type**	**Special**
Grappling hook	6 gp	1d4	1d6	x2	10 ft.	14 lbs.	P	grappling, ranged
Harpoon	5 gp	1d6	1d8	x3	10 ft.	16 lbs.	P	grappling, two-handed

The core rules for the *Pathfinder Roleplaying Game* offer a variety of character options for nautical characters. Characters can specialize in water-based spells, domains, and magic items, or build their characters with archetypes along a number of oceangoing themes. You could create a scurvy seadog like the buccaneer[ARG] gunslinger or pirate[UC] rogue archetypes, or go with more generally aquatic themes like the sea reaver[UC] barbarian, aquatic druid[APG], or a wizard specialized in the elemental water school[APG]. This chapter goes even further, presenting an awesome array of archetypes, class features, feats (including mythic feats and monster feats perfect for your favorite sea monsters), and traits to personalize your characters and really build in a fantastic amount of nautical flavor.

Pirate Weapons

The weapons in **Table: Pirate Weapons** are commonplace in aquatic settings and nautical campaigns. Weapon special properties are described in the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Ultimate Combat*.

New Weapon: Belaying Pin

A short solid baton with a rounded handle employed aboard ship to secure running lines. A crewmember inserts a belaying pin into one of a series of holes set along the inside of the ship's railing then ties off a line of rope around it. Belaying pins are sometimes used as an instrument for dispensing discipline onboard or as a readily available weapon for a sailor disarmed during a naval battle. While most belaying pins are crafted from hardwood, some ships have metallic ones, usually made of brass to reduce corrosion from exposure to saltwater, these cost 1 gp and have the same statistics as a club.

Archetypes

The following archetypes allow characters to modify their character in a variety of ways, focusing on adventures in and around the ocean. For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Player's Guide*.

Aquanaut (Alchemist Archetype)

While elder things and alien entities often predated the rise of civilization, many were known and even venerated in long-fallen antediluvian civilizations whose cities and nations have long since vanished beneath the waves in legendary cataclysms long past. Aquanauts are scholars and explorers of the abyssal deeps of the world's oceans, probing the oozy rifts of the ocean floor to find the lost relics of ancient cultures touched by visitors from beyond, often becoming tainted themselves by their discoveries of secrets better left buried beneath the waves.

Aquatic Apparatus (Ex): Aquanauts learn how to craft alchemical and technomagical apparatus to help extend her underwater explorations. Crafting an alchemical apparatus takes 1 minute and expends one use of the alchemist's bombs ability. The aquanaut then makes skill checks for Craft (alchemy) and Disable Device against a DC of 12 plus twice the level of the extract being enhanced, which must be a harmless extract with a range of personal or touch. If both checks succeed, the target spell is enhanced by the apparatus. As long as the target of the extract remains in or underwater, the extract's duration elapses at half the normal rate, effectively doubling the effect's duration if she spends the entire duration underwater. In addition, the apparatus makes the effect harder to dispel, increasing the DC of caster level checks to dispel by 4 as long as the target remains in or underwater. An aquanaut can use this ability to extend the duration of his mutagen, with a skill check DC of 10 for an ordinary mutagen or cognatogen, 15 for a greater version, or 20 for a grand version. This replaces Brew Potion.

Slippery Swimmer (Ex): At 2nd level, an aquanaut gains a +2 bonus to saving throws against becoming entangled or engulfed and to his CMD against combat maneuver checks made to drag or grapple. These bonuses are doubled in water or underwater. This replaces poison use and poison resistance +2.

Eldritch Explorer (Ex): At 5th level, an aquanaut can disarm magical traps with Disable Device. In addition, when underwater he functions as if he had the trap spotter rogue talent. This replaces poison resistance +4.

Aquatic Enchantment (Ex): At 6th level, the aquanaut gains the ability to manufacture magical items that improve a creature's ability to breathe, move, and fight underwater, including *apparatus of the crab, cloak of the manta ray, feather token (anchor, swan boat), gloves of swimming and climbing, helm of underwater action, horn of the tritons, necklace of adaptation, plate armor of the deep, ring of elemental command (water), ring of freedom of movement, ring of swimming, ring of water walking, trident of fish command,* or a *trident of warning* as though he had the requisite item creation feats, using her alchemist caster level for his extracts as his caster level for the purpose of magic item creation. He must fulfill all other prerequisites to manufacture such items. This replaces swift poisoning.

Submersible Suit (Ex): At 8th level, the aquanaut becomes comfortable adapting heavier armor protection with built-in submersible apparatus and maneuvering surfaces. She gains Medium Armor Proficiency as a bonus feat, and her armor check penalty for armor no longer applies to Swim checks (though penalties apply normally for shields and when carrying a medium or heavy load). At 12th level, he gains Heavy Armor Proficiency as a bonus feat.



In addition, as a swift action an armored aquanaut in the water can discharge one of his bombs while attempting a bull rush, drag, or overrun combat maneuver, increasing his combat maneuver bonus for that maneuver by an amount equal to the number of dice of damage the bomb would normally deal. Alternatively, he can discharge a bomb as a swift action as part of a run action, doubling his swim speed until the end of his turn and allowing him to move that turn without requiring a Swim check and to run even through difficult terrain.

This replaces poison resistance +6 and poison immunity.

Discoveries: The following discoveries complement the aquanaut: Aquatic Mutagen*, cognatogen[UM], concussive bomb, Deep Diver*, delayed bomb, Demolition Charge*, Depth Charge*, Homing Torpedo*, Mine*, Tentacle*, Torpedo*, Underwater Demoltion*, vestigial arm[UM].

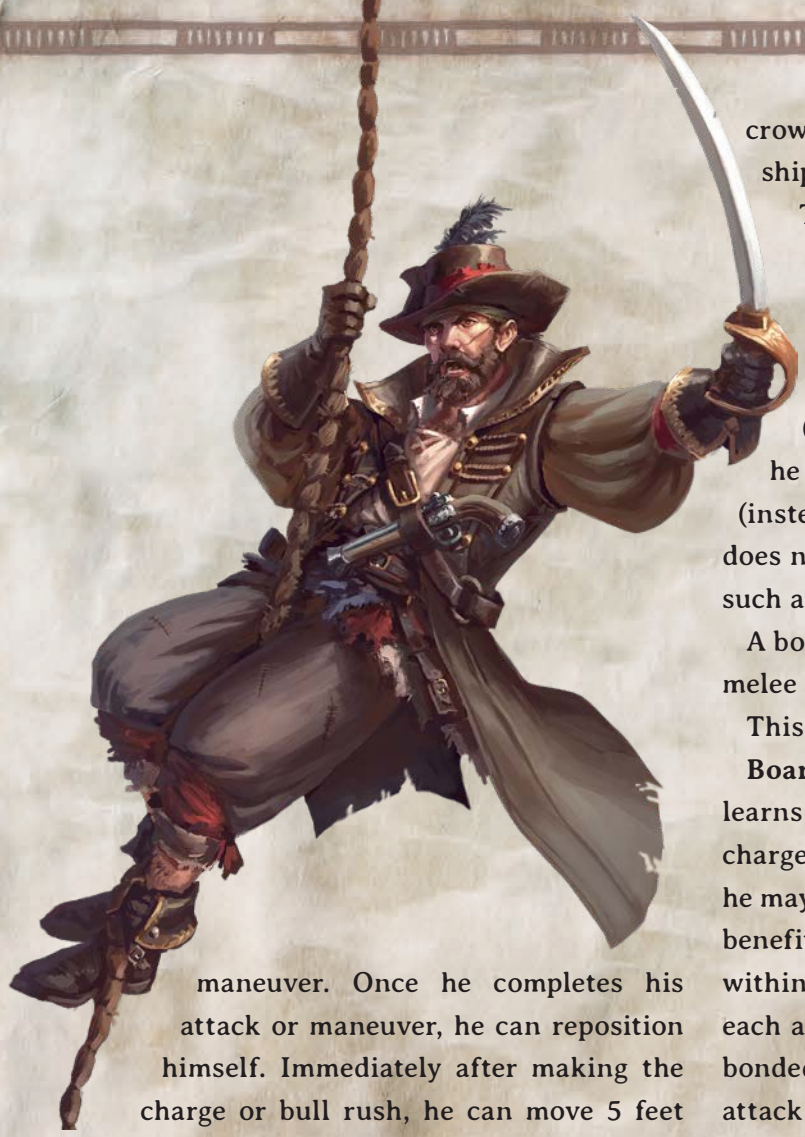
* New discovery described in this book.

Boarder (Cavalier Archetype)

Instead of a conventional steed, the boarder uses a ship as his mount. A terror of the seas, he is a warrior to be feared both on his own ship and when boarding others.

Class Skills: The boarder gains Acrobatics, Knowledge (geography), Perception, and Survival as class skills. He removes Diplomacy, Handle Animal, and Ride from his class skills.

Swinging Reposition (Ex) At 1st level, a boarder incorporates a ship's masts, rigging, ropes, sails, and other such structures into his combat style. Provided he is wearing light armor or no armor, when fighting in an environment where such structures exist, the boarder incorporates them into his movement, and does not have to move in a straight line when making either a charge attack or bull rush combat



maneuver. Once he completes his attack or maneuver, he can reposition himself. Immediately after making the charge or bull rush, he can move 5 feet as a free action, even if the charge ends his turn. This movement does not provoke attacks of opportunity. This replaces medium and heavy armor proficiency.

Ship Familiarity (Ex) At 1st level, a boarder can bond with a ship. To bond with a ship, the boarder must be on board the ship for 24 hours. A boarder can only have one bonded ship at a time.

While within 30 feet of his bonded ship, a boarder gains a +2 bonus on initiative checks and Acrobatics, Climb, Knowledge (geography), Perception, Profession (sailor), Survival, and Swim skill checks. At 5th level and every four levels thereafter, these skill and initiative bonuses increase by 2.

The boarder ignores difficult terrain from ropes, crates, and other non-magical obstacles and for crowd terrain while moving about his bonded ship.

This ability replaces mount.

Boarding Charge (Ex) At 3rd level, a boarder become an expert in using his bonded ship to his advantage. When a boarder makes a charge that begins on his bonded ship (or touching any part of it, such as rigging), he receives a +4 bonus on melee attack rolls (instead of the normal +2). In addition, the boarder does not suffer any penalty to his AC after making such a charge.

A boarder may make a charge when swinging into melee combat on a rope.

This ability replaces cavalier's charge.

Boarding Leader (Ex) At 4th level, a boarder learns to lead his fellow adventurers in a boarding charge. When a boarder makes a boarding charge, he may expend one use of his challenge to grant the benefits of his boarding charge to four of his allies within 30 feet. The first time in the next minute each ally makes a charge starting on the boarder's bonded ship, that ally receives a +4 bonus on melee attack rolls (instead of +2) and does not suffer any penalty to his AC.

At 12th level, allies within 30 feet gain the benefits of mighty boarding charge.

This ability replaces expert trainer.

Mighty Boarding Charge (Ex) At 11th level, a boarder learns to make devastating charge attacks while on or leaving his bonded ships. Double the threat range of any weapons wielded during a boarding charge. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the boarder can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

This ability replaces mighty charge.

Supreme Boarding Charge (Ex) At 20th level, whenever the boarder makes a boarding charge, he deals double the normal amount of damage (or triple if swinging on a rope when making a charge attack). In addition, if the boarder confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the boarder's base attack bonus.

Cannoneer (Gunslinger Archetype)

The cannoneer is an expert in the maneuvering, maintenance, and firing of cannons. For big problems, there are big cannons. For human sized problems, the portable cannon will suffice.

Weapon and Armor Proficiencies: Cannoneers are proficient with all simple and martial weapons, as well as portable cannons, cannons, fiend's mouth cannons, and a single firearm of her choice. They are proficient with all light and medium armor.

Cannonsmith: At 1st level, a cannoneer gains a portable cannon. Her starting portable cannon is battered, and only she knows how to use it properly. All other creatures treat her portable cannon as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 10d10 gp when sold). The gunslinger also gains Gunsmithing as a bonus feat.

Grit: A cannoneer treats siege weapons as firearms when earning and spending grit. This ability modifies grit.

Deeds: A cannoneer may use siege engines instead of firearms for all deeds. A cannoneer gains the following deeds.

Focused Cannon Aiming (Ex): At 1st level, if the cannoneer has at least 1 grit point, when she spends actions to aim a portable cannon, she can use move actions instead of full-round actions to aim the siege engine. At 8th level, if the cannoneer has at least 1 grit point, she and any crew she leads may use move actions instead of full-round actions to aim any cannon.

This replaces the gunslinger's dodge deed.

Targeted Blast (Ex): At 1st level, when using a firearm or siege engine that targets an area rather than a specific creature, the cannoneer can spend 1 grit point to focus the brunt of the blast on a single creature within the target area. The target creature takes 1 additional point of damage for each level the cannoneer possesses. This is precision damage and is not multiplied on a critical hit.

At 5th level and for every 5 levels the cannoneer possesses beyond that, she can select an additional creature to target with this bonus damage. Targets must be selected before any attack rolls or saving throws are made.

This replaces the deadeye deed.

Scattershot (Ex): At 3rd level, if the cannoneer has at least 1 grit point, she can increase the effectiveness of scattering shots from hand-held firearms and blast shots from siege engines. The cone radius of scattering shots or blast shots increases by 5 feet for every three levels the cannoneer possesses (to a maximum of 30 feet at 18th level).

This replaces the gunslinger initiative deed.

Focused Cannon Loading (Ex): At 3rd level, if the cannoneer has at least 1 grit point, when she spends actions to load a portable cannon, she can use move actions instead of full-round actions to load the siege engine.

At 10th level, if the cannoneer has at least 1 grit point, she and any crew she leads may use move actions instead of full-round actions to load any cannon.

This replaces the pistol whip deed.

Rapid Cannon Firing (Ex): At 7th level, if the cannoneer has at least 1 grit point, she may load and aim a portable cannon as a single standard action.

This replaces the targeting deed.

Siege Lightning Reload (Ex): At 11th level, the cannoneer may expend 1 grit point to both reload and aim a portable cannon as a swift action.

This replaces the gunslinger initiative deed.

Hand Cannon (Ex): At 2nd level, a cannoneer may draw and sheath a portable cannon as if it were a two-handed firearm built for a Large creature. She must still take a standard action to place or retrieve the siege engine from the ground.

This ability replaces nimble.

Siege Snap Shot (Ex): Starting at 4th level, a cannoneer may fire a siege weapon without aiming. She takes a -4 penalty on the attack roll for each aiming action that she skipped.

This ability replaces the bonus feat gained at 4th level.

Cannon Expert (Ex) Starting at 5th level, a cannoneer learns how to optimize the packing of powder and the aiming and firing of cannons. She gains a bonus equal to her Dexterity modifier on damage rolls when firing portable cannons, cannons, or fiends mouth cannons. Every four levels thereafter, she deals an additional +1d6 damage when firing these weapons (+1d6 at 9th, +2d6 at 13th, and +3d6 at 17th).

This ability replaces gun training.



Carcharodon (Bloodrager Bloodline)

Your bloodline traces back to the shark-kin sahuagin and their ancient megalodon, directing their veneration and study towards the great sharks, especially the ancient megalodons. Those following this path are were extremely dangerous and highly intelligent, always hungering for blood. Tribal to an extreme, many bloodragers with this bloodline see members of other aquatic races as enemies.

Special: You must have a natural swim speed or the aquatic or water subtype to take this archetype.

Bonus Feats: Athletic, Combat Reflexes, Defensive Combat Training, Dodge, Mobility, Stealthy, Toughness, Weapon Focus (bite)

Bonus Spells: *magic fang* (7th), *animal aspect*[UC] (10th), *greater animal aspect*[UC] (13th), *feast on fear*[ACG] (16th)

Bloodline Powers: In the darkest places of the oceans you will find power. But that power comes with a cost. A bloodthirsty desire drives you; its demands build you up but haunt you at night. You are famished for blood and power.

Savage Bite (Ex): At 1st level, you gain a bite attack. This is a primary natural attack that deals 1d6 points of damage. At 10th level, the damage from a savage bite increases to 1d8 and it deals x3 damage on a critical hit.

Scent (Ex): At 4th level, you gain the scent ability and can use this ability to locate unseen foes and identify familiar odors just as humans do with familiar sights. You can detect opponents within 30 feet by sense of smell. You can detect bleeding creatures out to 60 feet instead.

Depth Adaptation (Ex): At 8th level, you develop a fat layer that grants a +1 natural armor bonus and cold resistance 5, and you need to make Fortitude saves to resist pressure damage from deep water only once per hour rather than once per minute. Additionally, you gain blindsense out to a range of 30 feet on land (60 feet in water).

Portable Cannons (Siege Engine)

Portable cannons are small cannons which are typically slung over the back, then placed and shot. They are two feet long, with a 3-inch aperture, but otherwise resemble and act like miniature cannons. It takes a movement action to retrieve a portable cannon from an equipment bag and a standard action to place it down (or pick it back up. When placed, a portable cannon acts like a siege engine.

A portable cannon may be fired while held, though the weapon must still be aimed and loaded like a normal siege engine (the wielder may do both even while holding the weapon). The user may move normally while holding the portable cannon. While held, a portable cannon is considered a two-handed ranged weapon built for Large creatures for the purposes of determining inappropriately sized weapon penalties.

A portable cannon has a misfire range of 1 (20 feet). Portable cannons have a hardness of 10 and 20 hit points and weigh 100 lbs. Portable cannon balls cost 5 gp each and weigh 5 pounds. Portable cannons can be loaded with special ammunition (such as chain shot or defoliant shot), but the ammunition must be specially crafted for the smaller size. This special ammunition deals half as much damage as it's normal counterpart, but costs just as much. A portable cannon's blast shot deals 3d6 damage and extends 20 feet.

Direct Fire Engines

Small	Cost	Dmg	Critical	Range	Type	Crew	Aim	Load	Speed
Portable Cannon	2,000 gp	3d6	x4	60 ft.	B and P	1	1	1	20 ft.

Stalking (Ex): At 12th level, while bloodraging, you can move at full speed when using Stealth and gain concealment, providing a 20% miss chance on attacks against you. At 16th level, this miss chance increases to 50% (though you are still treated as though you have concealment, not total concealment).

Feeding Frenzy (Su): At 16th level, as a standard action, you can transform into a shark hybrid. This functions as a barbarian's rage, except you also gain a +2 natural armor bonus to AC, a +10-foot enhancement bonus to your land and swim speed (gaining a swim speed equal to one-half your land speed if you do not already have a swim speed), and 2 claw attacks (1d4). You possess a number of daily rounds of this rage equal to your bloodrager level + your Charisma modifier. These rounds do not need to be used consecutively.

Deep Predator (Ex): At 20th level, you gain blindsense out to a range of 90 feet (blindsight in water), and your body is covered with rough scales, granting you DR 10/piercing, and cold resistance 20. Additionally, you gain permanent *freedom of movement*; this effect is not magical and cannot be dispelled or suppressed. Underwater, you gain evasion (as the rogue ability), and you are immune to pressure damage from deep water.

Pearl Knight (Paladin Archetype)

A pearl knight is a marvellously blessed holy warrior beneath the waves, a protector of peaceful undersea settlements and an avenger against those who abuse and exploit the sea and its creatures.

Class Skills: A pearl knight adds Knowledge (nature) and Swim to her list of class skills.

Weapon and Armor Proficiency: A pearl knight is not proficient with shields. This alters weapon and armor proficiency.

Detect Evil: A pearl knight's ability to *detect evil* has a range of only 20 feet when not in water. This alters detect evil.

Sea Monster Lore (Ex) A pearl knight adds her Wisdom modifier in addition to her Intelligence modifier on Knowledge skill checks made to to identify the abilities and weaknesses of creatures with the aquatic or water subtype or that are native



Hippocampus Companion

While a hippocampus is a magical beast, a pearl knight can call one as a mount using her divine bond.

Starting Statistics

Size Large; **Speed** 5 ft., swim 60 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 14, Dex 9, Con 13, Int 2, Wis 12, Cha 10; **Special Qualities** water dependency.

7th-Level Advancement

AC +4 natural armor; **Attack** bite (1d4) and tail slap (1d4, secondary); **Ability Scores** Str +2, Con +2

to aquatic environments. She also adds her Wisdom modifier in addition to her Charisma modifier on Handle Animal checks made with aquatic animals and magical beasts. She can make such skill checks untrained.

Smite Evil (Su) If the target of a pearl knight's smite is an evil creature with the aquatic or water subtype, regardless of the creature's type, the bonus to damage on the first successful attack increases to 2 points of damage per class level the paladin possesses. She does not gain this increased damage against undead and evil dragons and outsiders, unless they have the aquatic or water subtype. This alters smite evil.

Nacreous Armor (Ex) At 3rd level, a pearl knight's armor takes on a pearlescent sheen after she has worn it for at least 24 hours. The armor becomes immune to rusting and ordinary corrosion, though not acid damage. In addition, it becomes buoyant in water, eliminating any armor check penalty on Swim checks and not counting against the pearl knight's carrying capacity as long as she remains in the water. This replaces divine health.



Share Breath (Su) At 3rd level, a pearl knight can save a drowning creature when laying on hands, granting the target the normal healing and also the effect of a *quick breath* spell with a caster level equal to your paladin level, even though that spell normally has a personal range. This functions like a mercy. This replaces the mercy normally gained at 3rd level.

Sacred Waters (Su) At 4th level, a pearl knight can expend one use of her lay on hands ability as a standard action to infuse waters in a 20-foot-radius spread with holy power, transmuting it into holy water that persists until the beginning of her next turn. Evil-aligned creatures with the aquatic or water subtype take damage from this unholy water as if they were undead, while good-aligned creatures with the aquatic or water subtype gain the benefit of an *aid* spell for a number of rounds equal to the pearl knight's paladin level. This replaces channel positive energy.

Divine Bond (Su) At 5th level, a pearl knight adds *seaborne*[UE] and *skimming* to the special abilities she can add to her weapon:. A pearl knight summoning a divine bonded mount may instead summon one of the following creatures, provided it is of suitable size to serve as a mount for a creature of her size: dolphin, giant moray eel, giant seahorse[B4], hammerhead shark[UW], hippocampus (see sidebar), manta ray[B2], plesiosaurus[B5], shark, whale (narwhal[B5], orca)

This alters divine bond.

Mercy: A pearl knight gains her first mercy at 6th level rather than 3rd level and is treated as if he were 3 levels lower for the purpose of qualifying for mercies. This alters mercy.

Aquarian Aura (Su) At 8th level, a pearl knight is immune to *confusion*, insanity, and rage spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against such effects. In addition, creatures within 10 feet of a pearl knight take a -2 penalty on saving throws against *calm emotions,* the Touch of Serenity[APG] feat, and similar effects that compel calm and peaceful behavior. This ability functions only while the pearl knight is conscious, not if she is unconscious or dead. This replaces aura of resolve.

Pearl Blade (Su) At 9th level, if a pearl knight uses her divine bond to infuse power into a weapon she wields, the weapon is sheathed in a pearlescent sheen. The weapon becomes immune to rust and corrosion (but not acid damage), and if it is a bludgeoning or slashing weapon the pearl knight

does not take penalties for using it underwater. This replaces the mercy normally gained at 9th level.

Holy Tide (Su) At 15th level, a pearl knight can spend three daily uses of lay on hands to unleash a wave of sacred power in the water in a 30-foot-radius spread centered on herself. This functions like channeling positive energy, but it damages evil creatures with the aquatic or water subtype in the same way that it damages undead. Good-aligned creatures with the aquatic or water subtype are healed simultaneously when evil sea creatures and undead are damaged. Good-aligned creatures that do not have the aquatic or water subtype gain half the normal amount of healing, as do neutral (with respect to good and evil) creatures with the aquatic or water subtype. This replaces the mercy normally gained at 15th level.

Privateer (Ranger Archetype)

The privateer is an expert at navigating the open ocean and tracking down enemy ships.

Favored Enemy (Ex) A privateer may designate vehicles as his favored enemy, as if they were a creature type. In addition, his favored enemy bonus is increased by 1 against any creature of his chosen type(s) with the aquatic or water subtype, or against water vehicles. This alters favored enemy.

Ripple Tracking (Ex) A privateer may follow tracks over or through water as if it were hard ground (base Survival DC 20). This ability replaces track.

Favored Terrain (Ex) At 3rd level, a privateer must select aquatic as his favored terrain. The bonus granted by this ability increases by 2 at 7th level and every four levels thereafter. A privateer does not gain additional favored terrains. This alters favored terrain.

Hunter's Bond (Ex) A privateer adds all aquatic and flying druid animal companions to the list of animal companions he may choose. If he selects a companion with the aquatic or water subtype, that companion gains abilities as a druid 2 levels lower than his ranger level (rather than 3 levels lower). This alters hunter's bond.

Fast Swimmer (Ex) Starting at 7th level, a privateer may swim half his speed as a move action or his normal speed as a full-round action with a successful Swim check. The privateer gains a +2 bonus on Swim checks.

This ability replaces woodland stride.

Rigging Monkey (Ex) Beginning at 8th level, a privateer has a climb speed equal to one-half his land speed when climbing ropes, masts, rigging, and the hulls of ships.

This ability replaces swift tracker.

Quarry (Ex) At 11th level, a privateer may designate either a vehicle or a creature as his quarry. This alters quarry.

Sargasso Siren (Kineticist Archetype)

A siren is a scornful merfolk looking for love. That is their desperate goal. They use their beautiful song to pull others close enticing them to stay. When the object of their affection attempts to leave the siren loses control and lashes out using the water as their personal weapon. Betrayal and heartbreak motivate these powerful merfolk.

The ancestors of sargasso sirens once had beautiful feathers and wings and lived in the heavens. When the gods asked them to compete with the muses in song they lost. The muses plucked the siren's feathers to make crowns and cast them to the sea. The sirens passed down the power and magic of song as a curse to those who would not love them. Slowly living in the oceans, the sirens evolved into merfolk replacing their featherless wings with tails.

Special: Only merfolk can become sargasso sirens.

Siren's Focus: A siren's element must choose water as her primary element and for both expanded elements and must choose siren's song as

her first simple blast. This alters elemental focus and expanded element.

Simple Blast: A sargasso siren gains siren's song as a simple blast wild talent at first level. The song directs the simple blast rather than a free hand, and as long as the siren is singing it is also considered an air element blast for requisites.

Composite Blast: A sargasso siren gains shrieking song as a composite blast. This song directs the composite blast rather than a free hand and as long as the siren is singing it is also considered an air element blast for requisites.

Revenge of the Cursed: At 2nd level, the siren gains siren's kiss as a bonus utility wild talent. At 4th level, she gains siren's call as a bonus utility wild talent. At 10th level, she gains drowning as a bonus utility wild talent. At 12th level, she gains kelp jungle as a bonus utility wild talent. She may choose any utility wild talents for which she qualifies at 6th, 8th, 14th, 16th, 18th and 20th level.



Ship Mage (Wizard Archetype)

The ship mage combines his arcane mastery with a supernatural link to ships.

Class Skills: A ship mage gains Acrobatics, Climb, Knowledge (geography), Perception, and Survival as class skills.

Ship Bond (Ex) At 1st level, a ship mage can bond with a single ship within 30 feet and line of sight as a standard action. He can utilize the power of this link to remotely operate the ship as if he was its pilot (as long as he's within 150 feet). The ship still requires a crew to man the rigging, propulsion, and siege weapons.

If another character is piloting the bonded ship when the bonding takes place, that character may make a Strength or Profession (sailor) check to prevent the ship mage's bond and maintain control (DC = 10 + ½ ship mage's level + ship mage's Intelligence modifier). Any creature adjacent to the steering control may attempt this check on subsequent rounds to break the bond as a standard action.

A ship mage can willingly cede control to another character as a free action without breaking his bond. A pilot can cede control of a ship to a bonded mage as a free action.

At 11th level, a ship mage's control over the ship grows. The bonded ship moves with a life of its own, tying ropes, unfurling sails, and adjusting the rudder. The bonded ship requires 10 fewer crew to operate. Every level thereafter, the ship mage's power provides a substitute for 10 additional crew, up to 90 at 19th level. These phantom crew members have a Strength score of 10 and a Profession (sailor) score equal to 1/2 the ship mage's level + ship mage's Intelligence modifier. They cannot be harmed, destroyed, or otherwise affected.

At 20th level, a bonded ship requires 200 fewer crew to operate, and this phantom crew may also operate siege weapons.

The ship mage can end this bond with a free action. A ship mage can bond with a ship in this manner a number of times per day equal to his Intelligence modifier (minimum 1) but can only be bonded with one ship at a time.

This ability replaces arcane bond.

Empower Ship (Su) As a swift action, a ship mage can sacrifice a prepared spell to empower his bonded ship. This has one of three effects, chosen when the spell is sacrificed.

Maneuver: The ship gains a bonus on its next combat maneuver before the ship mage's next turn equal to the level of the spell he sacrificed, and a bonus to damage (if any) equal to 5 × the level of the spell.

Repair: The ship instantly repairs 1d6 points of damage per level of the spell.

Speed: The ship's current speed instantly increases or decreases by 10 ft. per the level of the spell.

This ability replaces Scribe Scroll.

Class Features

The following class features provide a variety of specialized skills and abilities for characters focusing on an aquatic or nautical campaign.

Alchemical Discoveries

The following alchemist discoveries are ideal for experimenters into strange science and lost alien technology from antediluvian cultures (or using more modern technology to plunder the relics of the ancients). For nautical campaigns with a bit of a sci-fi, steampunk, or cosmic horror vibe, alchemy also is a natural fit for those seeking to unlock the secrets left behind by races older than time whose civilizations now lie shattered and lost in the ocean depths.

Aquatic Mutagen (Su): An alchemist with this discovery gains supple, scaly skin, fins, and fangs when using her mutagen. She gains a primary bite attack as a that deals 1d8 points of damage (1d6 if Small); if she attacks with a weapon, she can use this bite as a secondary natural attack. She also gains the ability to breathe air and water interchangeably and a swim speed equal to her land speed, which also grants a +8 racial bonus to Swim checks and allows her to take 10 on Swim checks even when threatened and to use the run action while swimming. Lastly, the alchemist gains low-light vision underwater and can tolerate cold temperatures as if using *endure elements*.

Deep Diver (Ex): An alchemist with this discovery gains darkvision 60 feet. Underwater, the range of her darkvision doubles to 120 feet, and in addition she gains tremorsense 60 feet. The alchemist gains immunity to pressure damage from deep water, and she gains cold resistance 10 and damage reduction 10/-, though this damage reduction applies only against damage from grappling and constriction (or similar crushing or pressure effects at the GM's option). An alchemist must be at least 10th level and possess the aquatic mutagen discovery before selecting this discovery.

Demolition Charge (Su): When the alchemist creates a bomb, he can choose to have it deal damage to an object as if by a sunder combat maneuver. If the item is worn or held by an opponent, the item is considered the direct target, and the wearer/holder takes splash damage from the blast. If the object is unattended, a demolition charge deals an additional 2d6 points of damage on a direct hit. This bonus doesn't affect the bomb's splash damage. An alchemist must be at least 8th level before selecting this discovery.

Depth Charge (Su): An alchemist with this discovery can throw bombs effectively underwater, although her range increment is 10 feet. In addition, the splash radius of any bomb she uses underwater

is increased to 10 feet, and the surface of a body of water does not provide cover against the alchemist's bombs when she attacks from land. This discovery does not apply to bombs that deal fire damage or create smoke. An alchemist must be at least 6th level and possess the underwater demolition discovery before selecting this discovery.

Homing Torpedo (Ex): An alchemist with this discovery can ignore miss chance due to concealment when attacking into water or underwater, as if using a ranged weapon with the *seeking* property. In addition, if the homing torpedo misses its target, it does not automatically detonate. If there is a solid object within 10 feet of its target, it has a 50% chance to strike this object and explode. Otherwise, it pursues its target with a swim speed of 5 feet times the alchemist's level, continuing to make attacks each round against the same target for a number of rounds equal to the alchemist's Intelligence modifier before expending its propellant and becoming a dud. An alchemist must be at least 12th level and possess the torpedo discovery before selecting this feature.

Mine (Su): An alchemist with this discovery can delay the explosion of a bomb she sets for any time up to a number of hours equal to her level. In addition, she can have more than one delayed bomb at a time. An alchemist must be at least 10th level and have the delayed bomb discovery before selecting this discovery.

Tentacle (Ex): The alchemist gains a prehensile, arm-length tentacle on his body. The tentacle is fully under his control and cannot be concealed except with magic or bulky clothing. The tentacle does not give the alchemist any extra attacks or actions per round, though he can use it to make a tentacle attack (1d4 damage for a Medium alchemist, 1d3 damage for a Small one) with the grab ability. The tentacle can manipulate or hold items as well as the alchemist's original arms can (for example, allowing the alchemist to use one hand to wield a weapon, the tentacle to hold a potion, and the third hand to throw a bomb). Unlike an arm, the tentacle has no magic item slots.



Torpedo (Su): An alchemist with this discovery can throw bombs effectively underwater with his normal range increment of 20 feet. In addition, objects take full damage from a torpedo rather than being halved. An alchemist must be at least 8th level and possess the depth charge discovery before selecting this discovery.

Underwater Demoltion (Ex): The alchemist gains the ability to throw bombs underwater (normally, thrown weapons cannot be used underwater), including throwing from the air into the water. If the bomb travels through water, the range increment is reduced to 5 feet.

Kineticist Talents

The following kineticist talents are commonly practiced by psychic characters bending the power of the waves to their will.

Drowning

Element water	**Type** utility (Sp)
Level 6	**Burn** 0
Saving Throw Fortitude partial	**Spell Resistance** yes

You use water to fill the lungs of a creature within 120 feet. If your target needs to breathe, it must hold its breath for as long as you concentrate. On each of its turns, it can attempt a Fortitude save in order to speak, but it can breathe only if your concentration breaks, you leave the 120-foot range, or you break line of effect. You can accept 1 point of burn when activating this wild talent in order to expel the air from your target's lungs. If you do so and the target fails its first Fortitude save, it becomes disabled and is reduced to 0 hit points, and on its second failed Fortitude save, it falls unconscious and is reduced to –1 hit points.

Kelp Jungle

Element water	**Type** utility (Sp)
Level 6	**Burn** 0
Saving Throw none	**Spell Resistance** no

You can create an army of plant life. This utility causes kelp, seaweed, and other sea plants to swell into Gargantuan size, reaching for any structure or any creature within a 120 ft radius spread. Every creature within the area of is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including this round. Creatures that enter the area of effect are also automatically attacked. The kelp jungle does not provoke attacks of opportunity. When determining the CMB, the kelp jungle uses your caster level as their base attack bonus and receive a +13 bonus due to their Strength and a +1 size bonus. Roll only once for the entire effect each round and apply the result to all creatures in the area of effect. If the kelp jungle succeed in grappling a foe, that foe takes 4d6+13 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The kelp jungle receives a +5 bonus on grapple checks made against opponents it is already grappling. Each round that kelp jungle succeeds on a grapple check, it deals an additional 4d6+13 points of damage. The CMD for the kelp jungle, for the purposes of escaping the grapple, is equal to 10 + its CMB. Each structure or vessel suffers a single attack each round; your caster level acts as the base attack bonus for these attacks. You need to concentrate or the effect ends. If you accept 1 point of burn, you can prolong the effect without the need for concentration until the next time you recover burn.

Shrieking Song

Element water	**Type** composite blast (Sp)
Level —	**Burn** 2
Prerequisites primary element (water), expanded element (water), Siren's Song	
Blast Type energy	**Damage** sonic

Your song unleashes a concentrated blast of sonic damage against a single foe. Damage dice for this blast are d4s (instead of the d6s of a normal blast).

Siren's Call

Element water	**Type** utility (Sp)
Level 3	**Burn** 0
Saving Throw Will negates	**Spell Resistance** yes

The siren's call is a beautiful song that seductively summons all who hear it. This functions as the *nixie's lure*[ARG] spell, except you need to concentrate or the effect ends and the spell's range is 100 feet. If you
accept 1 point of burn, you can prolong the effect without the need for concentration until the next time you recover burn.

Siren's Kiss

Element water	**Type** utility (Sp)
Level 2	**Burn** 0
Saving Throw Will negates	**Spell Resistance** yes

The siren's kiss fills a single creature with the compulsion to rush to the siren and passionately kiss or caress her on its next turn. This functions as the *unnatural lust*[UM], except you need to concentrate or the effect ends. If you accept 1 point of burn, this increases the save DC by 2.

Siren's Song

Element water	**Type** simple blast (Sp)
Level —	**Burn** 0
Blast Type energy	**Damage** sonic

Your song unleashes a blast of sonic damage against a single foe. Damage dice for this blast are d4s (instead of the d6s of a normal blast).

Mesmerist Tricks

Many merfolk delight in the power of the voice and song to exert control over others, but the some explore the depths of their psychic potential to influence others with their minds as mesmerists.

Blessing of the Light

When traveling far from the ocean's surface, where light is almost nonexistent, the mesmerist can use any source of light as comfort and aid. This trick can be triggered whenever the subject enters the radius of magical light effect that creates bright light, granting a number of temporary hit points equal to 1d8 + the spell level of the magical light effect. These temporary hit points last for an hour or until expended, but any time spent within the radius of a light spell does not count against its duration. If these temporary hit points are expended before the duration of the magical light effect expires, the mesmerist cannot reactivate this ability unless a new magical light source is available. If the target leaves the area of bright light (including being forced to move), these temporary hit points likewise disappear and do not return even if the mesmerist returns to the area.



Living in Darkness

The mesmerist can trigger this trick whenever the subject enters an area of darkness. The subject gains darkvision 60 feet for an hour. If the subject leaves the area of darkness during that time, he gains light sensitivity for 1 hour, automatically becoming dazzled if exposed to bright light, including *daylight*.

Phrenic Amplifications

Merfolk legends and histories are full of kingdoms lost below the waves, kingdoms more advanced than today, and modern merfolk psychics plumb the depths of thought and memory to uncover the lost secrets of the past. Some merfolk were descendants, saved from such tragedies and passed down these

secrets, others reclaimed this list knowledge from the sunken ruins, and still a few more developed it from aboleths and other deep sea monsters or even on their own.

Psi-Tech Surge

You can spend 1 point from your phrenic pool as an immediate action to grant you a bonus equal to 3 plus your psychic level on any one d20 roll; this ability must be activated before the roll is made.

Tapping the Psychic Bauble

You can drain a technological item of charges as a swift action to automatically enhance your next spell you cast in that round with both Still Spell and Silent Spell. Each spell level of the spell enhanced this way requires one charge. You can only drain power from devices that uses charges and have charges. You must be at least 7th level to select this discovery.

Shifter Aspects

Merfolk shifters often favor aquatic or at least amphibious creatures while in their underwater home, but they also excel with avian forms. Methods of travel such as soaring in the sky or swimming in the ocean's depths both require a certain amount of three-dimensional thinking that land-walkers do not possess, but merfolk excel in such thought naturally. They have tutored shifters of other races in the adoption of such forms, including the following aspect.

Shark Aspect

The shark is a powerful swimmer. Their razor-sharp teeth are used to shred and pierce their foes, and their keen scent for blood makes them frightful hunters.

Minor Form

You gain the keen scent ability.

At 8th level, in addition to the keen scent ability, you also gain the blindsense ability with a range of 15 feet. If you already have blindsense, its range increases by 10 feet.

At 15th level, you gain blindsense out to 30 feet instead. If you already have blindsense, its range increases by another 20 feet.

Major Form

You shape change into a Large bull shark, and while in this form, you gain the aquatic subtype if you did not already have it. You gain a swim speed of 60 feet, low-light vision, and the keen scent ability.

At 8th level, you gain the blindsense ability to a range of 30 feet, and your bite attack critical multiplier increases by one.

At 15th level, you gain the Improved Natural Attack feat for bite attacks and your bite attack deals an additional 1d6 bleed damage.

Feats

The following feats are uniquely well suited for a campaign on the high seas and through the riverlands, coastal marshes, and even the dark depths of the ocean floor. Some are focused on ships and sailing while others are tailored for aquatic adventurers and some for the spectacular sea monsters lurking below.

In addition to the new feats introduced here and in Chapter : Distant Shores, the following feats from the core rules line of hardbacks for the *Pathfinder Roleplaying Game* are of particular interest to those playing nautical campaigns.

- *Pathfinder Roleplaying Game Core Rulebook*: Athletic, Endurance, Exotic Weapon Proficiency
- *Pathfinder Roleplaying Game Advanced Player's Guide*: Elemental Fist, Elemental Focus, Elemental Spell

- *Pathfinder Roleplaying Game Advanced Race Guide*: Aquatic Ancestry, Hydraulic Maneuver, Steam Caster, Triton Portal, Water Skinned
- *Pathfinder Roleplaying Game Monster Codex*: Aquatic Adaptation, Aquatic Advantage, Blood Tide, Swift Swimmer
- *Pathfinder Roleplaying Game Ultimate Combat*: Expert Driver, Marid Coldsnap, Marid Spirit, Marid Style, Master Siege Engineer, Net Adept, Net and Trident, Net Maneuvering, Net Trickery, Sea Legs, Siege Commander, Siege Engineer, Siege Gunner, Skilled Driver, Wave Strike
- *Pathfinder Roleplaying Game Ultimate Magic*: Eldritch Heritage
- *Pathfinder Roleplaying Game Ultimate Wilderness*: Aquatic Combatant, Aquatic Spell, Deep Diver, Eagle-Eyed, Expert Explorer, Expert Salvager, River Raider, Storm Survivor, Torrid Tolerance, Waterway Caster

Agile Swimmer

You flip, twist, and turn in the water with grace.

Benefit: You gain a +2 bonus on Acrobatics and Swim checks. If you have at least 10 ranks in either skill, your bonus improves to +4 with that skill.

Amphibious Adaptation

You can survive out of water far longer than your aquatic kin.

Prerequisite: Aquatic subtype.

Benefit: You can survive out of water for a number of hours equal to your Consitution score before you risk suffocation. If you already have the ability to survive out of water for a limited amount of time before suffocating or suffering other ill effects, that amount of time is doubled. If you do not possess a land speed, you gain a land speed of 5 feet. If you possess a land speed that is less than 20 feet, your speed on land increases by 5 feet.

Corsair

You are a nimble and dangerous foe aboard a ship.

Prerequisites: Spent at least 1 month working on a ship.

Benefit: You get a +2 bonus on initiative checks made while on a ship and deal an additional +1 damage when using light or one-handed weapons on a ship.

Eel Strike (Combat)

You can strike swiftly and retreat beyond your enemy's reach.

Prerequisite: Dex 13, swim speed.

Benefit: While swimming, if you use the withdraw action you can take a single melee attack as a swift action before you begin your movement.

Fast Swimmer

Your have exceptional speed in the water.

Prerequisite: Swim speed.

Benefit: Your swim speed increases by 10 feet.

Hear the Sea

Your ears are keenly attuned to faraway sounds in the water.

Benefit: You gain a +2 bonus on hearing-based Perception checks, and you reduce the distance penalty on hearing-based Perception checks to -1 per 30 feet at the water's surface and -1 per 60 feet underwater. In addition, you can detect the location of creatures moving creatures in the water within 5 feet (or within 20 feet for creatures lacking a swim speed) as if you had tremorsense.

Naval Commander

Your clever tactics and forceful leadership help your crew tackle any task.

Prerequisite: Leadership, Profession (sailor) 7 ranks.





Benefit: If you are on board a ship, you can use the aid another action to assist every ally on board that is performing a type of action specified by you, either performing a skill or making an attack. Alternatively, you can use aid another to assist them defensively, granting a +2 circumstance bonus to Armor Class and a +1 bonus on Reflex saves until the beginning of your next turn. Any ally that is your follower increases the bonus they gain from the aid another action by 1.

Sargasso Strider

You can dance daintily across aquatic vegetation without getting entangled.

Prerequisites: Acrobatics 5 ranks, Knowledge (nature) 2 ranks.

Benefit: You can walk across the top of unstable mats of seaweed, kelp, lily pads, and the like, requiring a DC 10 Acrobatics check for large, thick tangles of such aquatic vegetation and a DC 30 Acrobatics check for thin or loose layers of such vegetation. In addition, you gain a +2 bonus to CMD against grapple maneuvers made by aquatic creatures and plants; this bonus stacks against aquatic plant creatures and on checks to avoid becoming entangled in seaweed, kelp, swamp grass, milfoil, and the like. You can apply this same bonus on Reflex saves to avoid being entangled by plants (including those animated with the entangle spell), and on Escape Artist checks to free yourself from a grapple or entanglement by aquatic or plant creatures.

Savvy Seafarer

You live and breathe with the sea and its natural rhythms.

Prerequisite: Profession (sailor) 3 ranks.

Benefit: You gain a +1 bonus on Knowledge (geography) and Profession (sailor) checks and on any Craft checks made to repair a ship. In addition, while on board a ship you can use a Profession (sailor) check in place of a Survival check to avoid getting lost, get along in the wild, gain a bonus to saving throws against severe weather, or to predict the weather at sea. If you spend one week familiarizing yourself with a ship, all bonuses provided by this feat are doubled while on board that ship. This additional bonus is lost if you spend more than a month away from that ship or familiarize yourself with a different ship.

Sea Shooter (Combat)

You are deadly with ranged attacks underwater.

Prerequisite: Point Blank Shot.

Benefit: You use thrown weapons underwater, taking a -2 penalty for every 5 feet of water they pass through. Only piercing weapons and nets can be thrown underwater in this way. Attacks with other types of ranged weapons take a -2 penalty for every 10 feet of water they must pass through.

In addition, targets in the water do not gain cover or total cover against your ranged attacks when you are outside the water. The water's surface does, however, count as the beginning of a new range increment for determining range penalties.

Sea Sight

Your eyes are accustomed to penetrating the murk of the sea and the creatures lurking in it.

Prerequisite: Perception 3 ranks, swim speed or Skill Focus (Swim).

Benefit: You can see out to double the normal range in the water. If you have darkvision, the range of that darkvision is also doubled underwater. When your attack misses a creature in the water due to concealment or total concealment, you can reroll that miss chance once per attack.

Normal: A creature can see out to 4d8 x 10 feet in normal water and 1d8 x 10 feet in murky water.

Sea Singer

Your powerful humming carries your music underwater with power.

Prerequisite: Perform (sing) 1 rank, bardic performance class feature.

Benefit: You can use potent subsonic humming to create bardic performances with auditory components underwater and cast bard spells with verbal components while underwater, even while holding your breath, without the need for a special concentration check. These spells and effects have the normal range and effect, save that language-dependent effects do not function in conjunction with this feat. You cannot use this feat to cast spells from other classes.

Ship Sage

Your blend your knowledge of the natural and the magical into true nautical expertise.

Prerequisite: Knowledge (nature) 5 ranks, Profession (sailor) 5 ranks, Spellcraft (5 ranks).

Benefit: You gain a +2 bonus on Knowledge checks to identify creatures with the aquatic or water subtypes and can make such checks untrained if you do not possess the appropriate Knowledge skill. You also can use Profession (sailor) checks in place of Survival checks to avoid becoming lost or to predict the weather at sea, gaining a +2 bonus on such checks.

You can spend one week familiarizing yourself with a specific ship, living and working aboard it. Once you have done so, your spells take effect at +1 caster level while aboard that ship, and spells that you cast that deal hit point damage do not harm the ship. This benefit ends if you spend more than one month away from your ship or if you familiarize yourself with another ship.



Shipwright

You are a master craftsman of all things nautical and naval.

Prerequisites: Craft (ships) 3 ranks, Knowledge (engineering) 3 ranks.

Benefit: You gain a +2 bonus on Craft (ships) checks, and when you are building or repairing a boat, ship, or watercraft of any kind, use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost by 10 to determine its sp cost). When using Craft (ships) to repair a ship, you always take the minimum amount of time required based on the ship's complexity and a complete repair costs only 1/20 the ship's cost in raw materials.

If you have a set of artisan's tools suitable for woodworking you can perform quick repairs on a boat, ship, or other watercraft. This takes 2d4 rounds

and repairs a number of points of damage equal to the result of your Craft (ships) check divided by 5. You may choose to improvise these repairs at no cost, but in this case the repair lasts only 1d4 days, at which point those hit points are lost again. If you spend a number of gp in raw materials equal to the number of hit points repaired, these quick repairs are permanent. A ship may receive such quick repairs only once per day.

Steaming Spell (Metamagic)

Your magic merges fire and water into boiling steam.

Benefit: A steaming spell delivers searing heat through supercharged steam. A spell must have the fire or water descriptor to be cast as a steaming spell. A steaming spell with the fire descriptor functions normally underwater, without the need for a caster level check, and if cast outside of water and the spell affects an area, that area is filled with steam for a number of rounds equal to the spell's unadjusted level. This steam obscures vision, granting concealment to creatures more than 5 feet away from an observer. The steam never grants total concealment.

A steaming spell with the water descriptor that deals hit point damage deals an additional 1 point of damage per die; this additional damage is fire damage. Such a spell that affects an area also produces a cloud of steam as above that fills all areas within 10 feet of the water it affects or creates.

A steaming spell uses up a spell slot two levels higher than the spell's actual level.

Submarine Skirmish (Combat)

You can flip, twist, and turn in deadly and dangerous attacks in the water.

Prerequisites: Favored terrain (water).

Benefit: When you use the charge action while swimming, you may choose to negate the normal -2 penalty to your AC for using the charge action. Alternatively, you can accept that penalty in order to take your charge attack at any point during your movement, continuing the remainder of your movement in a straight line after attacking. You must move at least 10 feet before taking your charge attack.

If you use the withdraw action while swimming, you may take a single melee attack before beginning your movement.

Swim-By Attack (Combat)

Your fluid grace allows you to effortlessly combine your actions while moving beneath the waves.

Prerequisite: Swim speed.

Benefit: When you are using a move action to swim, you can take a standard action at any point during your movement; you are not required to complete your move action before using your standard action (or vice versa). You cannot use your standard action to perform a second move (though you can use it to perform other move actions).

Mythic Feats

Legendary heroes who sail the seven seas and mythical monsters that lurk in the ocean deeps below can achieve remarkable powers and unleash abilities beyond those of common sailors and sea creatures using the mythic rules in *Pathfinder Roleplaying Game Mythic Adventures*. Most of the following feats can be taken by mythic creatures and characters who already have mastered the standard version of the same feat, though in some cases these feats are available to mythic creatures and characters alone.

Amphibious Adaptation (Mythic)

You can survive out of water far longer than your aquatic kin.

Prerequisite: Amphibious Adaptation, aquatic subtype.

Benefit: You gain the amphibious special quality and your land speed increases to 10 feet (or by 10 feet, if you already have a land speed that is less than 30 feet).

Arms of the Deep (Mythic)

Your lashing strikes reach up from the water to strike from all directions.

Prerequisite: Large or larger size, two or more natural weapons, swim speed.

Benefit: While you are in the water, you gain the benefit of flanking whenever an ally threatens an enemy that is threatened by you. In addition, if you attack the same creature with two or more natural weapons, you provide the benefits of flanking to yourself against that target for each attack after the first.

Breaching Leap (Mythic)

You can hurl your body out of the water up and over obstacles and creatures, and even crash down on those below.

Prerequisite: Str 13, swim speed.

Benefit: While swimming, you are always considered to have a running start when using Acrobatics to jump, and you gain a bonus on such checks equal to your mythic rank or tier. In addition, when making using the run or withdraw action or making a charge attack, you can expend one use of mythic power to include a single Acrobatics check made to jump, adding 10 feet per rank or tier to the height or distance you jump. You take no falling damage from the height gained as part of this leap. If you charge while using this feat and your attack hits, you may deal an amount of additional damage equal to the falling damage appropriate for the height you reached. Alternatively, you may replace your melee attack from this charge with a grapple check. If you successfully grapple a creature, you bring it down to the water with you at the end of your jump, and it takes an appropriate amount of falling damage for the height it was at when you grappled it.

Cetacean Smash (Mythic)

You can hurl your body with devastating force, leaping out of the water and crashing down on your enemies.

Prerequisite: Large or larger size, swim speed.

Benefit: While swimming, you are always considered to have a running start when using Acrobatics to jump, and you can use your Strength modifier in place of your Dexterity modifier on such checks. In addition, you can use this feat to hurl your body out of the water to land on foes three or more sizes smaller as a standard action, using your whole body to crush them. This attack affects as many creatures as fit within your space, dealing damage based on your size plus 1-1/2 times your Strength modifier. When attacking objects or structures, you ignore an amount of their hardness equal to your mythic rank or tier.

Size	Damage
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

If at least half your body lands out of the water when making a cetacean smash, you fall prone. However, creatures damaged by your leap are pinned under you unless they succeed on a Reflex save (DC 10 + 1/2 your Hit Dice + your Strength modifier). Pinned creatures take bludgeoning damage each round they end their turn still pinned. You must make a combat maneuver check on your turn to maintain the pin, though you do not take a penalty on this check for being prone.

If you land on creatures in the water, they are not pinned but instead are staggered for 1 round and pushed 1d6 x 5 feet below the water's surface. If they strike a solid obstruction while being pushed

in this way, they take 1d6 points of damage per 10 feet they were pushed.

If you expend one use of your mythic power, you can affect creatures two sizes smaller with your cetacean smash. If you expend two uses, you can affect creatures one size smaller.

Corsair (Mythic)

You are a nimble and dangerous foe aboard a ship.

Prerequisite: Corsair.

Benefit: You gain the benefits of this feat whenever you are in aquatic terrain, not just when you are on board a ship. If you are on board a ship, the bonuses granted by this feat are doubled. While on board a ship you cannot be flanked, and if you expend one use of your mythic power you can treat enemies as flanked as long as at least one of your allies threatens the enemy you attack. Activating this ability is a free action and it lasts a number of rounds equal to your mythic tier.

Eel Strike (Mythic)

You can strike swiftly and retreat beyond your enemy's reach.

Prerequisite: Dex 13, Eel Strike, swim speed.

Benefit: When using this feat, you can take a single missile or ranged attack at any point during your withdraw action, and you are able to complete your movement even after making that attack (rather than making the attack before you move). This attack is a free action rather than a swift action.

Fast Swimmer (Mythic)

Your have exceptional speed in the water.

Prerequisite: Swim speed.

Benefit: Your swim speed increases by 20 feet. This stacks with the increase gained from the non-mythic Fast Swimmer feat. In addition, if you expend one use of your mythic power as a swift action, your swim speed is doubled when using the charge, withdraw, or run action for a number of rounds equal to your mythic rank or tier. Apply this doubling before applying the normal multiplier to your speed. This is an exception to the normal rule for stacking multipliers.

Hoist the Colors (Mythic)

Your dread banner strikes terror into the hearts of enemies.

Prerequisite: Cha 15, Intimidate 5 ranks, Profession (sailor) 5 ranks.

Benefit: You can use Intimidate to demoralize creatures that can see your distinctive banner or flag at any distance, as long as they can clearly see your ensign. This functions as normal for the Intimidate skill but does not require you to threaten the creature.

If you expend one use of your mythic power while making an Intimidate check, you can demoralize the entire crew of a ship by successfully demoralizing the captain of that ship; at the GM's option, you can also use this ability to demoralize a troop of soldiers or similar military unit, using their commander to set the DC of the Intimidate check. If you beat the Intimidate DC, the captain and crew are shaken for a number of minutes equal to the difference between your check and the DC. You may also choose to take a -10 penalty on this Intimidate check; if your check succeeds despite this penalty, the target ship and crew are frightened instead of shaken. This penalty is reduced by an amount equal to one-half your mythic tier.

If you expend two uses of your mythic power, you may choose to increase the severity of the fear you cause by one step or increase the duration to 10 minutes times the difference between your check and the DC. Ships that are frightened or panicked and unable to flee will strike their colors and surrender to you.

Inescapable Grasp (Mythic)

It is almost impossible for foes to wriggle free from your grasp.

Prerequisite: Improved Grapple or grab special attack.

Benefit: Your CMD against attempts to escape from your grapple is increased by an amount equal to your mythic tier, whether such attempts are made as a grapple combat maneuver or an Escape Artist skill check. In addition, you can grapple creatures using *freedom of movement*, though you take a base -20 penalty on combat maneuver checks made to grapple such a target. This penalty is reduced by an amount equal to your mythic tier (if your target is a mythic creature or is using mythic *freedom of movement*) or by twice your mythic tier otherwise.

Naval Commander (Mythic)

Your clever tactics and forceful leadership help your crew tackle any task.

Prerequisite: Naval Commander.

Benefit: If you expend one use of your mythic power when you use this ability, the benefits persist for a number of rounds equal to your mythic tier, as long as your allies continue performing the specified action each round. If you are providing a bonus on attack rolls, this bonus applies only once per round; each creature may choose which attack will gain this bonus and may apply the bonus either before or after dice are rolled. Allies on board your ship that are your followers gain an additional bonus equal to one-half your mythic tier (minimum +1).

Savvy Seafarer (Mythic)

You live and breathe with the sea and its natural rhythms.

Prerequisite: Savvy Seafarer.

Benefit: The bonuses provided by this feat are increased by 1, and you can use a Professsion (sailor) check in place of a Survival check to track swimming creatures or ships moving through the water, with a base DC of 30, increasing by 1 for every hour that passes since the trail was made. You may add your mythic tier on Profession (sailor) checks made to track in this way. If you are tracking a ship rather than creatures, treat the ship as a single creature of its size; any passengers on board the ship do not affect the DC to track it.

If you expend one use of your mythic power while on board your familiar ship, the bonuses provided by this feat are tripled instead of doubled for a number of rounds equal to your mythic tier. Alternatively, you can expend one use of your mythic power to enhance magical effects you create on board your familiar ship for a number of rounds equal to your mythic tier. This increases your effective caster level for spells and spell-like abilities by 1 and increases the save DC of a supernatural ability you use by 1. In addition, magical effects you create while using this ability deal no damage to your familiar ship.



Sea Legs (Mythic)

Your balance and gait are undisturbed on the rolling and raging seas.

Prerequisite: Sea Legs.

Benefit: You ignore penalties on Acrobatics and Climb checks for slippery, slightly slippery, or sloped surfaces, and you are not denied your Dexterity bonus when making Acrobatics checks to keep your balance unless the DC exceeds 10 plus your mythic tier. In addition, your movement is not impeded by bogs, deep bogs, or water of similar depth, nor do you treat cluttered ship decks as difficult terrain, even if they are filled with crowds. extra something vs. non-sea legs

Share Breath (Mythic)

You and your allies can share another's breath above the waves or below them.

Prerequisite: Aquatic or water subtype.

Benefit: As a full-round action, you can imbue an ally with the ability to breathe water. Your ally must remain within 5 feet times your mythic rank or tier. This ability persists until you revoke it as a full-round action or until the creature moves farther from you than the above distance. If the ability ends while that creature is still underwater, it may begin to drown. If you expend one use of your mythic power, you can share this ability with a number of additional allies equal to your mythic rank or tier.

Swim-By Attack (Mythic)

Your fluid grace allows you to effortlessly combine your actions while moving beneath the waves.

Prerequisite: Swim-By Attack.

Benefit: If you make a melee attack as your standard action while using this feat, your movement does not provoke attacks of opportunity from the creature you attack. In addition, if you spend one use of your mythic power, you can move up to twice your swim speed in addition to your standard action, rather than being limited to your swim speed.

Traits

The optional rules for traits were presented in the *Pathfinder Roleplaying Game Advanced Player's Guide* as a way to add additional flavor for your characters while providing a small mechanical benefit as well to represent some unique part of their background. The traits presented here all you to create different motivations for why the heroes in a nautical campaign took to the sea, whether by choice or being driven by the winds of fate.

Ancient Explorer

You have a keen interest in seeking out the ruins of long-lost civilizations that have lain abandoned among the scattered isles for thousands of years. You gain a +1 trait bonus on Knowledge (history) and Knowledge (local) checks, and one of these skills is a class skill for you. In addition, you gain Cyclops or Polglut as a bonus language.

Flaw: You'll do anything to find clues to long-lost ruins, even venturing into dangerous dockside haunts in the hope of finding a treasure map without being slipped a tainted drink or a rusty knife.

Barroom Talespinner

You grew up listening to tales of adventure and piracy on the high seas and the sea chanteys of old salts in dockside dives. You learned all about what it's like to be a pirate by talking with the sailors on shore leave, and learned how to tell a tale (or perform some other pirate entertainment) yourself. You gain a +1 trait bonus on Diplomacy checks and one category of Perform checks, and one of these skills is a class skill for you. In addition, once per week you can make a DC 15 Knowledge (local) or Intelligence check to see if you know a popular

legendary pirate tale, the telling of which grants you a +1 trait bonus on Charisma checks made to influence NPCs aboard ship.

Flaws: Your big mouth and loose tongue can get you into trouble, as you don't know when to stop telling tall tales and attracting attention.

Buccaneer's Blood

One of your ancestors was an infamous Free Captain of the pirate islands, whose very name struck fear in the hearts of those who sailed the seas in search of an honest living. Piracy is in your blood, and you've always longed to follow in your forebear's footsteps and plunder the shipping lanes. You gain a +1 trait bonus on Intimidate and Profession (sailor) checks. In addition, you gain a one-time +1 trait bonus to your Disrepute and Infamy scores.

Flaw: Your ancestor's name follows you around as surely as their enemies do, and old grudges die hard.

Dockside Brawler

You grew up on the dangerous docks of one of the numerous pirate ports or anchorages, and quickly learned that fists often make a better point than fancy words, especially when used the right way. You've always preferred action to talk, anyway. You gain a +1 trait bonus on damage rolls with brass knuckles and improvised weapons, and you always manage to keep a pair of brass knuckles hidden even when people search you.

Flaw: You love a good brawl, and have a hard time resisting a challenge to a fight, especially against boastful braggarts and overbearing officials.

Eye for Plunder

You've always had a keen eye for the glitter of gold or silver, and you've robbed enough rich merchants and raided enough ships to have a feel for where the most valuable plunder is hidden. You gain a +1 trait bonus on Appraise and Perception checks to find concealed or secret objects (including doors and traps). In addition, you begin the campaign with a selection mundane trade goods worth 50 gp that you were able to scrounge together during your first days at sea, even if you've been press ganged.

Flaw: You often find yourself relatively well off when you get your share of you're a voyage's plunder, as you pluck the hidden gems and choicest morsels that others overlook, but you can't help showing off your newfound wealth and attracting the wrong kind of attention.

Peg Leg

One of your legs was bitten off below the knee by a shark when you were just a child, and was replaced with a wooden peg leg (see page 137). You've long since gotten used to your prosthesis, however, and take none of the normal penalties from having a peg leg. You've had to learn to deal with the pain of your injury as well, and you gain a +1 trait bonus on Fortitude saves. Ever since your accident you've hated sharks, and you also gain a +1 trait bonus on damage rolls against sharks and other animals with the aquatic subtype.

Flaw: Your balance always gets a bit shaky when you get tired or after a few drinks, making you clumsy and prone to falling or being knocked down.

Pirate Queen's Blessing

You were born aboard a ship at sea or down by the docks in a port city on an auspicious day. Old salts and sea dogs nod knowingly and say that the Pirate Queen, goddess of piracy, sea monsters, and strife, has marked you for a greater destiny. You don't know anything about that, but you've always felt more at home on the sea than on land, and your keen eyes can easily pick out a sail on the distant horizon. You gain a +1 trait bonus on Perception and Profession (sailor) checks. In addition, once per week you can reroll a Profession (sailor) check and take the higher result (you must announce that

you are using this ability before the results of the check are known).

Flaw: You throw caution to the winds, as you trust in your luck to always bring you safely back to port.

Port Native

You grew up in one of the steaming and corrupt ramshackle cities of the pirate isles, infamous for both the scoundrels who visit it and the smugglers, assassins, and even cultists that run the city. You've been around pirates all your life, but you've learned to be wary in your dealings with people, as there's no telling who might be a spy or killer in disguise. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for you. In addition, your familiarity with the pirate's life allows you to make untrained Knowledge (local) checks regarding pirates orregions where pirates flourish.

Flaw: Your suspicion keeps you alert for danger, but sometimes your fears run away with you and while you obsess on one potential threat, another creeps up on you unawares.

Ship's Surgeon

On a ship, a sailor often has to learn multiple skills, and this rule certainly applies to you. Your father was a woodworker, and you learned your first trade from him. But on your first voyage at sea you quickly found out that a carpenter is often a ship's doctor as well—after all, who knows more about sawing off limbs than someone who saws wood for a living? People are a lot bloodier than wood, that's for sure, but you haven't had many complaints—those sailors who have enjoyed your services are either happy to be alive or dead, and there's old salts who swear the peg legs you for made them are better than the real legs they used to have. You gain a +1 trait bonus on Craft (carpentry) and Heal checks, and Heal is a class skill for you. You also carry a healer's kit with you and gain proficiency with it.

Flaw: Despite your tough exterior, you really do have a soft heart for those in pain or in need, especially a damsel or swabbie in distress, even risking your own safety to ensure theirs.

Touched by the Sea

You've always felt the call of the sea and your blood surges with the ebb and flow of the tides. Perhaps one of your parents was a sailor or pirate, or maybe one of your ancestors had a bit of aquatic elf or undine blood in them. Whatever the reason, you're as comfortable in the water as you are on land. You gain a +1 trait bonus on Swim checks and Swim is a class skill for you. In addition, penalties on attack rolls made underwater are lessened by 1.

Flaw: You become melancholy when away from the sea too long, and even when in port or ashore you often spend long minutes or hours gazing longingly at the sea when you should be paying more attention to your surroundings.





Chapter 2: Nautical Spells



The spells presented here are particularly useful for aquatic adventuring, including ships that affect or are of greatest use on board ships. The ship-to-ship combat rules deal specifically with the effects of spells in large-scale combat, but the spells below are more specifically focused on their utility in heroes going on their quests beyond the sea.

In addition to the new spells introduced here and in Chapter : Distant Shores, the following spells from the core rules line of hardbacks for the *Pathfinder Roleplaying Game* are of particular interest to those playing nautical campaigns.

- **Pathfinder Roleplaying Game Core Rulebook:** *alter self, animate rope, beast shape, control water, control weather, control winds, create water, elemental body, fabricate, find the path, freedom of movement, fog cloud, gust of wind, ironwood, make whole, obscuring mist, purify food and drink, solid fog, summon monster, summon nature's ally, water breathing, water walk, whirlwind*
- **Pathfinder Roleplaying Game Advanced Class Guide:** *buoyancy, gentle breeze, monkey fish*
- **Pathfinder Roleplaying Game Advanced Player's Guide:** *aqueous orb, clashing rocks, cloak of winds, elemental speech, fluid form, hydraulic push, hydraulic torrent, lily pad stride, river of wind, seamantle, slipstream, touch of the sea, tsunami, vortex*
- **Pathfinder Roleplaying Game Advanced Race Guide:** *aboleth's lung, black mark, cloud shape, commune with birds, marid's mastery, nereid's grace, nixie's lure, old salt's curse, undine's bolt*
- **Pathfinder Roleplaying Game Monster Codex:** *air breathing, blood in the water, gift of the deep*
- **Pathfinder Roleplaying Game Ultimate Combat:** *air bubble, water walk (communal)*
- **Pathfinder Roleplaying Game Ultimate Magic:** *ride the waves, summon froghemoth*
- **Pathfinder Roleplaying Game Ultimate Wilderness:** *aquatic cavalry, sea stallion, sea steed, tail current, tailwind, tidal surge, wandering weather, with the wind*

New Spells

ANIMATE WATER

School transmutation [water]; **Level** druid 1, shaman 1, sorcerer/wizard 1
Casting Time 1 round
Components V, S, M (a vial of fresh spring water mixed with seawater)
Range close (25 ft. + 5 ft./2 levels)
Target 4 cu. ft. of water
Duration concentration, up to 1 round/level
Saving Throw none; **Spell Resistance** no

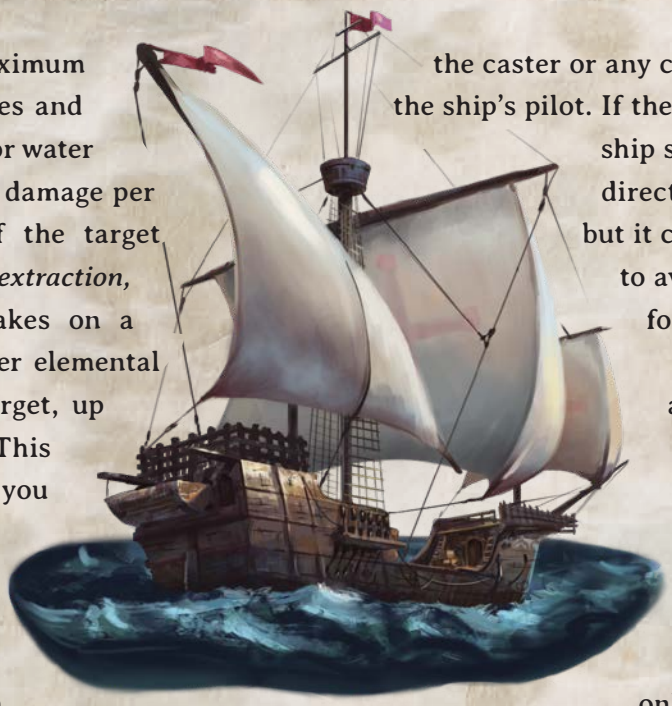
You form the target water into an amorphous watery creature that you can direct to move and fight as a small water elemental[B1], though this watery form is a construct rather than an outsider and has construct immunities. If you are at least 5th level and have 10 cubic feet of water available, your construct functions as a medium water elemental[B1]. If you cease concentrating, your water construct collapses. If there is not enough water within range, the spell fails.

AQUEOUS EXTRACTION

School transmutation [water]; **Level** alchemist 5, druid 6, magus 6, shaman 6, witch 6
Casting Time 1 standard action
Components V, S, M (an empty vial and a pinch of sea salt)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous; see text
Saving Throw Fortitude partial; **Spell Resistance** yes

You violently draw forth the moisture from the target creature, causing it to pour forth from every orifice and pore. The target takes 1d6 points

of damage per level (maximum 20d6, Fortitude half). Oozes and creatures with the aquatic or water subtype take 1d8 points of damage per level (maximum 20d8). If the target is killed by *aqueous extraction,* the water drawn forth takes on a semblance of life as a water elemental of the same size as the target, up to a maximum of Huge. This water elemental is under you control, but it survives only for a number of rounds equal to one-half the slain creature's Hit Dice. Creatures with the fire subtype and outsiders with the air or earth subtype are immune to this spell.



CASTER'S CARAVEL

School conjuration (creation); **Level** sorcerer/wizard 8

Casting Time 10 minutes

Components V, S, F (a miniature ship carved of exotic wood with silken sails worth 500 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect conjured ship plus extradimensional space

Duration 1 day/level (D)

Saving Throw none; **Spell Resistance** no

You call into being a small double-decked sailing ship that functions in all respects as an ordinary caravel. It can take on the normal amount of cargo, crew, and passengers, and even have weapons mounted on it if you wish. The ship does not require a full crew, as it is staffed with a complement of invisible deckhands similar to *unseen servants* that perform all ordinary functions necessary for sailing the *caster's caravel*, though they cannot steer it. These *unseen servants* have a speed of 30 feet and a climb speed of 15 feet, and they respond to the spoken commands of the caster or any creature she designates as the ship's pilot. If there is no living pilot, the ship steers itself in whatever direction it was last directed, but it cannot adjust its course to avoid hazards, compensate for severe weather, etc.

The *caster's caravel* also contains an extradimensional space reached through a shimmering panel similar to the entrance of a *mage's magnificent mansion*. Like that spell, only those designated by you can enter the portal. It is invisible to others, who pass down the aft deck ladder that leads to it and into an ordinary cargo hold. Within the extradimensional space, which can fill up to three 10-foot cubes per caster level, you can create any deck plan you desire. All cabins within the space are furnished and its galley contains food and water sufficient to feed one Medium-sized creature per caster level each day. A staff of uniformed and transparent but visible *unseen servants* waits upon all guests within the extradimensional space and sees to their needs. Like a *mage's magnificent mansion*, outside conditions do not affect those within. Even if the ship sinks, those within the space remain unharmed, though they must leave through the same portal by which they entered, even if it lies at the bottom of the sea.

CHANNELED CURRENTS

School transmutation [water]; **Level** druid 5, shaman 5

Casting Time 1 standard action

Components V, S, M (a small metal canister or sphere)

Range 40 ft./level

Area 40 ft./level cylinder, 40 ft. deep

Duration 10 minutes/level
Saving Throw Fortitude negates (see text); **Spell Resistance** no

You alter the flow of water in the area surrounding you. You can make the water flow in a certain direction or manner, increase its strength, or decrease its strength. The new currents persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm water air up to 80 feet in diameter at the center of the area if you so desire, and if part of your vessel extends beyond that radius it remains unhindered by the altered current. You may choose to limit the area to any cylindrical area less than your full limit.

- *Flowing Water:* You can direct all water in the area to flow in one direction of your choice.
- *Still Water:* You can slow down the flow of water by 10 feet per round for every three caster levels.
- *Swift Water:* You can speed up the flow of water by 10 feet per round for every three caster levels.
- *Troubled Waters:* You can create random, clashing wave action that makes it very difficult to traverse while swimming, requiring a successful Swim check with a DC equal to 10 plus your caster level. Creatures apply their size modifier to their CMB as a bonus or penalty on Swim checks made to traverse troubled waters. Creatures using *water walk* in the area treat it as difficult terrain and must succeed on a Reflex save each round after moving or fall prone.
- *Whirlpool:* You can create a maelstrom in the area rotating clockwise or counter-clockwise with a speed of 10 feet for every three caster levels. The pilot of a ship trying to move across the whirlpool must succeed on a Profession (sailor) check with a DC of 10 plus your caster level or be caught in the *whirlpool* and forced to move around it. The pilot can attempt a new Profession (sailor) check as a full-round action to escape the whirlpool. Creatures trying to swim across the whirlpool must succeed on a Swim check against the same DC or be likewise caught in its grip.

The area of *channeled currents* normally is stationary. However, instead of using the spell for one of the above purposes, you can create a localized current that fills the water around you and gently draws all creatures and water vehicles in the area along with it, increasing their speed by 10 feet per 6 caster levels. You must choose to cast the spell in this fashion at the time of casting. Once begun, you cannot later change the effect of your *channeled currents* to one of the above effects.

DEEP DIVER

School transmutation [water]; **Level** alchemist 4, druid 5, ranger 4, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a bit of stone or mud from a deep ocean trench)
Range touch
Area one creature/3 levels
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** yes

You adapt the targets to survival in the ocean's black depths, causing their eyes to become enlarged and their flesh hard and cold. Targets gain the ability to breathe water and a swim speed equal to their land speed. Their altered physiology grants them cold resistance 20 and immunity to pressure damage from deep water. The targets also gain darkvision with a range of 60 feet, or their darkvision is extended by 60 feet if they already darkvision, and they may generate bioluminescent stripes or dots on their flesh if desired, shedding light as a *light* spell.

DEPTH CHARGE

School evocation [water]; **Level** alchemist 2, druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a small metal canister or sphere)

Range short (25 ft. + 5 ft./2 levels)

Area 15-foot-radius burst

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You can hurl a canister of hyper-compressed water that explodes in water, dealing 2d6 points + 1 point per caster level (maximum +10) of bludgeoning damage to creatures in the area and acting as a bull rush combat maneuver (using your caster level in place of your base attack bonus and your primary casting statistic in place of your Strength score) against all creatures in the area, pushing them away from the center of the area of effect. A *depth charge* deals double damage to the hulls of boats, ships, submersibles, and other water vehicles. A *depth charge* deals no damage to creatures or objects that are not in the water.

Rather than hurling a *depth charge* for immediate detonation, you may drop the *depth charge* into the water and allow it to sink at a rate of 30 feet per round, delaying its explosion by up to 1 round per 2 caster levels (maximum 5 rounds). A creature in the water can pick up the *depth charge* and move it, though there is a 25% chance each round it is handled that it detonates immediately.

DEPTH WARNING

School divination [water]; **Level** cleric 2, druid 2, ranger 1, shaman 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a clear glass bead and a loop of string)

Range medium (100 ft. + 10 ft./level)

Target one vessel

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You can sense when a ship you are on comes into or near shallow water, reefs, shoals, or similar obstacles. You can focus the spell on the ship's bow, or you may select a focus point directly in front of the ship at any distance up to the spell's maximum range. When casting, you also set a desired warning depth up to 10 feet per level deep. Any time thereafter that a Huge or larger object or creature (including the seafloor) is within your *depth warning*, a magical voice sounds in the caster's ear stating its size and depth. The *depth warning* is repeated once each round thereafter, ceasing if the obstacle is passed, the creature moves out of the ship's path, and so on. The *depth warning* remains quiet thereafter until a new obstacle, barrier, or creature of sufficient size is detected within the ship's path.

FLOAT

School transmutation [water]; **Level** alchemist 1, cleric 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 1

Casting Time 1 standard action; see text

Components V, S, M (a bit of cork)

Range close (25 ft. + 5 ft./2 levels)

Target one creature or object; see text

Duration 10 minutes/level (D); see text

Saving Throw Fortitude negates; **Spell Resistance** yes

You make a single Medium-sized creature or object buoyant, causing it to float safely at the surface even in heavy seas and to rise steadily to the surface at 50 feet per round if underwater unless the creature strikes an obstacle that blocks its upward movement. While affected by *float*, the target does not take an armor check penalty on Swim checks for carrying a medium or heavy load and does not sink when failing a Swim check by 5 or more.

A creature affected by *float* can voluntarily dive or swim downward, and as long as a creature spends a move action and makes a successful Swim check each round it can remain swimming underwater.

If it stops swimming or fails a Swim check, the *float* spell causes her to drift upwards again. Air-breathing and water-breathing creatures both can breathe while at the surface using this spell.

A creature carrying a heavy load floats upward at half speed, and a creature carrying more than a heavy load cannot *float* at all. An unattended object up to 25 pounds per caster level can be raised to the surface with a *float* spell. Floating objects simply remain at the surface but may drift around the area, moving as wind and wave action dictate.

Float may be cast as an immediate action, targeting one Medium or smaller creature or object per level, no two of which may be more than 30 feet apart. When cast in this way, the duration is reduced to 1 round per level.

FLOTSAM VESSEL

School conjuration (creation); **Level** cleric 2, druid 2, ranger 1, summoner 1
Casting Time 1 minute
Components V, S, M (driftwood branch or river rat's tail)
Range close (25 ft. + 5 ft./2 levels)
Effect raft large enough for caster and one passenger/2 levels
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

This spell assembles a sturdy raft and oars from driftwood, reeds, and shoreline detritus. The smallest raft created by the spell is roughly 5 feet square, increasing by an additional 5 feet square for every 2 caster levels you possess. Each 5-foot section of the raft can carry two Medium passengers or 300 pounds of cargo. The vessel functions as a normal raft, except it is not slowed or damaged by non-magical river hazards such as rapids or shallows, and it is always considered to be traveling downstream for the purpose of calculating travel speed, regardless of its actual direction.

HULLSHOCK

School evocation [electricity] **Level** cleric 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, F (a silver nail worth 50 gp)
Range touch
Area one boat or ship
Duration 1 hour/level or until discharged
Saving Throw Will negates; see text; **Spell Resistance** yes

You infuse a ship's hull with tremendous power, which discharges if a Large or larger creature attacks the ship or attempts to climb the ship's hull without first uttering a password chosen by the caster at the time of casting. When the *hullshock* is discharged, the creature triggering it takes 1d6 points of electricity damage per caster level (maximum 15d6), with a Reflex save allowed for half damage. In addition, any other creatures climbing on the ship's hull and all creatures in the water within 60 feet of the hull take half damage from the *hullshock,* or no damage on a successful Reflex save. The target ship itself is not damaged by the *hullshock* nor is any creature on board the ship's deck.

Once triggered, the spell's magic dissipates. The focus component must be nailed into the target ship's keel. If the spell expires without being discharged, the focus can be removed and reused. If the spell triggers, the focus is consumed. Despite the name, *hullshock* also can be cast on a wooden pier, wharf, or similar structure made of wood, vines, and similar material.

INTERPLANAR VOYAGE

School conjuration (teleportation); **Level** sorcerer/wizard 9
Casting Time 1 minute
Components V, S, F (a sextant)
Range touch
Area one boat or ship
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

You draw the target vessel and all creatures aboard it through an interplanar portal, arriving at a new plane in a manner similar to *plane shift*. During the casting of the spell, the target vessel is surrounded by wisps of mist 20 feet thick that gradually become opaque (as *obscuring mist*) at the conclusion of casting, after which the ship and all aboard vanish and and reappear in the plane you designate. The ship appears on a body of water large enough to bear it if possible, or upright on land if the target plane has no such bodies of water. After making the *interplanar voyage,* the ship and all creatures aboard it gain the benefits of *planar adaptation*[APG] for 24 hours. A creature that leaves the ship for more than 1 hour forfeits this protection.

Unwilling creatures can resist the spell with a successful saving throw, remaining behind. The ship and other passengers disappear at the end of casting, however, so such creatures may find themselves stranded in the sea.

MURK

School transmutation [water]; **Level** druid 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M (a handful of mud or silt)
Range 0 ft.
Area 20-ft.-radius spread centered on you
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

You fill the water around you with silt and algae, decreasing visibility in a manner identical to *obscuring mist,* though the spell's effect does not extend out of the water. A fast current (including a spell like *hydraulic torrent*[APG]) disperses the *murk* in 1 round, while slower-moving currents clear the water in 4 rounds.

QUICK BREATH

School conjuration (creation) [air]; **Level** bloodrager 1, druid 1, magus 1, ranger 1
Casting Time 1 immediate action
Components S
Range personal
Target you
Duration 1 round/level; see text

You fill your lungs instantly with fresh air, and this air supply is continuously refreshed so that you do not need to breathe. When the spell expires, you are treated as if you had just taken a full breath of air to being holding your breath. If you cast this spell when you are exposed to an inhaled poison, you get a +4 bonus on your saving throw to resist that poison. If you cast it when affected by a *suffocation* spell, it grants you a +4 bonus on your saving throw against that spell's effects but does not provide immunity to it.

RECEDING REEF

School transmutation [water]; **Level** druid 3, ranger 3
Components V, S, M (a crushed piece of coral)

This spell functions as *diminish plants*, but it affects coral reefs and the sea plants that grow in and around them, as well as helps proliferate anemones, urchins, fish, and similar tiny sea creatures that inhabit the reef. *Receding reef* counters *reef growth*.

REEF GROWTH

School transmutation [water]; **Level** druid 3, ranger 3
Components V, S, M (a piece of coral)

This spell functions as *plant growth*, but it affects coral reefs and the sea plants that grow in and around them, as well as helps proliferate anemones, urchins, fish, and similar tiny sea creatures that inhabit the reef. *Reef growth* counters *receding reef*.

RIVERSIGHT

School divination (scrying); **Level** cleric 3, druid 2, inquisitor 3, ranger 2, witch 3
Casting Time 1 minute
Components V, S, F/DF (a smooth river stone)
Range see text
Target non-magical freshwater waterway
Effect magical sensor
Duration 1 minute/level (D)



Saving Throw none; **Spell Resistance** no

You can view events transpiring along a natural watercourse you touch. You can see anything on or within the river as if you were present at that location, or you can observe anything happening within 15 feet of the river's banks as if peering from the water's surface. Moving your point of view to a different location along the river is a standard action, though your perception can follow something moving along the river as a free action.

The range of this spell is affected by whether you are attempting to gaze up or downriver—if viewing a location downriver, you can view any spot within 2 miles per caster level; if viewing upriver, you can view any spot within 1/2 mile per caster level. The magical sensor created by this spell can travel only as far along the river as your range and the river permits; obstructions such as dams and reservoirs halt the sensor, as does an estuary flowing into the sea or other body of saltwater.

SALVAGE

School transmutation; **Level** cleric 9, sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, M
Range long (400 ft. + 40 ft./level)
Target one shipwreck
Duration see text
Saving Throw Fort negates (object); **Spell Resistance** yes (object)

An invisible force pulls together the remains of a shipwreck. Bits of hull, tattered sails, broken masts, and smashed figureheads knit themselves back together. Rotten wood turns solid once more and sails re-weave themselves as the rigging snakes across the masts. It takes a variable amount of time for the ship to rebuild itself, depending on its size.

Size	Duration
Raft	1 minute
Rowboat	1 minute
Keelboat	10 minutes
Longship	1 hour
Sailing ship	2 hours
Warship	3 hours
Galley	4 hours

At the end of the duration, an air bubble forms around the repaired ship. If submerged, the ship shoots to the surface, erupting with a great splash before settling on the water.

Though the spell requires time to repair the ship, its effects are instantaneous. A salvaged ship cannot be dispelled to return it to a shipwreck. However, before the spell's duration ends and while the ship is still being repaired, salvage can be dispelled to interrupt the repair process. The ship remains in the condition it was in when the spell was interrupted until a new salvage spell is cast (but continues to age normally and suffers the effects of its environments). A new salvage spell's duration is modified by any repairs already begun.

SARGASSO STRANDS

School conjuration (creation); **Level** bloodrager 2, druid 2, magus 2, ranger 2
Casting Time 1 standard action
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)
Target one creature/3 levels
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You fling strands of tangled kelp and seaweed at one or more targets within range, making ranged touch attacks against each. If the *sargasso strands* hit, make a combat maneuver check to grapple the target, using your caster level in place of your base attack bonus and your primary spellcasting statistic in place of your Strength score to determine your CMB and CMD. If the target is grappled, it can break free on its turn with a grapple check or Escape Artist check, and the CMD of your *sargasso strands* is reduced by 2 every round as the strands dry out.



Allies also can cut a grappled creature free with a slashing weapon, each *sargasso strand* has hardness 2 and hit points equal to 5 plus your caster level.

If you cast this spell while ocean water is within range, you gain a +2 circumstance bonus on your combat maneuver check and to your CMD, and the *sargasso strands* each have hit points equal to 10 plus your caster level.

SEA SCRYING

School divination (scrying); **Level** bard 4, druid 5, shaman 5, sorcerer/wizard 5, witch 5

This spell functions as *scrying*, but you must be touching a body of water at least 5 feet across to use this spell, and the target of your *sea scrying* must be within on board a ship or within 30 feet of a body of water at least 5 feet across as well. A target touching the water takes a -2 penalty on its saving throw; if it is touching the same body of water as you (GM's discretion), this is increased to -4. In addition, if the initial target of your *sea scrying* succeeds on its saving throw or is otherwise unable to be scried, you can turn your mind to another potential target near a body of water. Concentrating to find a new target for your *sea scrying* requires 1d3 rounds, and the save DC is reduced by 2 for each additional target after the first you attempt to *scry*.

SEA SIGHT

School transmutation [water]; **Level** druid 1, ranger 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target can see out to twice the normal range underwater, whether in clear or in murky water, and gains a +5 bonus on Perception checks made underwater; this increases to +10 at 5th level. When you attack a creature in the water and your attack has a miss chance due to concealment, you reduce that miss chance 10%.

SHATTERHULL

School transmutation; **Level** bloodrager 4, druid 4, magus 4, ranger 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a sliver of wood and a bit of broken glass)

Range touch

Target one wooden object up to a 10-foot cube

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You cause a wooden structure immersed in water to buckle and collapse. The target object takes 2d6 points of damage per caster level (maximum 30d6), and if the target is a ship it gains the broken condition, or the sinking condition if its hit points are reduced to 0 (see Damaging a Ship in **Chapter X: Ship Combat**, pg. xxx). If the structure or ship succeeds on its saving throw, it takes 5d6 points of damage instead. This may still result in a ship becoming broken if this reduces its hit points below half or sinking if its hit points are reduced to 0.

In addition to the immediate damage, the wooden structure is weakened, reducing its hardness by 2; this reduced hardness persists until all damage to the structure or ship is repaired. If the structure or ship remains immersed in water, it also springs numerous small leaks, causing the structure to take an additional 1d6 points of damage every 10 minutes (ignoring hardness). This damage is doubled during any 10-minute period that the ship is moving at full speed or engaged in combat.

Shatterhull affects animated objects as described above but otherwise does not affect creatures made of wood.

SKELETON CREW

School necromancy; **Level** cleric 3, sorcerer/wizard 4, summoner 4, witch 4

Casting Time 1 standard action
Components V, S, M
Range touch
Targets one or more humanoid corpses touched
Duration 1 day/level
Saving Throw none; **Spell Resistance** no

This spell turns corpses into skeletons that act as crew and obey your commands to the extent of their abilities.

The undead you create are 1 Hit Die skeletons that possess Profession (sailor) scores equal to half your character level plus your Wisdom modifier (for clerics), Intelligence modifier (for witches and wizards), or Charisma modifier (for sorcerers and summoners). Each skeleton can perform the duties of one crew member but has no other abilities. The created skeletons cannot speak, attack, or even defend themselves. The only orders they obey are ones pertaining to the operation of a ship. Skeletal crew members are not proficient with any weapons or armor.

You can't create more Hit Dice of skeletal crew members than twice your caster level with a single casting of skeleton crew. The desecrate spell doubles this limit. The undead you create by casting skeleton crew remain under your control for the duration of the spell, and do not count against your limit of total Hit Dice worth of undead creatures you can control.

A skeletal crew member can only be created from a mostly intact humanoid corpse. The corpse must have bones. When you cast this spell, any flesh left on the corpses melts away into fog.

SUBMERGE SHIP

School transmutation; **Level** cleric 7, sorcerer/wizard 7
Casting Time 1 minute
Components V, S, M/DF (a glass marble or piece of soap)
Range touch
Target 1 sailing vessel
Duration 10 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** no

When this spell is cast upon a vessel, the ship is surrounded by a protective bubble of constantly replenishing, breathable air and sinks beneath the waves. For the duration of the spell, the ship can travel beneath the water as easily as it did above. While under the effects of this spell, the ship has magical propulsion that gives it a maximum speed of 120 feet and an acceleration of 30 feet. The ship's pilot uses the normal sailing skill to control the ship while under this spell's effects and can command it to dive and ascend as part of the vessel's normal movement.

Despite the magical propulsion, the ship still requires its crew to perform its normal functions.

The spell protects the ship and all aboard from the dangers of drowning and pressure, but not from damage from outside obstacles or creatures. The bubble cannot be used offensively and prevents an affected ship from rising into a space that won't accommodate it (like a sea cave too small to contain it or under another vessel). Creatures can enter or leave the bubble at will, but those outside the sphere cannot be forced inside against their will, the sphere proving substantial enough that such creatures may choose whether to enter or to slip away along its sides. At the end of the spell's duration the bubble pops, causing a ship still underwater at that time to gain the sinking condition. This spell has no effect if cast upon a ship in water that cannot cover the vessel entirely.

Although largely beneficial, this spell can be cast on a ship whose pilot does not want to submerge her vessel. The ship itself uses its Will saving throw to resist this effect.

TRACK SHIP

School divination (scrying); **Level** bard 2, cleric 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, F (piece of ship)

Range see text
Effect magical icon
Duration 1 hour/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

In order to cast this spell, you must have a piece of the ship you wish to track. Merchants often preserve slivers from their trade ships specifically for this purpose. You also need a nautical chart. When you cast this spell, an icon of the targeted ship appears on the nautical chart. The icon moves as the ship moves for the duration of this spell. If the ship is not within the area delineated by the chart, the spell fails. If the ship is reduced to 0 or fewer hit points, its icon changes from a ship to a skull and crossbones.

TRUE BEARING

School divination; **Level** druid 2, ranger 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a pinch of iron filings)
Range personal
Area you
Duration 1 minute/level (see text)

You can pinpoint the direction from your current location to a familiar landmark or geographical site. The target must be a location you have actually visited and it must be on the same plane. The target must be a location, not an object or creature, and it cannot be screened from divination. If this spell is cast at least 1 mile away from land, its duration is increased to 1 hour per level.

TURBID TIDE

School transmutation [water]; **Level** druid 3, ranger 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a handful of mud or silt)
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You fill the area with silt and algae, decreasing visibility as *murk*. In addition, the heavy silt congeals the water, making it thick and heavy and hard to move through. Ranged attacks are useless within the *turbid tide* and creatures attacking in melee take a -2 penalty on attack and damage rolls. All movement within the area is halved and creatures cannot take 5-foot steps. Unlike *murk*, a *turbid tide*'s duration is not reduced by natural or magical currents in the area.

UNDERTOW

School transmutation [water]; **Level** cleric 3, druid 3, ranger 3, witch 3
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature/3 levels, no two of which are more than 30 ft. apart
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

You target one or more creatures with a powerful riptide dragging them below the surface. Each round on your turn, you make a single combat maneuver check to drag the targets below the surface, using your caster level in place of your base attack bonus and your primary spellcasting statistic in place of your Strength for the purpose of this combat maneuver. Creatures dragged down by the *undertow* can move on their turn, whether swimming or moving along the seafloor; however, Swim checks they make to swim upwards against the *undertow* take a penalty equal to your caster level (maximum +10). This penalty does not apply to creatures using *freedom of movement*.

UNSEEN CREW

School conjuration (creation); Level bard 4, sorcerer/wizard 5, summoner 5, witch 5
Casting Time 1 standard action
Components V, S, M
Range long (400 ft. + 40 ft./level)
Effect one invisible sailor per level

Duration 1 day/level
Saving Throw none; **Spell Resistance** no

An *unseen crew* member is an invisible, shapeless force that performs the duties of one crew member. It can tie off ropes, hoist sails, swab decks, and other such duties. An *unseen crew* member possesses no other skills. It cannot fight, speak, or even defend itself.

An *unseen crew* member has a Strength score of 10 and a Profession (sailor) score equal to half your character level plus your Intelligence modifier (for witches and wizards) or your Charisma modifier (for bards, sorcerers, and summoners). It cannot fly, but it can climb, swim, or walk with a base speed of 20 feet.

An *unseen crew* member cannot be killed, but it dissipates if it takes more than 1 point of damage per caster level you possess from area attacks (it gets no saves against attacks). If you attempt to send an *unseen crew* member beyond the spell's range (measured from your current position), the crew member ceases to exist.

VEILED VESSEL

School illusion (glamer); **Level** bard 4, mesmerist 4, sorcerer/wizard 4, witch 4
Casting Time 1 round
Components V, S, M (a drawing, carving, or model of the ship you wish to imitate)
Range touch
Target 1 ship or boat
Duration 1 hour/level (D)
Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You shroud the target vessel in a cloak of illusion that causes it to appear as a completely different vessel up to one size category larger or smaller than its actual size. The details of its appearance, including the color and condition of its hull, sails, oars, flags and similar insignia, and all such similar details are up to you. You also may create illusory cargo or weapons, or disguise existing weapons or cargo. Creatures aboard the ship are not changed in appearance.

VEILED VESSEL, GREATER

School illusion (glamer); **Level** bard 6, mesmerist 6, sorcerer/wizard 7, witch 7

This spell functions as *veiled vessel*, but you can cause your ship to appear as a vessel up to two size categories larger or smaller, and you also can disguise the appearance of up to one creature per caster level aboard the ship as if you also had cast *veil*. The illusion affecting a creature ends if it leaves the *veiled vessel*, even if they later return to it.

WALL OF BRINE

School conjuration (creation) [water]; **Level** druid 4, magus 4, ranger 3, shaman 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M/DF (a bit of coral)
Range medium (100 ft. + 10 ft./level)
Effect wall up to 10 ft./level long and 5 ft./level high (S)
Duration concentration + 1 round/level
Saving Throw none; see text; **Spell Resistance** yes

You conjure a 5-foot-thick wall of seawater with a powerful current flowing toward one side of the wall, selected by you; a creature attempting to swim against this current must spend 4 squares of movement to enter a square of the wall. A creature that begins its turn in the wall is ejected in the direction of the current just before it acts. The wall provides cover against attacks from out of the water, as usual for a body of water. The water and the currents deflect physical ranged attacks into or through the wall, unless a weapon used is exceptionally massive (such as a siege engine). A creature submerged in the wall takes the usual penalties for underwater combat. The wall blocks gases and liquids and prevents water from mixing at its edges.

WALL OF CORAL

School conjuration (creation); **Level** druid 6, shaman 6

Saving Throw see text; **Spell Resistance** no

This spell functions as *wall of thorns*, but creatures damaged by a *wall of coral* also take 1d3 points of bleed damage and are exposed to a stinging poison that deals 1d3 points of Dexterity damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. A creature that fails two consecutive saves against this poison becomes nauseated until it successfully saves to end the poison's effect.



Unlike a *wall of thorns*, a *wall of coral* cannot be burned. Druids or other creatures with the ability to pass through undergrowth unharmed can pass through a *wall of coral* without harm. A *wall of coral* created outside of salt water has a duration of only 1 minute/level.

WATERPROOF

School abjuration [water]; **Level** bard 1, cleric 1, inquisitor 1, magus 1, shaman 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF (a bit of wax and paper)

Range touch

Target one creature or object (up to a 5-foot cube)

Duration 24 hours (see text)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You protect the touched creature (including all worn, wielded, and carried items) or object from getting wet. The target can be fully immersed in water for hours and then emerge completely dry, without a single drop of water clinging to it. Flammable items can be immediately ignited, though a burning *waterproof* item begins sputtering if taken underwater as its oxygen is spent and goes out 1d4-1 rounds later. This spell retards the growth of algae or the accretion of barnacles, mollusks, and similar sea life, but it does not prevent drowning or damage from pressure, hot or cold water, or allow the target to breathe water or swim. *Waterproof* metal items do not rust or corrode in water, bowstrings and harps snap and strum perfectly, and waterproof books, scrolls, and inks remain pristine and crisp. A potion or other liquid made *waterproof* does not mix with water.

A container can be made *waterproof*, even if the container is not designed to be watertight, such as a bag or backpack. If cast on such a container, the duration is increased to 1 day per level.

WEATHER EYE

School divination; **Level** cleric 1, druid 1, inquisitor 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 hour

Components V, S, M (a bowl of water)

Range personal

Effect you

Duration instantaneous

You can more accurately predict the weather, gaining a +10 bonus on Survival checks made to forecast weather conditions. This bonus increases to +20 at 5th level and to +30 at 9th level. If *control weather* or a similar effect has been used to influence the weather within 1 mile per level, you become aware of it.

Chapter 3: Treasury of the Fleet



Magic Items

Name	Price
chaining	+1 bonus
skimming	+1 bonus
stormshaft	+1 bonus
tracer	+1 bonus
claw of the briny depths	300 gp
lookout's eyeblack	400 gp
earring of farseeing	500 gp
castaway's flare	600 gp
gloves of certain grip	1,850 gp
gullwing cape	2,300 gp
treacherous hook	2,500 gp
charnel manuscript	2,800 gp
mutable hook	4,400 gp
eye patch of adjustment	4,600 gp
roperunner sandals	6,000 gp
sharkskin suit	6,275 gp
admiralty parade kit	9,000 gp
ensign of parley	9,000 gp
sails of extinguishing	10,800 gp
shanty shiv	12,302 gp
captain's cutlass	13,345 gp
raven's perch	16,200 gp
pirate brand	17,000 gp
whispering wheellock	20,300 gp
sharpshooter's carabine	23,300 gp
wavebreaker	24,900 gp
hateful hook	25,310 gp
bullet buckler	29,165 gp
shadow sextant	30,000 gp
cannonball breastplate	32,070 GP
sea lord's tricorne	37,500 gp
bore cannon	42,300 gp
spiral saker	42,300 gp
fiend's mouth bore cannon	45,305 gp
hurricane harpoon	61,505 gp
golden gun	83,300 gp
rod of the ebb tide	100,000 gp
Pirate Queen's Pearl	—

Magical Armor and Shields

BULLET BUCKLER **29,165 GP**

Aura moderate evocation **CL** 9th

Slot shield **Weight** 5 lbs.

This *+3 arrow deflection buckler* has a rounded boss of adamantine alloy, often showing scorch marks and powder burns upon its surface. A bullet buckler allows its wielder to apply the shield bonus to AC and the buckler's enhancement bonus to AC to his touch AC against firearms, alchemical bombs, and gunpowder siege weapons, and the wielder may apply the shield's +3 enhancement bonus on Reflex saves against such weapons, including saves made to deflect attacks with the shield's arrow deflection property.

CONSTRUCTION **15,065 GP**

Craft Magic Arms and Armor, *bullet shield*, *shield*



CANNONBALL BREASTPLATE **32,070 GP**

Aura moderate conjuration and transmutation **CL** 6th

Slot armor **Weight** 30 lbs.

This lumpy, rough-hammered *+2 fire resistance breastplate* is forged of sooty back metal spiderwebbed with tiny cracks that glow orange in dim light or darkness. Once per day as a standard action, the wearer can compress the *cannonball breastplate* into the form of a cannonball, which is launched at an opponent within 500 feet as if it were a shot from a Large cannon (damage 6d6 bludgeoning and piercing, critical modifier x4, range increment 100 feet) fired by the wearer. The wearer does not take a non-proficiency penalty or the normal penalty for using direct-fire siege weapons against smaller creatures when attacking with this cannonball. The cannonball dissolves into smoke after dealing damage.

When the wearer activates this ability, smoke pours forth from the *cannonball breastplate* and momentarily forms the semblance of a cannon, exploding as the cannonball is launched into a cloud of smoke equivalent to that created by a smokestick. Any creature adjacent to the wearer takes 3d6 points of fire damage and 3d6 points of bludgeoning damage and is deafened for 1 minute; a successful DC 14 Fortitude save negates deafness and reduces damage by half. The wearer's body and gear are turned to smoke in this explosion, leaving her trapped in gaseous form for 6 minutes, though she can reform her body, taking 1 round, by succeeding on a DC 14 Fortitude save. The *cannonball breastplate* reforms on the wearer when his body does.

CONSTRUCTION **16,210 GP**

Craft Magic Arms and Armor, *fireball*, *major creation*, *resist energy*

SHARKSKIN SUIT **6,275 GP**

Aura faint transmutation **CL** 5th

Slot armor **Weight** 20 lbs.

This deep blue *+1 studded leather* is covered with tiny razor-sharp scales and embedded with petrified shark's teeth. The scales and teeth lie smooth and flat most of the time, but any creature attempting a grapple combat against the wearer takes 1 point of damage, and a creature beginning its turn with the wearer grappled takes 1 point of bleed damage (1d4 points of bleed damage if the wearer is swallowed whole). Whenever the wearer deals damage with a grapple check, he also deals 1 point of bleed

damage. Bleed damage caused by the sharkskin suit stacks with itself but not other sources of bleed damage. While wearing a *sharkskin suit*, the wearer gains a +2 competence bonus on Swim checks and can sense the presence and location of creatures taking bleed damage in the water as if he had the scent special quality.

Construction 2,585 gp

Craft Magic Arms and Armor, *beast shape I*, *keen edge*



Magical Weapon Properties

CHAINING +1 BONUS

Aura Moderate conjuration **CL** 9th

A *chaining* weapon allows the wielder to conjure a metal chain that trails behind a weapon that he hurls as a swift action. The chain has a maximum length of 30 feet, and the end of the chain is in the wielder's hand that was used to throw the weapon. If the weapon misses, the wielder can retrieve the weapon as a move action that does not provoke attacks of opportunity; the chain disappears after the weapon is retrieved. If the weapon hits, the target is entangled as if struck by a net (DC 11 Reflex negates). An entangled target cannot move farther than 30 feet from the wielder unless it succeeds at an opposed Strength check; if it succeeds, the wielder can release the trapped creature as an immediate action or can hold onto the chain and allow himself to be pulled behind the creature.

Escaping a *chaining* weapon follows the rules for escaping a net, though the net and its chain have hardness 10 and 5 hit points, plus 5 per point of the chaining weapon's enhancement bonus. The Escape Artist and Strength check DC to escape the net are increased by an amount equal to the weapon's enhancement bonus. If the net or tethering chain is destroyed or burst, the *chaining* weapon falls to the ground and this property is suppressed for 24 hours. This property can only be added to a thrown weapon.

Construction

Craft Magic Arms and Armor, *animate rope*, *minor creation*

SKIMMING +1 BONUS

Aura faint transmutation **CL** 5th

A *skimming* weapon skips across the surface of liquid when thrown, or slices cleanly through it when thrown at a target below the surface. Water provides no cover to fully or partially submerged creatures against attacks with a *skimming* weapon, and if the wielder is also fully or partially submerged a skimming weapon returns to the wielder after the attack as if it had the returning property. If there is a liquid surface between the wielder and the target when the weapon is thrown, the wielder can spend a swift action to skip the weapon off that surface, allowing him to either increase the weapon's range increment by 10 feet for that attack or to alter the weapon's trajectory in mid-flight, allowing the wielder to treat any square of the liquid's surface within range as the weapon's point of origin for the purpose of determining whether the target has cover. This property can only be added to a thrown ranged weapon.

Construction

Craft Magic Arms and Armor, *water walk*

STORMSHAFT +1 BONUS

Aura faint transmutation **CL** 7th

Attacks made with a *stormshaft* weapon are not adversely affected by wind effects, as described in Chapter 14 of the *Pathfinder Roleplaying Game Core Rulebook*, whether natural or magically created, or by magical wind effects like *cloak of winds*, *control winds*, *fickle winds*, or *wind wall*. A *stormshaft weapon* deals additional damage in an area of strong or stronger winds, adding +1 damage per category of wind strength above moderate. This property can only be added to a thrown ranged weapon or to ammunition.

Construction

Craft Magic Arms and Armor, *freedom of movement*, *gust of wind*

TRACER **+1 BONUS**

Aura faint evocation **CL** 3rd

A *tracer* weapon glows when thrown or shot, creating a streak of light from the attacker to the target. This streak of light fades immediately on a missed attack, but if the attack hits the streak persists until the end of the wielder's next turn, though it vanishes if the wielder moves. As long as the streak is present, all attack rolls against the target gain a +2 circumstance bonus and automatically target the correct square, though cover and concealment effects still apply normally. This property can only be added to a thrown weapon or ammunition.

Construction

Craft Magic Arms and Armor, *daylight*, *true strike*

Magic Weapons

BORE CANNON **42,300 GP**

FIEND'S MOUTH BORE CANNON **45,300 GP**

Aura moderate transmutation **CL** 11th

The ammunition fired by spiral-engraved this *+1 distance cannon* or *fiend's mouth cannon* animates and spins upon impact with a creature or object of Large or larger size, grinding and boring its way into its target and dealing 1d6 points of bleed damage per round (1d8 for a fiend's mouth cannon) for 1d4 rounds, ignoring damage reduction. Creatures without blood take this damage as well, and objects take double damage, ignoring hardness. A creature with ammunition from a *bore cannon* embedded in its flesh is sickened with pain for as long as the ammunition continues boring (DC 20 Fortitude negates).

If a critical hit is confirmed, a *bore cannon* deals bleed damage as above (but not continuous damage to objects or bloodless creatures) but does not sicken the target. Instead, the *bore cannon's* ammunition tears a hole through the target; this grants a +5 bonus on Escape Artist checks, sunder combat maneuvers, and Strength checks made against the target object or creature until the hole is repaired (or the bleed damage halted, if a creature). The ammunition then continues in a straight line for up to 1 additional range increment (up to its maximum range). If any creature is in its line of effect, an additional attack roll can be made against that target, though this target is treated as having cover against the attack, and it gains concealment as well if it is smaller than the original target.

If a critical hit is confirmed against this second target, it tears a hole through that target as well and can potentially strike a third target in a straight line within 1 range increment of the second target, though a third target gains improved cover against this attack.

Any creature adjacent to the target can dislodge the boring ammunition as a full-round action with a DC 20 Strength check, though the attempt deals 1d6 points of damage to the creature attempting it, regardless of success. *Dispel magic* causes the embedded ammunition to cease its boring.

Construction 24,400 GP (cannon)
27,300 GP (fiend's mouth bore cannon)

Craft Magic Arms and Armor, *animate objects*

CAPTAIN'S CUTLASS **13,345 GP**

Aura moderate transmutation **CL** 9th

Weight 4 lbs.

This *+1 seaborne scimitar* is typically engraved with the name, rank, and ensign of the flag officer for whom it was forged and is often embellished with gold filigree along its blade and its elaborate basket hilt-guard that resembles interlocking anchors. This guard grants the wielder a +1 shield bonus to AC when using Combat Expertise or the total defense action or when fighting defensively.

A *captain's cutlass* retains resonant memories of its original master's nautical savvy, which it imparts upon new wielders who have carried the blade for



at least one week, provided that wielder has at least 5 ranks in Profession (sailor). The wielder gains a +2 competence bonus on Profession (sailor) checks and treats aquatic terrain as his favored terrain, as the ranger class feature, gaining a +2 bonus. If the wielder already has this ability, his bonus in aquatic terrain is increased by 2.

If a hostile creature creates a wind, weather, or water-based effect (GM's discretion) whose area includes the wielder's ship, once per day as an immediate action the wielder can attempt a Profession (sailor) check with a DC equal to 15 plus the caster level of the effect. If the check succeeds, that effect has no effect within 30 feet of the wielder's ship.

While a *captain's cutlass* is usually crafted as a scimitar, they are sometimes manufactured as rapiers, longswords, shortswords, or any other one-handed weapon the GM deems suitable.

Construction 6,830 gp

Craft Magic Arms and Armor, *control water*, *control winds*, *freedom of movement*, *touch of the sea*, creator must have 5 ranks of Profession (sailor)

GOLDEN GUN 83,300 GP

Aura strong conjuration, divination, and transmutation **CL** 12th

Weight 4 lbs.

This long-handled *+1 reliable distance seeking human bane thundering pistol* is engraved with golden lettering on barrel and grip. The weapon's gilded grip contains an extradimensional space which admits only Tiny or smaller items crafted of gold, melting them into a repository of enchanted molten gold within the weapon. A *golden gun* can store up to 20 pounds of gold (1000 gp value), and bullets fired by the weapon are sheathed in 1/2 pound of pure gold gold (25 gp value), increasing their mass and inflicting damage as a weapon one size larger; this effect is identical to and does not stack with *gravity bow*). An alchemical paper cartridge coated in gold functions as a metal cartridge and does not increase the gun's misfire chance. Refilling 1/2 pound of gold into the grip's reservoir is a full-round action that provokes attacks of opportunity.

Construction 42,300 gp

Craft Magic Arms and Armor, *blindness/deafness*, *clairaudience/clairvoyance*, *mending*, *summon monster I*, *true seeing*





HATEFUL HOOK — 25,310 GP

Aura moderate evocation and necromancy — **CL** 10th

Weight 3 lbs.

This jagged hook straps onto the wielder's forearm and functions as a *+1 wounding punch dagger* that provides the wielder with a +2 bonus on disarm checks made with that hand. The *hateful hook* itself is difficult to disarm, as if worn with a locked gauntlet. A *hateful hook* is imbued with a spirit of bitter vengeance, and it gains the *vicious* property against any creature that has attacked the wielder since the end of his last turn. This ability also applies against any creature that has designated the wielder with an ability like challenge, quarry, or smite evil. If a creature using such an ability has damaged the wielder since the end of his last turn, the *hateful hook's vicious* property deals 3d6 damage to that creature instead of 2d6.

A *hateful hook* works best if the wielder has lost a hand; if strapped on over an existing hand, the wielder takes a -2 penalty on attack rolls made with it.

Construction — 12,810 GP

Craft Magic Arms and Armor, *bleed*, *enervation*

HURRICANE HARPOON — 61,505 GP

Aura strong abjuration and conjuration — **CL** 12th

Weight 16 lbs.

This *+1 returning stormshaft harpoon* has a head of mithral with barbs of coral or whalebone. With the *hurricane harpoon* in hand, the wielder can surrounded herself with a cloak of winds as a standard action. She can use this ability for up to 12 minutes per day in one-minute increments which need not be contiguous. The cloak of winds is suppressed if the wielder is not holding the *hurricane harpoon*. In addition, once per day the wielder can control winds. Any ship upon which the wielder stands (including creatures aboard the ship) is unaffected by this control winds unless the wielder wishes to affect it, even if the ship extends beyond the eye of calm air the spell creates.

In addition, if the wielder is targeted with an effect that deals electricity or sonic damage, he becomes shrouded with gale-force winds riddled with crackling lightning and peals of thunder until the end of his next turn. This effect is similar to fire shield but protects against both electricity and sonic damage, and any creature striking the wielder in melee (unless using a reach weapon) takes 1d6+12 points of damage with each attack; half of this damage is electricity and half is sonic damage.

Construction — 30,905 GP

Craft Magic Arms and Armor, *call lightning*, *cloak of winds*, *control winds*, *freedom of movement*, *gust of wind*, *resist energy*

SHANTY SHIV — 12,302 GP

Aura faint enchantment and evocation — **CL** 5th

Weight 1 lb.

This thin-bladed *+1 ominous dagger* hums menacing pirate war chants, mournful dirges of loss, and muttered imprecations with every stroke. A wielder with the bardic performance ability who has at least 3 ranks in Profession (sailor) can expend 1 round of that ability to make a DC 15 Perform (sing) check as a swift action to accompany the shanty shiv's dire



tune until the beginning of her next turn. If the check succeeds, the save DC of the shanty shiv's ominous property is increased by 1 and the weapon also deals 1 point of sonic damage in addition to its normal damage. Both the save DC increase and the sonic damage increase by 1 for every 5 points by which the wielder beats the DC. The wielder cannot take 10 on this Perform check.

In addition, a wielder with at least 3 ranks in Profession (sailor) can expend one use of bardic performance as a swift action to shift the shanty shiv's tune to bawdy ballads and jaunty jigs. This causes the shanty shiv to function as a +1 courageous dagger for 1 minute in place of its usual abilities.

Construction **Cost 6,302 gp**

Craft Magic Arms and Armor, *blindness/deafness*, *heroism*, *remove fear*, *scare*, creator must be a bard

SHARPSHOOTER'S CARABINE 23,300 GP

Aura moderate divination and transmutation **CL** 8th

Weight 5 lbs.

This *+1 seeking pepperbox* is a long-handled pistol that can be held against the shoulder if desired and is constructed with fold-up sights and enchantments that grant it deadly accuracy. It is especially effective when the wielder does not have a clear shot at the target, granting the wielder a +2 circumstance bonus to attack rolls against targets with cover or concealment. In addition, the wielder can use a move action to steady and brace the *sharpshooter's carabine,* allowing him to double the range increment and the critical threat range for his next attack, as long as it is completed by the end of his current turn. If the wielder uses a *tracer bullet* in a *sharpshooter's carabine*, the duration of the tracer effect is increased to 2d4 rounds.

Construction **Cost 13,300 gp**

Craft Magic Arms and Armor, *clairaudience/clairvoyance*, *keen edge*, *true strike*

SPIRAL SAKER 42,300 GP

Aura moderate transmutation **CL** 11th

Weight see below

A spiral saker is a *+1 distance cannon* whose spiraling barrel grooves impart greater accuracy to ammunition and causing it to animate upon impact, auguring into any Large or larger creature or object for 1d4 rounds, inflicting 1d6 points of damage per round and sickening the target with pain. A successful DC 20 Fortitude save negates sickening but not damage. Objects take 2d6 points of damage per round, ignoring hardness, and creatures that bleed take 1 point of bleed damage per round the drilling continues; this bleed damage stacks with itself but not other sources of bleed damage.

An adjacent creature can attempt to remove the drilling ammunition as a full-round action with a DC 20 Strength check, taking 1d6 points of slashing damage regardless of whether the check succeeds. *Dispel magic* causes the embedded ammunition to cease boring.

A successful critical hit from a spiral saker inflicts 1 point of Constitution bleed but does not drill into the target for ongoing damage. Instead, it drills completely through the target and continues in a straight line for up to one additional range increment (up to its maximum range); if its path intersects another target, the wielder of the spiral

saker can make a ranged attack against that target, which gains cover against the attack. If this second attack results in another critical hit, the above process repeats itself and a third target could potentially be attacked, though with improved cover against the spiral saker.

A creature that has been shot through by the drilling ammunition of a *spiral saker* has its natural armor bonus to AC reduced by 4 (minimum 0). Each point of lost natural armor can be healed as if it were ability damage, or can be healed instantly with a regenerate spell. An object shot through loses 4 points of hardness and gains the broken condition, and any sunder combat maneuver or Strength check made against the object gain a +4 bonus. These effects cannot be removed until all damage to the object is repaired.

A *spiral saker* is a Large siege weapon and its use is based on its size rather than its specific weight in pounds, since they are too large for any but the most massive of creatures to use them. At the GM's option, a *spiral saker* could be constructed as *fiend's mouth bore cannon*, a Huge siege weapon; this increases both the price and cost by 3,000 gp.

Construction 24,300 gp

Craft Magic Arms and Armor, Siege Engineer, *animate objects*

WAVEBREAKER 24,900 GP

Aura moderate abjuration and conjuration **CL** 10th

Weight 12 lbs.

This *+1 repeating heavy crossbow* is typically carved from whalebone or the shell of a titanic mollusk or crustacean, decorated with intricate scrimshaw and nacreous inlay and with a bow and mechanism of gilded steel or similar rust-resistant metal. Ammunition shot from a wavebreaker is treated as having the *bane* property against all creatures with the aquatic or water subtype, including creatures using polymorph effects to assume the form of such a creature. In addition, water does not provide cover against attacks made with a *wavebreaker*. Water can provide concealment against the wielder's attacks, though a *wavebreaker* gains the *seeking* property when used against targets wholly or partially immersed in water.

In addition, the wielder can target a spell or spell-like effect with the water descriptor within 30 feet as a full-round action. On a successful hit, the weapon deals no damage but acts as *dispel magic* against the effect. If used to target a called or summoned creature with the water subtype, a successful *dispel magic* banishes the target back to its home plane. The wielder can use this ability as often as desired, but she cannot target an effect more than once. If the caster level check fails, that effect cannot be dispelled by that *wavebreaker*.

Construction 12,800 gp

Craft Magic Arms and Armor, *dispel magic*, *freedom of movement*, *summon monster I*

WHISPERING WHEELLOCK 20,300 GP

Aura faint illusion and transmutation **CL** 5th

Weight 4 lbs.

A *whispering wheellock* is a *+1 thundering pistol* of compact construction, with a dull matte black finish. Its slim profile grants the wielder a +2 circumstance bonus on Sleight of Hand checks made to hide the weapon on his person. A *whispering wheellock* makes no noise when fired. Bullets fired from it likewise make no sound when they hit, instead drawing sound into them, and this sudden inverted cascade of sonic energy deals extra damage and deafens the target just as a normal *thundering* weapon does. As a standard action, the wielder of a *whispering wheellock* can target an unattended object within range, creating an area of magical silence centered on that location and lasting 5 rounds; this duration is reduced by 1 round for each range increment between the wielder and the target (minimum 1 round).

Construction 11,800 gp

Craft Magic Arms and Armor, *blindness/deafness*, *silence*

Rods

PIRATE BRAND — **17,000 GP**

Aura moderate necromancy and transmutation — **CL** 9th

Weight 3 lbs.

This implement of cruel justice is a simple iron rod tipped with a brand. Upon command, the tip of a *pirate brand* grows red-hot, shedding light as a candle. As a standard action, a *pirate brand* can deal 1d4 points of fire damage as a melee touch attack, but it may also be wielded as a club, dealing 1 point of fire damage in addition to its normal damage on each hit. Once per day, the wielder can brand a target with a *mark of justice*. While typically used to foreswear the target from committing the type of criminal activity for which she was found guilty (piracy most famously, giving the brands their common name), the proscribed activity can be anything the wielder dictates. In cultures with less of a focus on piracy, *pirate brands* are also called *legate brands* and typically feature a royal or imperial symbol, embellished to indicate the type of crime each brand is used to punish.

Construction — **8,500 GP**

Craft Rod, *heat metal*, *mark of justice*

ROD OF THE EBB TIDE — **100,000 GP**

Aura moderate abjuration and evocation — **CL** 9th

Weight 3 lbs.

This 2-foot-long baton is constructed of blue coral grown to link 13 large misshapen pearls. The rod grants the wielder a +4 deflection bonus to Armor Class against creatures with the aquatic or water subtype. The wielder can use the rod to send any extraplanar aquatic or water creature back to its home plane with a successful melee touch attack (DC 17 Will negates). The wielder can dispel a spell or spell-like ability with the water descriptor by touch, as if using *dispel magic* but affecting only the spell effect touched. If the wielder touches a called or summoned creature with the aquatic or water subtype, she can dispel the effect that brought them; if the creature is extraplanar, it must still succeed at a Will save to avoid banishment even if the caster level check to *dispel* fails.

In addition to its above uses, a *rod of the ebb tide* can be used as the focus of a *hallow* or *unhallow* spell. This alters the effects of the *hallow* or *unhallow* spell, so that instead of the spell's normal effect all creatures within 1 mile of the rod of the ebb tide gain a +2 deflection bonus to AC and a +2 resistance bonus on saves against effects with the water descriptor or created by creatures with the aquatic or water subtype. In addition, a creature attempting to use a spell or spell-like ability with the water descriptor (even harmless effects) within 1 mile must succeed at a DC 20 caster level check or the effect fails. Even if the effect succeeds, the caster must repeat this caster level check every round at the beginning of his turn or the effect is dispelled; this does not apply to instantaneous effects. Creatures with the aquatic or water subtype cannot be called or summoned into the area within 1 mile of the *rod of the ebb tide*, and if they enter the area by other means they must succeed on a DC 17 Will save once per minute or be banished. A creature holding the *rod of the ebb tide* automatically succeeds on caster level checks to overcome its power.

The *rod of the ebb tide* must remain stationary (relative to its surroundings; it can be used to create this effect while mounted on a ship) while serving as a focus in this way. If it is moved and not replaced within 1 round, the effects are suppressed until it is restored to its position. If not replaced within 1 minute or if the *rod of the ebb tide* is destroyed, these effects end immediately.

Construction — **50,000 GP**

Craft Rod, *control water*, *dispel evil* *, *magic circle against evil* * (*or *chaos*, *good*, or *law*)

Spellbooks

CHARNEL MANUSCRIPT **2,800 GP**

WITH PREPARATION RITUAL **3,300 GP**

Level 8 Witch, Level 10 Necromancer

Protection Superior lock (DC 40)

The soot-black covers of this large book are crinkled and creased like the face of a withered crone. The tome's pages are of stiff bone-white parchment but dark dried bloodstains splatter the edges of the pages. The first half of the manuscript is written in a neat flowing script with several clinical discourses on the processes of reanimating corpses. The style of handwriting as well as the nature of the spells changes abruptly in the middle of the manuscript and there are short notes in the margins in the newer handwriting on how to use certain spells as part of torture regime.

Witch Spells

4th—*animate dead*[P] *, skeleton crew*

3rd—*bestow curse*, *speak with dead*

2nd—*command undead* [P], *gentle repose*

1st—decompose corpse, restore corpse

P Patron Spell

Wizard Spells

5th—*black spot*, *magic jar*, *symbol of pain*, *waves of fatigue*

4th—*crushing despair*, *enervation*, *fear*, *phantasmal killer*

3rd—*clairaudience/clairvoyance*, *halt undead*, *ray of exhaustion*, *vampiric touch*

2nd—*blindness/deafness*, *false life*, *ghoul touch*, *scare*, *spectral hand*

Preparation Ritual

Macabre Revival (Su) By drawing on dark powers you can instill an unholy potency into a spell that creates undead creatures. Spend this boon while casting such a spell to give these undead creations +2 hit points per HD (as if created at an evil shrine inside the area of effect of a *desecrate* spell).



Wondrous Items

ADMIRALTY PARADE KIT **9,000 GP**

Aura faint enchantment **CL** 3rd

Slot body **Weight** 5 lbs.

This tailored formal dress uniform includes a woolen longcoat, polished buckles and clips, and aiguilettes and epaulettes of golden braid. An admiralty parade kit can be worn over light armor, completely concealing the armor's appearance if the wearer wishes. The wearer of an *admiralty parade kit* is surrounded by an aura of power and authority, granting a +2 competence bonus on Diplomacy and Intimidate checks. At the same time, allies are inspired by the wearer's presence, allowing him to use *bless* 3/day. If the wearer is in aquatic terrain or on board a ship and has the challenge, judgment, quarry, or smite evil ability (or an equivalent ability, at the GM's discretion), using this *bless* ability so inspires him that the ability

functions as if the wearer were 2 levels higher for as long as the *bless* lasts.

Construction 4,500 gp

Craft Wondrous Item, *heroism*

CASTAWAY'S FLARE 600 GP

Aura faint transmutation **CL** 3rd

Weight 1 lb.

This small metallic globe, when activated, shoots up 1000 ft. into the air and glows brightly for 1 hour. It is visible from 25 miles away. At the end of the hour, the light slowly fades as the globe gently falls to the ground. A *castaway's flare* can be reused after being submerged in sea-water for 8 hours. If the flare is activated inside, it stops when it reaches the ceiling. The light from the flare illuminates as bright light within 30 ft. and dim light within 60 ft.

Construction 300 gp

Craft Wondrous Item, *light*

CLAW OF THE BRINY DEPTHS 300 GP

Aura faint conjuration **CL** 3rd

Weight 2 lbs.

The thick webbed membranes between the withered digits of this severed claw hint at the subaquatic origins of the thalassic thing it was once a part of. On command, the claw animates as a clawing claw[B2] with a swim speed of 40 foot instead of a climb speed. This crawling claw is under the control of the creature who animated it and lasts for 3 minutes before decomposing into a foul nonmagical slurry of festering tissue and bones.

Construction 150 gp

Craft Wondrous Item, *lesser animate dead*

EARRING OF FARSEEING 500 GP

Aura faint transmutation **CL** 3rd

This simple gold hoop earring allows you to discern objects in the far distance. You gain a +5 enhancement bonus on Perception checks made to see objects a mile or more away. The wearer can make out symbols and script at a distance of one mile that a person with ordinary vision would be able to make out at 100 ft. You must wear the earring for 24 hours before it becomes effective.

Construction 250 gp

Craft Wondrous Item, *acute senses*

ENSIGN OF PARLEY 9,000 GP

Aura moderate transmutation **CL** 10th

Weight 3 lbs.

This ensign is as strong as any ship's canvas but has the texture of silk. The highest-ranking officer on board a ship (typically its captain) can use a standard action to alter its colors and design to whatever he chooses. Once per day, the captain may send a verbal message to another vessel within sight (even if only sighted through a spyglass). This message must be 25 words or less and can travel as slow as 1 mile in an hour, or as fast as 1 mile in ten minutes. The spoken words can be as soft as a whisper audible in a 10-ft.-radius spread from a designated point on the target ship or a declaration in a normal tone of voice to every creature on board the target ship. The message can be used to deliver a single Bluff, Diplomacy, or Intimidate check (made to adjust reactions, not to demoralize) against the creatures hearing it; however, because of the brevity the message the check is made with a -10 penalty.

Construction 4,500 gp

Craft Wondrous Item, *disguise self*, *whispering wind*

EYE PATCH OF ADJUSTMENT 4,600 GP

Aura strong evocation **CL** 13th

Slot eyes

This simple black eye patch is created in the style of traditional pirate eye patches, which allow the wearer to keep one eye accustomed to darkness when a sudden shift in illumination is required. Once per day, whenever the wearer fails a saving throw against a gaze attack, figment, pattern, blinding or dazzling effect, or sight-based spell or effect (GM's discretion), as an immediate action she may attempt a second saving throw with a +1 luck bonus. When this power is used, the eye patch

magically switches its position to cover the wearer's other eye.

Construction 2,300 gp

Craft Wondrous Item, *limited wish*

GLOVES OF CERTAIN GRIP 1,850 GP

Aura faint transmutation **CL** 3rd
Slot hands **Weight** 1 lb.

These fingerless gloves of sail canvas and hemp twine grant the wearer a +5 competence bonus on Climb checks when using a rope (+10 on Climb checks made to avoid falling from a rope when the wearer takes damage while climbing). The wearer also gains a +2 circumstance bonus on drag combat maneuvers and on opposed Strength checks when using a net or rope to hold a creature.

Construction 925 gp

Craft Wondrous Item, *certain grip*

GULLWING CAPE 2,300 GP

Aura faint transmutation **CL** 3rd
Slot shoulders **Weight** 2 lbs.

This simple cloak is trimmed with gray gull feathers that shed water and wind. The wearer is able to step and fight with exceptional balance and caution, gaining a +5 bonus on Acrobatics checks made to reduce damage from a fall and can feather fall (self only) once per day. The wearer also gains +2 luck bonus on saving throws against water or wind effects, and this bonus also applies to Strength checks to avoid being checked or blown away by strong winds and to the wearer's CMD against wind or water effects that duplicate the effects of combat maneuvers, such as *hydraulic torrent*.

Construction 1,150 gp

Craft Wondrous Item, *beast shape I*, *feather fall*

LOOKOUT'S EYEBLACK 400 GP

Aura moderate abjuration **CL** 5th

Smearing this black pigment under the eyes makes the user immune to the dazzled condition for 12 hours. During this time, the user also gains a +5 resistance bonus to Will saves made to disbelieve illusions, and as a standard action the user may expend the power of the *lookout's eyeblack* to gain



the benefits of *reveal mirage*. Doing so destroys the *eyeblack*, which crumbles and falls from the creature's skin.

Construction 200 gp

Craft Wondrous Item, *reveal mirage*

MUTABLE HOOK 4,400 GP

Aura faint transmutation **CL** 3rd
Slot feet **Weight** 2 lbs.

This metal hook is a lower arm prosthesis, which cannot be used by a character that still has a hand on that arm. As a move action, the wearer can change the hook to a *+1 dagger*, a 3-ft. length of chain, an eating utensil, or any other Small metallic item. The item remains attached to the wearer's stump but can be used with full dexterity as if she had the use of a hand. Items that require skilled or fine workmanship such as lockpicks or masterwork tools can be duplicated only if the wearer succeeds on a DC 20 Craft check.

Construction 2,200 gp

Craft Wondrous Item, *fabricate*, *magic weapon*

RAVEN'S PERCH 16,200 GP

Aura moderate illusion **CL** 9th
Weight 300 lbs.

Carved in the likeness of an enormous black carrion bird and trickster totem, a *raven's perch* is a figurehead which must be mounted on the prow of a ship in order to function. The ship must be no



longer than 120 feet (an adequate length for most sailing vessels). Once per day, the captain may command the *raven's perch* to create an illusion over the vessel so that it appears to be another ship of comparable size (DC 17 Will disbelief). The illusion includes audible, visual, tactile, and olfactory elements, as *mirage arcana*, including the appearance of the vessel's interior, but does not change the appearance of any creature on board. This illusion may be maintained for up to 9 hours, but vanishes as soon as the vessel or any creature aboard it launches an attack upon a target not on the ship itself.

Construction 8,100 gp

Craft Wondrous Item; *mirage arcana*

ROPERUNNER SANDALS 6,000 GP

Aura faint transmutation **CL** 3rd

Slot feet **Weight** 2 lbs.

These sandals of braided rope and leather help the wearer to keep her balance in the kinds of precarious and unstable conditions she finds aboard a ship at sea. The wearer gains a +2 bonus on Acrobatics checks, increasing to +5 in slippery, sloped, or unsteady conditions. The wearer is not denied her Dexterity bonus to AC when climbing, running, or using the Acrobatics skill and also gains a +2 bonus on Reflex saves to avoid falling (including effects that would cause her to fall prone); this bonus also applies to the wearer's CMD against overrun and trip combat maneuvers.

Construction 3,000 gp

Craft Wondrous Item, *cat's grace*

SAILS OF EXTINGUISHING 10,800 GP

Aura faint transmutation **CL** 5th

Weight 50 lbs.

This lightweight cotton sail draws the air away from shipboard fires and snuffs them out before they can spread. Upon command, twice per day, these sails can extinguish a Large or smaller non-magical fire in a 10-foot cube anywhere on the ship. Alternately, the sails can be used to make a caster level check (1d20+5) to dispel a magical fire effect on the ship. The ship's captain or any spellcaster designated by the captain that has been on board the ship for at least 24 hours can ready an action to use this effect to attempt a caster level check to counterspell a fire spell or spell-like ability targeting the ship or creatures on board the ship. The sails must be rigged and unfurled in order to function. When the power of the sails is used, the sails fill with air, increasing the ship's movement by 10 feet for 1 round; this has no effect if the ship is anchored or moored.

Construction 5,400 gp

Craft Wondrous Item, *quench*

SEA LORD'S TRICORNE 37,500 GP

Aura moderate divination, enchantment, and transmutation **CL** 7th

Slot head **Weight** 1 lb.

This feathered three-cornered hat is typically worn by accomplished sea lords, both naval and piratical. The wearer gains a +5 competence bonus on Profession (sailor) checks and on Survival checks made to predict the weather, avoid natural hazards, determine direction, and avoid getting lost when on board a ship, and the wearer's vision is not impeded by natural or magical fog, mist, smoke, and weather effects. If the wielder is steering a ship, as a full-round action she can attempt a DC 20 Profession (sailor) check to treat storms, sea conditions, and

any harmful wind effects as one category less severe. If she is not in the midst of dangerous weather conditions, she can instead increase her ship's speed by 5 feet for 1 hour with a successful check.

When the wearer is aboard a ship she commands, she gains immunity to fear and any mind-affecting effect that would compel him to leave his ship or attack his ship grant him a new saving throw to negate the effect. If the wearer has the inspire competence, inspire courage, inspire greatness, or tactician class features, those abilities function as if he were 4 levels higher when aboard his ship.

Construction 18,750 gp

Craft Wondrous Item, *find the path*, *know direction*, *remove fear*, *true seeing*, creator must have 5 ranks in Profession (sailor)

Shadow Sextant — 30,000 gp

Aura strong illusion — **CL** 12th
Weight 2 lbs.

This black-lacquered navigational device, chased with silver, can be used to plot a course for a ship through the benighted seas of the Plane of Shadow, as if using *shadow walk*. A *shadow sextant* can be used only at night, and charting the ship's course takes 1 hour. Once preparations are complete, the user must make a DC 20 Profession (sailor) check to shift a Large or smaller vessel into the Plane of Shadow. The DC increases by 5 for each size category above Large. If the check fails, no course can be found and the *shadow sextant* cannot function for at least 12 hours. If the check succeeds, the ship and all creatures on it slip into the Plane of Shadow and can travel through it to other planes or to other locations on the Material Plane. Creatures unwilling to travel into the Plane of Shadow can elect to remain behind if they succeed on a DC 19 Will save, though if the ship departs they may be stranded at sea. The ship can remain in the Plane of Shadow until the sun rises in its equivalent location on the Material Plane or for a maximum of 12 hours in any case. After a *shadow sextant* has been used, Profession (sailor) checks to activate it take a -10 penalty, decreasing to -5 after 24 hours and to 0 after one week.

Construction 15,000 gp

Craft Wondrous Item, *shadow walk*, creator must have 10 ranks in Profession (sailor)

Treacherous Hook — 2,500 gp

Aura faint illusion — **CL** 3rd
Slot hands — **Weight** 1/2 lb.

This supple silken sleeve fits over one of the wearer's hands like a glove, rendering the wearer's hand invisible and replacing it with the illusory appearance of a hook, which may be shabby, ornate, or have any appearance the wearer wishes. The illusion includes visual, auditory, and tactile elements (DC 14 Will disbelief if interacted with). Any actions the wearer takes with her hand appear to observers to be taken with her hook, but because her hand is not visible the wearer gains a +2 circumstance bonus on Sleight of Hand checks and on combat maneuver checks made to steal or to disarm, as long as such checks are made using the invisible hand.

Construction 1,250 gp

Craft Wondrous Item, *disguise self*, *invisibility*

Artifacts

Pirate Queen's Pearl

The continent that held the first human empire sank beneath the waves countless millennia ago. The antediluvian people of this great empire were renowned for their mastery of many types of magic, one of the most distinctive being the arcane crystals known today as *ioun stones*. Long ago, a rare crystalline masterpiece, unheard of by modern scholars, survived the fall of the first empire. It lay buried for untold centuries under an island that was once part of the lost continent. An underwater earthquake dislodged the long-hidden stone and it



sank down into the depths of the ocean. The Goddess Queen of Piracy became aware of this remarkable underwater treasure and a giant mollusk swallowed the stone. The divine influence of the Pirate Queen intermixed with the magic of the stone, working to create an odd-shaped pearl of great size.

When the *Pearl* was fully formed, the Goddess sent holy visions of it to many of her faithful followers. One of these devoted pirates retrieved the blessed pearl, but died bringing it to the surface. The *Pirate Queen's pearl*, a lustrous pearl figurine shaped in the image of the Goddess herself, became a legendary prize of the Pirate Isles, passing from the hands of pirate to pirate, usually with violence. The Pirate Queen does not play favorites and if a pirate cannot keep ahold of a plundered treasure, then that is hardly her concern.

The Pearl eventually ended up in the hands of a pirate captain named Malika who possessed an *iridescent spindle ioun stone*, which she often used to dive down to loot sunken ships. The first night Malika held the *Pirate Queen's Pearl*, she felt a strange compulsion to orbit her ioun stone around the figurine's head. The stone was absorbed into the statuette, which took on an iridescent shine and conveyed the ioun stone's power to whoever carried the pearl. Excited by this discovery, Malika began looking for more *ioun stones* in earnest, but only found one more stone—a dark blue rhomboid—to add to the pearl, before being killed and the pearl claimed by a new owner.

PIRATE QUEEN'S PEARL (MINOR ARTIFACT)

Aura strong divination (and varied) **CL** 20th

Weight 5 lbs.

Formed from shimmering nacre, this 1-foot tall statuette has the smooth stylized form of a female human (or possibly half-elven) pirate. The *Pirate Queen's Pearl* functions as a holy symbol of the Goddess of Piracy, usable for spells and class features requiring a divine focus. If the possessor's patron deity is the Goddess of Piracy, then her caster level counts as 1 higher when determining the duration of her divine spells and she adds +1 to the DC for saving throws against all divine spells she casts.

Once per day the *Pearl's* holder can ask whether taking a particular ship by force is worth the effort. If the holder and her crew could defeat the ship, and it is a valuable enough prize to be worth the risk, the statue glows a bright white for several seconds. If the ship meets neither of these criteria, then the *Pearl* turns black as pitch for the same length of time, and if the ship only meets one of the criteria then the *Pearl* does nothing. Treat this as a divination spell with a 90% chance of success, but if the divination percentage roll fails then the *Pearl* does nothing, and the holder doesn't know whether this was because the percentage roll failed or because one of the conditions of the question wasn't met.

If the *Pearl's* possessor attempts to orbit an *ioun stone* around the statue's head, the stone spirals inward and sinks into the *Pirate Queen's Pearl*. Only an unflawed *ioun stone* is absorbed: a damaged, imperfect, or inferior stone's trajectory

Table: Known Supplementary Powers

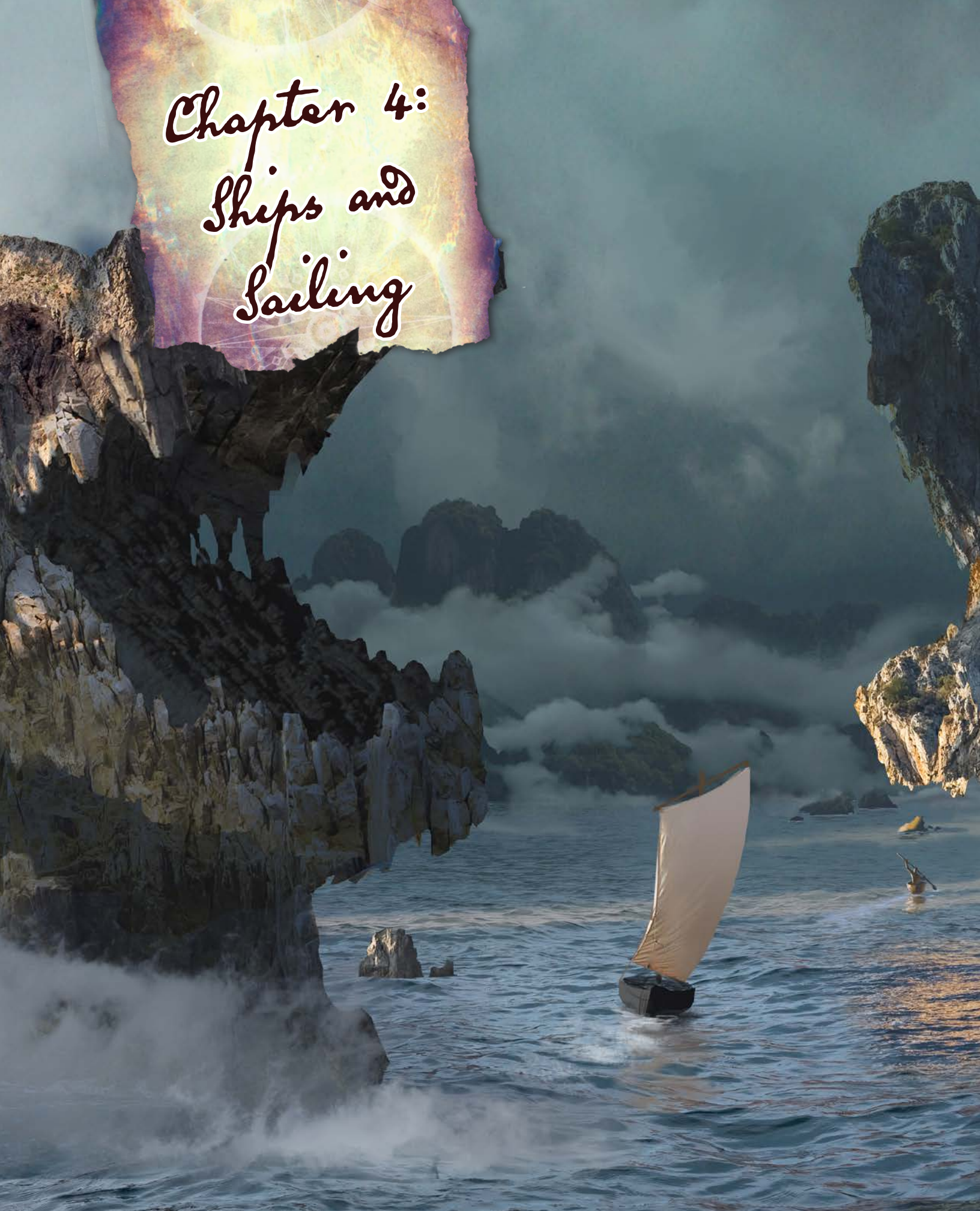
Name	Effect
Clear spindle	Lessens the need for sleep like a *ring of sustenance*. The pearl must remain in the owner's possession for 24 hours before this ability begins to function.
Dusty rose prism	Increases the insight bonus to Armor Class provided by the *dusty rose ioun stone* by an additional +1 against attacks of opportunity and attack rolls to confirm critical hits.
Deep red sphere	Grants a +1 insight bonus to two Dexterity-based skills, usually Acrobatics and Stealth checks.
Incandescent blue sphere	Grants a +1 insight bonus to two Wisdom-based skills, usually Perception and Profession (sailor) checks.
Pale blue rhomboid	Grants a +1 insight bonus to two Strength-based skills, usually Climb and Swim checks.
Pink rhomboid	Grants a +2 insight bonus on checks and saves affected by the Endurance feat.
Pink and green sphere	Grants a +1 insight bonus to two Charisma-based skills, usually Bluff and Intimidate checks.
Scarlet and blue sphere	Grants a +1 insight bonus to two Intelligence-based skills, usually Appraise and Knowledge (geography) checks.
Dark blue rhomboid	Grants a +1 insight bonus to Perception and Sense Motive checks.
Iridescent spindle	Protects against underwater pressure damage.
Pale green	Regenerates limbs, organs, or body parts, even if these were lost while the *pale green ioun stone* wasn't being used. Each limb, organ, or body part takes 1 week to regrow and the pearl must remain in the rejuvenating creature's possession during this time.

becomes erratic and it quickly drops from orbit. The statuette takes on a color tone reminiscent of the color of the absorbed stone, blending with any other colors already present. The *Pirate Queen's Pearl* can absorb up to six stones in this manner. Anyone with the statuette on her person gains the benefits of all these ioun stones. The *Pearl* also augments these ioun stones granting the bearer a supplementary power for each stone (see page 59).

The *Pearl's* possessor can remove an absorbed *ioun stone* as a standard action by holding the statuette and touching it to her forehead or equivalent body part. The absorbed stone comes out of the *pearl* and takes up orbit around the possessor. The *Pirate Queen's Pearl* currently has a dark blue rhomboid and an iridescent spindle inside, giving it a glittering sheen and a cerulean tinge.

Destruction

The *Pirate Queen's Pearl* is destroyed if a pirate captain who, of her own free will, truly renounces her piratical ways, surrenders her ship and crew, and gives the *Pearl* to a lawful authority opposed to piracy. The *Pearl* cracks apart when this occurs, releasing any absorbed *ioun stones*.


Chapter 4:
Ships and
Sailing

Shipboard Combat

Shipboard combat is just like any other combat between the PCs and their opponents, except the encounter takes place on board a ship, rather than in a dungeon or on a forest path. For the most part, shipboard combat can be resolved normally. The only constraints are the size of the ship (and therefore, the size of the battlefield), the danger of falling overboard into the water, and the effects of weather on the ship.

If the combat happens during a storm or in rough seas, treat the ship's deck as difficult terrain. Characters climbing into the rigging or diving into the sea to swim from one ship to another or to climb out of the water up an anchor chain or up the hull of a ship must succeed on Climb checks, while moving across a crowded deck, leaping across open hatches or from mast to deck, or negotiating pitching boards slick with spray must succeed on Acrobatics checks. The DC of such checks depends on how severe the wave and weather conditions are and how great a challenge you want the environment to be. Experienced sailors and aquatic races may have advantage on such checks, while creatures unsuited to shipboard combat like horses or large creatures may have disadvantage. The sample DCs and modifiers in Table 4-1: Typical Shipboard DCs can be used to adjudicate movement on board a ship.

If a combatant falls overboard, use the standard rules for aquatic terrain and water dangers from swimming and possibly drowning. In all other ways, shipboard combat functions no differently thn combat on land.

Table 4-1: Typical Shipboard DCs

Acrobatics DC	Task
10	Move at normal speed on a cluttered deck
15	Stand or move, heeling deck (a sloping or slanted deck, such as in high winds or sharp turns)
15	Swing on ship's rigging to another location on the same ship.
20	Swing on ship's rigging to land on a different ship grappled or rammed by your ship.
20	Stand or move, rolling deck (violently rocking back and forth, as in a severe storm)
25	Swing on ship's rigging to a nearby ship that has not been grappled or rammed.
30	Stand or move along a yardarm or rope.
Climb DC	**Task**
5	Climb anchor chain
5	Climb ship's rigging
10	Climb ship's mast
15	Climb onto horizontal spar or yardarm
20	Climb hull
Modifiers	
+2	Wet surface
+2	High winds
+2	Rolling deck
+5	Icy surface or wave surge (1 foot deep or less)
-2	Use one hand to brace yourself
-5	Use both hands to brace yourself
-10	Use both hands and a rope (does not apply to climbing the rigging)

Shipboard vs. Ship-to-Ship Combat

A typical nautical campaign presupposes that assumes that the PCs are more interested in capturing enemy ships than in sinking them. After all, if they sink a ship, they can't plunder its cargo, ransom its crew and passengers, and sell (or use) the ship themselves. So once a ship has been boarded, ship-to-ship combat ends and shipboard combat begins on whichever ship was boarded first.

Shipboard combat is normally a battle between the "primaries" of the two ships—usually meaning that the PCs fight the enemy ship's captain and any other major NPCs on the enemy ship in normal combat. Meanwhile, the two ships' crews are assumed to be fighting each other in the background.

Whoever wins the "primary" combat (either the PCs or the enemy NPCs) wins the entire battle. In other words, a ship's crew is victorious over an enemy crew if their captain defeats the enemy captain. While a ship's crew will likely take losses in a battle, it is assumed that enough members of the defeated crew join the victorious crew to replenish any losses. This keeps the PCs from having to play out combat between large numbers of low-level opponents, and from needing to track exactly how many casualties their crew takes in each battle.

The PCs earn normal XP for the foes they defeat in shipboard combat. In most circumstances, a ship-to ship battle just serves as a prelude to the main combat. If, however, the PCs decided to fight out an entire ship-to-ship battle and they sink or destroy a ship without ever fighting the ship's captain and key NPCs, then they should be awarded XP based on the captain's CR, as the captain is the only one piloting the enemy ship in ship-to-ship combat).



Ship Combat

When ships themselves become a part of a battle, combat becomes unusual. The following rules are not meant to accurately simulate all of the complexities of ship-to-ship combat, only to provide you with a quick and easy set of rules to resolve such situations when they inevitably arise in a nautical adventure, whether it be a battle between two ships or between a ship and a sea monster. These rules represent an attempt to strike a balance between verisimilitude and ease and speed of play during combat and can be applied to a vessel of any size, from a simple dinghy to a multi-deck man-o'-war. These rules focus only on piloting and fighting with a ship on the water.

Simple Ship-to-Ship Combat

Decide what type of ships are involved in the combat (see Table: Ship Statistics). Use a large, blank battle mat to represent the waters on which the battle occurs. A single square corresponds to 30 feet of distance. Represent each ship by placing markers that take up the appropriate number of squares (miniature toy ships make great markers and should be available at most hobby stores).

Starting Combat: When combat begins, allow the PCs (and important NPC allies) to roll initiative as normal— the ship itself moves and attacks on the captain's initiative result. If any of the ships in the battle rely on sails to move, randomly determine what direction the wind is blowing by rolling 1d8

Table 4-2: Simple Ship Statistics

Ship Type	AC	hp	Base Save	Maximum Speed	Arms	Ram	Squares	Crew
Raft	9	10	+0	15 feet	0	1d6	1	1/4
Rowboat	9	20	+2	30 feet	0	1d6+6	1	1/3
Keelboat	8	60	+4	30 feet*	1	2d6+6	2	4/15+100
Longship	6	75	+5	60 feet*	1	4d6+18	3	50/75+100
Sailing ship	6	125	+6	60 feet* (sails only)	2	3d6+12	3	20/50+120
Warship	2	175	+7	60 feet*	3	3d6+12	4	60/80+160
Galley	2	200	+8	90 feet*	4	6d6+24	4	200/250+200

and following the guidelines for missed splash weapons.

Movement: On the captain's initiative count, the ship can move its current speed in a single round as a move-equivalent action for the captain (or double its speed as a full-round action), as long as it has its minimum crew complement. The ship can increase or decrease its speed by 30 feet each round, up to its maximum speed. Alternatively, the captain can change direction (up to one side of a square at a time) as a standard action. A ship can only change direction at the start of a turn.

Attacks: Crewmembers in excess of the ship's minimum crew requirement can be allocated to man siege engines. Siege engines attack on the captain's initiative count.

A ship can also attempt to ram a target if it has its minimum crew. To ram a target, the ship must move at least 30 feet and end with its bow in a square adjacent to the target. The ship's captain then makes a Profession (sailor) check— if this check equals or exceeds the target's AC, the ship hits its target, inflicting damage as indicated on the ship statistics table to the target, as well as minimum damage to the ramming ship. A ship outfitted with an actual ram siege engine inflicts an additional 3d6 points of damage to the target (the ramming vessel suffers no additional damage).

Sinking

A ship gains the sinking condition if its hit points are reduced to 0 or fewer. A sinking ship cannot move or attack, and it sinks completely 10 rounds after it gains the sinking condition. Each hit on a sinking ship that inflicts damage reduces the remaining time for it to sink by 1 round per 25 points of damage inflicted. Magic (such as *make whole*) can repair a sinking ship if the ship's hit points are raised above 0, at which point the ship loses the sinking condition. Generally, non-magical repairs take too long to save a ship from sinking once it begins to go down.

Ship Statistics

A vast variety of boats and ships exist in the real world, from small rafts and longboats to intimidating galleons and swift galleys. To represent the numerous distinctions of shape and size that exist between water-going vessels, Table 2 describes several standard ship sizes and their respective statistics. Just as the cultures of the real world have created and adapted hundreds of different types of seafaring vessels, races in fantasy worlds might create their own strange ships. GMs might use or alter the statistics below to suit the needs of their creations and describe such conveyances however they please. All ships have the following traits.



Ship Type: This is a general category that lists the ship's basic type.

AC: The ship's base Armor Class. To calculate a ship's actual AC, add the captain's Profession (sailor) modifier to the ship's base AC. Touch attacks against a ship ignore the captain's modifier. A ship is never considered flat-footed.

hp: The ship's total hit points. In addition, all ships have a hardness rating based on their construction material (hardness 5 for most wooden ships). At 0 or fewer hit points, a ship gains the sinking condition as described above.

Base Save: The ship's base save modifier. All of a ship's saving throws (Fortitude, Reflex, and Will) have the same value. To determine a ship's actual saving throw modifiers, add the captain's Profession (sailor) modifier to this base value.

Maximum Speed: The ship's maximum tactical speed in combat. An asterisk indicates the ship has sails and can move at double speed when it moves in the same direction as the wind. A ship with only sails can only move if there is some wind.

Arms: The number of siege engines that can be fitted on the ship. A ram uses one of these slots, and only one ram may be fitted to a ship.

Ram: The amount of damage the ship inflicts on a successful ramming attack (without a ram siege engine).

Squares: The number of squares the ship takes up on the battle mat. A ship's width is always considered to be one square.

Crew: The first number lists the minimum crew complement the ship needs to function normally, excluding those needed to make use of the vessel's weapons. The second value lists the ship's maximum crew plus additional soldiers or passengers. A ship without its minimum crew complement can only move, change speed, change direction, or ram if its captain makes a DC 20 Profession (sailor) check. Crew in excess of the minimum have no effect on movement, but they can replace fallen crewmembers or man additional weapons.

Advanced Ship-to-Ship Combat

A pirate ship can be as much of a character as the scoundrels crewing it, and once the PCs get their own ship, it will likely see as much action as do the PCs themselves. Whether the PCs are fighting rival pirates in hand-to-hand combat on the deck of a sailing rig, attacking a merchantman with a hold full of riches to plunder with their own pirate ship, or sending an entire fleet of ships against an enemy armada, naval combat plays a significant role in a nautical campaign. Generally speaking, naval combat is handled in one of three ways: shipboard combat (normal combat on board a ship), ship-to-ship combat (combat between two or more individual ships), and mass naval combat (combat between two or more fleets of multiple ships). The rules for these three types of naval combat are detailed in the following section.

Shipboard Combat

Shipboard combat is just like any other combat between the PCs and their opponents, except the encounter takes place on board a ship, rather than in a dungeon or on a forest path. For the most part, shipboard combat can be resolved normally. The only constraints are the size of the ship (and therefore, the size of the battlefield), the danger of falling overboard into the water, and the effects of weather on the ship.

If the combat happens during a storm or in rough seas, treat the ship's deck as difficult terrain. Remember to take into account the effects on spellcasters' concentration checks due to weather or the motion of the ship's deck. If a combatant falls overboard, see the rules for aquatic terrain and water dangers. In all other ways, shipboard combat functions no differently than combat on land.

Ship-to-Ship Combat

When ships themselves become a part of a battle, combat becomes unusual. The following rules are not meant to accurately simulate all of the complexities of ship-to-ship combat; rather, they represent an attempt to strike a balance between verisimilitude and ease and speed of play during combat, and can be applied to a vessel of any size, from a simple dinghy to a multi-deck man-o'-war. These rules are a modified version of the vehicles rules found in Pathfinder RPG Ultimate Combat, focusing only on piloting and fighting with a ship on the water. Alternatively, if you'd prefer a quicker and easier way of resolving ship-to-ship combat, you can instead use the fast-play ship combat rules found in the GameMastery Guide. It is important to note that while ships can be attacked in combat, it is difficult to significantly damage such large vehicles. In addition, a captured ship is usually worth more as a prize to be towed or sailed home than sunk to the bottom of the sea. As a result, most ship-to-ship combat ends when the crew of one ship boards another to fight the enemy crew in hand-to-hand combat (see Boarding and Grappling).

Ship Basics

The following overview presents more extensive rules for ship-to-ship combat. All ships use these rules for movement and combat.

Pilots

A ship requires two things to keep it moving—a pilot and a means of propulsion. A pilot is a creature with an Intelligence score of 3 or higher who is physically able to use the ship's control device. A ship's captain is often (but not always) the pilot. The pilot uses the control device and either her sailing skill (see Sailing Checks) or her Wisdom to control the ship. Without a pilot, a ship will not move or will continue moving in a straight line, depending on the ship's state when it becomes pilotless.

Crews

Most ships require a crew. A ship without a full crew complement, but with at least half its crew, takes a –10 penalty on all sailing checks. A ship needs at least half its crew complement in order to be piloted at all. If more than half of a ship's crew is killed, dazed, stunned, or rendered unconscious, the ship can only take the "uncontrolled" action. Crew members can take no action while the ship is in motion except to aid in that ship's movement. Any crew required to operate siege engines are in addition to those crew needed to operate the ship.

Size and Space

Ships have sizes and spaces different from creature sizes and spaces. In order to play out ship-to-ship combat on a Flip-Mat or battle mat, a single square on the map corresponds to 30 feet of distance, rather than 5 feet. Most ships are long and thin; rather than taking up a space of an equal number



of squares per side like creatures do, a ship's width is always considered to be one square.

Facing and Movement

Ships do not move like creatures, even when they use creatures for propulsion. They tend to move in the direction of their forward facing and do so quickly.

Facing

Unlike creatures, ships have a forward facing. Usually one of the shorter sides of a ship serves as the ship's forward facing. Facing represents the effect of inertia on vehicles. Ships move best when moving in the direction of their forward facing, and it takes time and skill to move them in other directions. When piloted correctly, ships can move straight ahead, diagonally, or a mix of both within the same movement. Skilled pilots can make a ship zigzag in a forward direction with ease.

Movement

Ships have a maximum speed and an acceleration listing. The maximum speed is the fastest rate the ship can travel per round (though a wind-propelled ship sailing in the direction of the wind can double this speed). A ship cannot usually start at its maximum speed. Each round, the pilot can attempt to accelerate the ship or decelerate it by a rate equal to its acceleration (see the Movement section in Ships in Combat). The rate at which a ship is currently moving is called its current speed.

Edge of the Map

When playing out ship-to-ship combat on a Flip-Mat or battle mat, the edge of the map forms an artificial boundary—on the open sea, there is no edge of the map. As a result, if a ship moves off the edge of the map, you should extend the map with a new blank Flip-Mat or battle mat, or reposition the ships so they have room to maneuver.

Waterborne Movement

Travel over long distances across seas or oceans uses waterborne movement, measured in miles per hour or day. For muscle-propelled ships, a day represents 10 hours of rowing. For a wind-propelled sailing ship, it represents 24 hours. Waterborne speeds for the most common ship types can be found under Ship Statistics and Ship Improvements.

Sailing Check

To control a ship in combat, a pilot must make a sailing check to determine the maneuverability and speed of the ship that round. The ship's propulsion determines what skill is used for the sailing check (see Propulsion and Sailing Skills). If a ship is using two means of propulsion at the same time, such as wind and muscle, the pilot chooses which skill to use, and takes a –5 penalty on all sailing checks. A pilot can always make a Wisdom check in place of a sailing check. Outside of combat, the base DC for all sailing checks is DC 5. In combat, the base DC for all sailing checks is DC 20. A ship without a full crew complement, but with at least half its crew, takes a –10 penalty on all sailing checks.

Aid Another

Just as with other skills, a character can spend a standard action to use the aid another action. This represents an extra pair of eyes observing the enemy, giving orders to the crew, or simply helpful advice. The helping character makes a sailing check as well. If the result is 10 or higher, the pilot gains a +2 bonus on her sailing check. Only one character can use the aid another action to help a pilot on a single sailing check.

Controlling a Ship Outside of Combat

Since piloting a ship outside of combat is easily accomplished by taking 10 on the skill check,

sailing checks are not normally needed. Almost every character can do it with relative ease; the DCs are given only to adjudicate special situations that may come up in your game.

Controlling a Ship without the Proper Skill

If a pilot lacks the proper skill to control a ship, the pilot can always make a Wisdom ability check instead of the appropriate sailing check. A pilot can even take 10 (when outside of combat) or gain the benefits of the aid another action when using Wisdom instead of the ship's normal sailing skill.

Control Devices

Every vehicle has a control device for steering. A control device is typically an object with object immunities and resistances and with its own statistics. The following are some of the typical control devices for ships, plus their usual Armor Class, hit points, and hardness. When a control device gains the broken condition, all sailing checks take a –10 penalty. When a control device is destroyed, a ship cannot be piloted until the control device is repaired.

Table 4–3: Control Devices

Control Device	AC	Hit Points	Hardness
Oars*	12	10 per oar	5
Steering wheel	10	25	5
Tiller	10	25	5
Magically treated*	—	×2	×2

* Oars gain the broken condition if at least half the oars on a ship are destroyed.

** More information on magically treated control devices can be found in Ship Modifications.

Propulsion and Sailing Skills

Every vehicle has a means of propulsion. Boats and ships are propelled by currents, muscle, wind, or all three forces. The method of propulsion typically affects the speed and maneuverability of a ship, but more importantly, determines the required skill needed to control the ship. Controlling a ship takes common sense, awareness, intuition, and often some amount of skill in the ship's means of propulsion. In the case of wind or current propulsion, it is about using the current and tools like sails, oars, or a rudder to move the ship. In the case of muscle propulsion, it is about guiding creatures to move the ship. The following are the general methods of ship propulsion, along with the skills typically needed to pilot ships propelled by the specified means.

Current

All boats and ships can use water currents for propulsion, but ships that only rely on currents for propulsion are somewhat limited. These vehicles can only move in the direction and at the speed of a current unless they also employ some other means of propulsion or manipulation, and thus often have an additional form of propulsion, such as muscle in the case of a rowboat, or wind in the case of a sailing ship. A current-propelled ship requires a Profession (sailor) check for the sailing check.

A current-propelled ship's maximum speed depends on the speed of the current (often as high as 120 feet). The acceleration of a current-propelled ship is 30 feet.

Muscle

Muscle-propelled ships use oars and rowers to push the ship forward. Sailing skills for muscle-propelled ships tend to be Diplomacy, Intimidate, or Handle Animal, depending on the intelligence and attitude of the creatures supplying the muscle for the propulsion.



For intelligent creatures, use Diplomacy if the creatures providing the propulsion have an attitude of indifferent, friendly, or helpful. If the creatures providing the propulsion are friendly or helpful, Diplomacy sailing checks are made with a +5 bonus. An average crew is considered indifferent, though a particularly loyal crew might be considered friendly. Intimidate is used for intelligent creatures with an attitude of unfriendly or hostile, such as captive rowers on a slave galley. Handle Animal is used if the creatures providing the propulsion are not intelligent.

The maximum speed and acceleration of a muscle-propelled ship depends on the number of creatures providing the propulsion, but most muscle-propelled ship have a maximum speed of 30 feet and an acceleration of 30 feet. Larger muscle-propelled ships with many rowers have a maximum speed of 60 feet and an acceleration of 30 feet.

Oars: All muscle-propelled ships require the use of oars. Oars have their own statistics.

Wind

Wind-propelled ships use sails to harness the power of the wind for propulsion. A wind-propelled ship requires a Profession (sailor) check for the sailing check.

Small wind-propelled ships can move at a maximum speed of 30 feet. Larger ships that are also muscle-propelled often have a maximum speed of 60 feet when using only wind propulsion. Large ships with multiple masts and many sails can have maximum speeds of up to 90 feet. The acceleration of a wind-propelled ship is 30 feet.

All wind-propelled ships can move twice their normal maximum speed when moving in the direction of the wind. A ship using wind propulsion cannot move in the opposite direction from the wind.

Sails and Rigging

All wind-propelled ships require the use of sails and rigging. To move at full speed, a ship requires 10 5-foot squares of sails per mast per square of the ship. For example, a 3-square ship with three masts requires 90 squares of sails. Sails have their own statistics.

Mixed Means of Propulsion

Some ships use multiple forms of propulsion. Multiple methods of propulsion add flexibility and can work in concert to create faster movement. If a ship has two means of propulsion, such as wind and muscle, it generally adds its two maximum speeds together to determine its maximum speed. Acceleration remains the same. Nothing is added for a third form of propulsion, except for the flexibility of having a back-up form of propulsion. A ship with multiple methods of propulsion often requires a large crew to get it going and keep it moving.

Evasion and Pursuit

On the wide, open sea, one ship can spot another from miles away, making it virtually impossible to surprise another ship. If both ships want to engage in combat, the ships close with one another and begin ship-to-ship combat normally. If one ship wants to avoid combat, however, a chase ensues. At the GM's discretion, a faster ship can always catch a slower ship, but even slow ships can take advantage of favorable winds, currents, or coastal terrain to make good their escape.

When two ships first encounter one another, the pilots of the two ships must make three opposed sailing checks. Whichever pilot wins at least two out of three of the opposed checks is victorious. If the pursuing ship wins, it catches up to the fleeing ship and ship-to-ship combat begins. If the fleeing ship wins, it escapes. If the result is a tie, the pilots should begin a new series of three opposed checks.

Means of Propulsion

The following are some of the various means of propulsion for ships, plus their base Armor Class, hit points, and hardness. To calculate the actual AC of a ship's propulsion, add the current pilot's sailing skill modifier (or Wisdom modifier, if she is using that ability to drive the ship) to the base AC. When a means of propulsion gains the broken condition, the ship's maximum speed is halved, and the ship can no longer gain the upper hand until the propulsion is repaired or replaced. If the ship is in motion, and is traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed.

Oars

Oars are often weaker than the vessels they propel, and are difficult to replace. Destroying a ship's oars is a good way to capture a vessel. Oars gain the broken condition if at least half the oars on a ship are destroyed. If all of a ship's oars are destroyed, the ship can no longer use muscle propulsion and must rely on current and/or wind propulsion only.

Sails and Rigging

Sails (including the rigging that controls them) are often weaker than the vessels they propel, though they are relatively easy to repair. Destroying a ship's sails is a good way to capture a vessel. Sails take double the normal damage from acid and fire attacks (multiply the damage roll by 2). Sails gain the broken condition if at least half the squares of sails on a ship are destroyed. If all of a ship's sails are destroyed, the ship can no longer use wind propulsion and must rely on current or muscle propulsion only.

Withdrawing

Once in ship-to-ship combat, a ship can withdraw from combat by simply moving off the edge of the battle mat, ending ship-to-ship combat immediately. At the GM's discretion, the ship has either escaped completely, or the two ships can go back to the evasion and pursuit rules above.

Table 4-4: Propulsion

Propulsion	Base AC	Hit Points	Hardness
Oars	12	10 per oar	5
Sails	6	4 per 5-ft. square	0
Magically treated*	—	×2	×2

* More information on magically treated means of propulsion can be found in the Ship Improvements section. Such chases can take days, as one ship struggles to outmaneuver the other. At the GM's discretion, roll 1d4 to determine the number of days a chase lasts.

Ships in Combat

The following are the rules for how ships act in the combat round. Once at least two ships are ready to engage in combat, you can use a large map grid, whether printed paper or a dry-erase or wet-erase battle mat, with each square corresponding to 30 feet of distance (see Size and Space).

Determine which ship is the attacker and which is the defender. As pirates, the PCs will usually be the attacking ship, and their opponent will usually be the defending ship (though the tables might be turned in specific encounters). Represent each ship by using markers that take up the appropriate number of squares.

To establish the position of the ships on the battle mat, roll 1d4 to determine the ships' heading (the direction they are facing). Since both ships are coming out of a chase, they are both assumed to have the same heading. A roll of 1 is north, 2 is east, 3 is south, and 4 is west. Place the defending ship as close to the center of the map as possible on the correct heading.



Next, roll 1d8 to determine the bearing of the attacking ship (its position relative to the other ship). Follow the guidelines for missed splash weapons, with a roll of 1 indicating north, and counting squares clockwise for a roll of 2 through 8 to determine the bearing. In some cases, this will put the attacking ship ahead of the defending ship—this simply means the attacking ship overshot its quarry as the chase came to a close.

Finally, roll 1d4+2 to determine the number of squares on the battle mat between the two ships. Place the attacking ship on the map at the appropriate bearing and distance from the opposing ship. Unless otherwise detailed in an encounter, assume that each ship begins combat with a speed of 30 feet. Any siege engines carried on a ship are likewise assumed to be loaded at the beginning of combat.

Wind

If any of the ships in the battle rely on sails and wind to move, randomly determine what direction the wind is blowing by rolling 1d4 and using the same guidelines for determining heading.

Initiative

When combat begins, the pilot of a ship should roll initiative as normal—the ship moves at the start of its pilot's turn. If a ship has no pilot, it moves on the turn of the last creature that was its pilot, or on a turn determined by the GM. If they wish to take actions in combat, the PCs (and important NPCs involved in the combat) should roll initiative at this time as well.

The Upper Hand

At the beginning of every round, each pilot makes an opposed sailing check to determine who has the upper hand that round. This represents the vagaries of luck, skill, and the environment, whether catching a favorable gust of wind, taking advantage of a fast current, sliding down the back of a large wave, or disrupting an opposing ship's wind with your own ship's "dirty air." The pilot who succeeds at the check gains the upper hand and can immediately reposition her ship by one square in any direction as a free action. For every 5 by which the successful pilot's check exceeds the opposing pilot's check, the pilot with the upper hand can reposition her ship by an additional square. On a tie, neither pilot gains the upper hand.

Alternatively, the pilot who wins the upper hand can change the heading of her ship by 90 degrees. For every 5 by which the successful pilot's check exceeds the opposing pilot's check, the pilot with the upper hand can change the heading of her ship by an additional 90 degrees.

A ship that is upwind of another ship (closer to the direction of the wind) is said to "hold the weather gage," and gains a +2 bonus on the opposed check to gain the upper hand.

Movement

At the start of a pilot's turn, she can take any of the following sailing actions (except the "uncontrolled" action) by making a sailing check to control the ship. The pilot must take whatever action is required before doing anything else that turn. Just as in normal combat, a pilot can perform a standard action and a move action each round. Once the pilot has selected an action, or takes some other action forcing the ship to become uncontrolled, the ship moves. If a ship has less than half its crew or has no pilot, or if the pilot takes no action, takes some other action instead of piloting the ship, or delays or readies an action, the ship takes the "uncontrolled" action.

Full Ahead — Standard Action

With a successful sailing check, the ship's current speed increases by its acceleration (usually 30 feet), but no higher than its maximum speed. The ship

can move forward or forward diagonally. In other words, each time a ship enters a new 30-foot square, it can choose any of its forward-facing squares—the one directly in front or either of the squares directly forward and diagonal. This allows the ship to swerve. A pilot who fails her sailing check does not accelerate and can only move into a square directly in front of the ship's forward facing.

Hard to Port or Hard to Starboard — standard action

The pilot can turn the ship while it moves forward at its current speed. With a successful sailing check, the pilot can change the ship's forward facing either left (port) or right (starboard) by 90 degrees at any point during the ship's movement. Do this by pivoting the ship so that the rear square of the ship takes the place of the ship's former forward-facing square. If a ship's current speed is twice its acceleration, the pilot takes a –5 penalty on the sailing check. If a ship's current speed is three times its acceleration, the pilot takes a –10 penalty on the sailing check. If its current speed is four or more times its acceleration, the pilot takes a –20 penalty. On a failed check, the ship does not turn, but can be moved forward diagonally during its movement. Note: A wind-propelled ship that turns into the wind (its forward facing is pointed in the opposite direction from the wind) is said to be "in irons" and takes the uncontrolled action until its pilot turns it to face another direction.

Heave To — standard action

With a successful sailing check, the ship's current speed decreases by 30 feet. On a failed check, the ship does not decelerate. Either way, the ship can move forward on its current facing and can move forward diagonally. If deceleration reduces a ship's speed to 0, some amount of inertia will continue to move the ship forward. The ship moves forward (either directly forward or forward diagonally) 1d4×30 feet before coming to a complete stop. Having the Expert Driver feat reduces this distance by 30 feet (minimum 0 feet).

Make Way — standard action

With a successful sailing check, a pilot can make a tricky or difficult maneuver that forces an enemy pilot to react. The result of this sailing check then becomes the DC of the enemy pilot's next sailing check. On a failed check, the ship's speed remains constant, but the ship cannot move forward diagonally, and the enemy pilot makes his next sailing check at the normal DC.

Stay the Course — move action

With a successful sailing check, the pilot can move the ship forward on its current facing at its current speed, and it can move directly forward or forward diagonally. Failing the check keeps the speed constant, but the ship can only move directly forward, not forward diagonally.

Full Astern — full-round action

With a successful sailing check, the pilot can move the ship backward at a speed of 30 feet, moving either directly backward (the reverse of its forward facing) or backward diagonally. On a failed check, it does not move backward. A ship may only be moved in reverse if its current speed is 0.

Uncontrolled — no action

When the pilot does nothing, if there is no pilot, or if the ship has less than half its crew, the ship is uncontrolled. An uncontrolled ship does nothing except take the uncontrolled action until it stops or someone becomes its new pilot. An uncontrolled ship moves forward only (it cannot move forward diagonally) and automatically decelerates by 30 feet. Even if a ship does nothing, it can still perform ramming maneuvers (see Ramming).



Attacks

Ships typically don't have attacks and do not threaten any area around them, though some ships can be fitted with rams. Some ships also carry siege engines. Provided that the ship has enough additional crew to operate them, these siege engines can make attacks. While individuals aboard a ship generally don't play a significant role in ship-to-ship combat, important characters such as PCs might still become involved if they wish to fire siege engines or if an enemy ship is in range of their ranged attacks or spells. When attacking a ship, you can attack the ship's structure, occupants, propulsion, or control device. You can also attempt to grapple and board a ship. In addition, a ship can make a ramming maneuver or shearing maneuver as part of its movement.

Attacking the Structure

This is an attack against the ship itself. If the attack is successful, the ship takes damage normally.

Attacking an Occupant

This is a normal attack against a ship's occupant—any creature that is a passenger, pilot, crew, or providing propulsion on a ship. Occupants get partial cover (+2 to AC and +1 on Reflex saving throws) or greater against attacks coming from outside of the ship. Occupants in a forecastle or sterncastle have cover (+4 to AC and +2 on Reflex saving throws), while those inside a port or hatch have improved cover (+8 to AC and +4 on Reflex saving throws). In general, once combat begins among the occupants of two ships (such as when boarding), ship-to-ship combat should be replaced with shipboard combat.

Attacking Propulsion

A ship's means of propulsion usually has its own set of statistics, while creatures propelling a ship use their own statistics. See Attacking an Occupant above if crew members providing propulsion are attacked. Individual ship stat blocks detail their means of propulsion.

Attacking the Control Device

A ship's control device is an object with its own statistics. When a control device is destroyed, the ship can no longer be piloted.

Attacking a Siege Engine

Siege engines mounted on a ship have their own statistics. Siege engines benefit from cover as occupants on a ship.

Broadsides

Some ships can carry a large number of siege engines. Rather than bog down ship-to-ship combat with numerous individual attack rolls, siege engines can be fired in "broadsides." All siege engines of the same type on a single side of the ship can fire at once. Broadside attacks can only be used to attack the structure of a ship or propulsion. Make a single attack roll for all of the siege engines in the broadside. If the attack roll is successful, all of the weapons hit their target. If the attack roll fails, all of the weapons miss. On a successful attack roll, take the average damage of a single weapon and multiply it by the number of weapons in the broadside to determine the total damage dealt.

For example, a sailing ship with a bank of 10 light ballistae on its port side fires a broadside attack. A single light ballista deals 3d8 points of damage, for an average of 13.5 points of damage. If the attack hits, the broadside deals 13.5 × 10, or 135 points of damage.

Grappling and Boarding

When the crew of one ship wishes to board an enemy ship and attack its crew, they must first grapple the other ship. To grapple, the two ships must be within

30 feet of one another (in other words, they must be in adjacent squares on the battle mat). If both pilots want to grapple, grappling is automatically successful. The two crews throw out grappling lines and draw the ships together. If both ships are reduced to a speed of 0 as the result of a ramming maneuver, they are also considered grappled.

If only one pilot wants to grapple, she must make a combat maneuver check against the target ship's CMD, using the base CMB of the ship plus the pilot's sailing skill modifier (or Wisdom skill modifier if she is using that ability to control the ship) as the total CMB of the grappling maneuver. If the check is successful, the target ship is grappled. On the next round, the two ships are moved adjacent to one another, and the speed of both ships is reduced to 0. If a ship has less than its full crew complement, the pilot takes a –10 penalty on her combat maneuver check to make a grappling maneuver.

Breaking a Grapple

The pilot of a grappled ship can attempt to break the grapple by making a combat maneuver check against the opposing ship's CMD, but at a –4 penalty. If the check is successful, the crew has cut the grappling lines and the freed ship may now move as normal.

Boarding

Once two ships are grappled, a crew can board the other ship. The pilot with the highest initiative can choose whether to board the opposing ship with her crew first or wait for the opposing crew to board her ship. Characters boarding an opposing ship are considered flat-footed for the first round of shipboard combat, due to the difficulty of climbing over the ships' rails and finding footing on the enemy deck. Characters using a corvus to board another ship are not considered flat-footed.

Ramming

To ram a target, a ship must move at least 30 feet and end with its forward square in a square adjacent to the target. The ship's pilot must make a ramming combat maneuver check against the target's CMD, using the base CMB of the ship plus the pilot's sailing skill modifier (or Wisdom skill modifier if she is using that ability to control the ship) as the total CMB of the ramming maneuver. If the check is successful, the ship hits its target, dealing its ramming damage to the target. The ramming ship takes half that damage. A ship's base ramming damage is listed in its stat block. If the pilot's combat maneuver check exceeds the target's CMD by 5 or more, the target takes twice the ship's ramming damage. If the combat maneuver check exceeds the target's CMD by 10 or more, the target takes twice the ship's ramming damage and the target's speed is immediately reduced to 0. Regardless of the result of the combat maneuver check, the ramming ship's speed is reduced to 0.

If a ship collides with another ship or a solid object (an immobile structure with a hardness of 5 or more), it also makes a ramming maneuver, regardless of the pilot's intent. There is no combat maneuver check for this ramming maneuver; its effects happen automatically. When a ship makes a ramming maneuver against a solid object, to determine how much damage both the solid object and the ship take, allow the ship to enter the solid object's space. The ship will only travel through that space if the damage is enough to destroy the solid object; in all other cases, the ship takes the damage and its speed is immediately reduced to 0 as it comes to a sudden stop directly in front of the solid object.

A ship can be outfitted with a ram on its forward facing. A ship equipped with a ram deals an additional 2d8 points of damage with a ramming maneuver and ignores the damage for the first

square of a solid object it enters, and all damage from ramming creatures or other objects (such as other ships). A ram can be added to a Large ship for 50 gp, a Huge ship for 100 gp, a Gargantuan ship for 300 gp, and a Colossal ship for 1,000 gp.

If a ship has less than its full crew complement, but has at least half its crew, the pilot takes a –10 penalty on her combat maneuver check to make a ramming maneuver. A ship without at least half its crew complement cannot make a ramming maneuver.

Combat After Boarding

Ship-to-ship combat assumes that the PCs are more interested in capturing enemy ships than in sinking them. After all, if you sink a ship, you can't plunder its cargo, ransom its crew and passengers, and sell (or use) the ship yourself. So once a ship has been boarded, ship-to-ship combat ends and shipboard combat begins on whichever ship was boarded first.

Shipboard combat is normally a battle between the "primaries" of the two ships—usually meaning that the PCs fight the enemy ship's captain and any other major NPCs on the enemy ship in normal combat. Meanwhile, the two ships' crews are assumed to be fighting each other in the background.

Whoever wins the "primary" combat (either the PCs or the enemy NPCs) wins the entire battle. In other words, a ship's crew is victorious over an enemy crew if their captain defeats the enemy captain. While a ship's crew will likely take losses in a battle, it is assumed that enough members of the defeated crew join the victorious crew to replenish any losses. This keeps the PCs from having to play out combat between large numbers of low-level opponents, and from needing to track exactly how many casualties their crew takes in each battle.

The PCs earn normal XP for the foes they defeat in shipboard combat. In most circumstances, the ship-to-ship battle just serves as a prelude to the main combat. If, however, the PCs decided to fight out an entire ship-to-ship battle and they sink or destroy a ship without ever fighting the ship's captain and NPCs, then they earn XP based on the captain's CR (as the captain is the only one piloting the enemy ship in ship-to-ship combat).

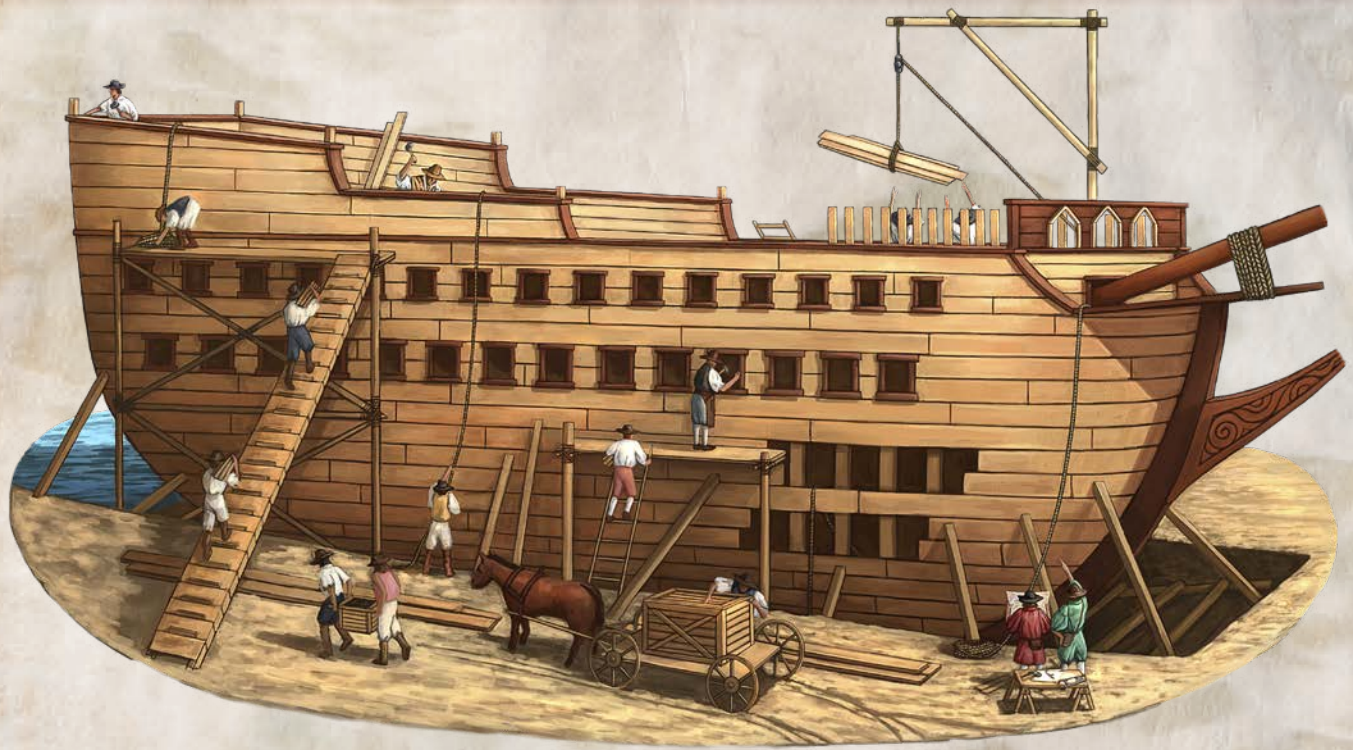
Shearing

A ship may attempt to shear off the oars of an opposing ship, if the target ship uses oars for muscle propulsion. To attempt a shearing maneuver, a ship must be adjacent to the target's forward or rear square and move along the side of the target for a number of adjacent squares equal to the target ship's number of squares. The ship's pilot must make a shearing combat maneuver check against the target's CMD, using the base CMB of the ship plus the pilot's sailing skill modifier (or Wisdom skill modifier if she is using that ability to control the ship) as the total CMB of the shearing maneuver. If the check is successful, the ship shears the target's oars. The target's oars take damage that reduces their hit points to half their maximum hit point total and gain the broken condition, thus reducing the ship's maximum speed by half and preventing its pilot from gaining the upper hand. If the target ship is in motion, and is traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed. A ship that does not use oars for muscle propulsion is unaffected by a shearing maneuver.

If a ship has less than its full crew complement, but has at least half its crew, the pilot takes a –10 penalty on her combat maneuver check to make a shearing maneuver. A ship without at least half its crew complement cannot make a shearing maneuver.

Taking Control of a Ship

If a ship has no pilot, another creature can take control of the ship as long as the creature is adjacent to the ship's control device and makes a sailing



check as a free action. The ship's pilot can always give over control to another adjacent creature as a free action. If a creature wants to take control of a ship from another forcefully, it must kill the pilot or otherwise remove the pilot from the control device. When a new creature becomes the pilot, the ship moves on the new pilot's turn, but not on the new pilot's first turn after taking control of the ship.

Damaging a Ship

Ships have hit points and hardness based on their primary components. Most ships are made of wood (15 hit points per 5-foot-square, hardness 5). When a ship is reduced to below half its hit points, it gains the broken condition. When it reaches 0 hit points, it gains the sinking condition.

Broken Condition

Ships—and sometimes their means of propulsion—are objects, and like any other object, when they take damage in excess of half their hit points, they gain the broken condition. When a ship gains the broken condition, it takes a –2 penalty to AC, on sailing checks, saving throws, and on combat maneuver checks. If a ship or its means of propulsion becomes broken, the ship's maximum speed is halved and the ship can no longer gain the upper hand until repaired. If the ship is in motion and traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed.

Sinking Condition

A ship that is reduced to 0 or fewer hit points gains the sinking condition. A sinking ship cannot move or attack, and it sinks completely 10 rounds after it gains the sinking condition. Each additional hit on a sinking ship that deals more than 25 points of damage reduces the remaining time for it to sink by 1 round. A ship that sinks completely drops to the bottom of the body of water and is considered destroyed. A destroyed ship cannot be repaired—it is so significantly damaged it cannot even be used for scrap material. Magic (such as make whole) can repair a sinking ship if the ship's hit points are raised above 0, at which point the ship loses the

sinking condition. Generally, nonmagical repairs take too long to save a ship from sinking once it begins to go down.

Repairing a Ship

The fastest and easiest way to repair a ship is with spells. *Mending* is not powerful enough to meaningfully affect an object as large as a ship, but *make whole* affects a ship as if it were a construct, repairing 1d6 points of damage per level. In addition, more mundane methods can also be used to repair ships. Because of their specialized construction, ships (as well as oars and sails) usually require the Craft (ships) skill to repair. Depending on the nature of the damage, skills such as Craft (carpentry) or Craft (sails), or even various Profession skills, can be used to repair ships with the GM's approval. In general, a day's worth of work by a single person using the appropriate skill to repair a ship requires 10 gp of raw materials and a DC 10 skill check, and repairs 10 points of damage on a success, or 5 hit points on a failure. *Fabricate* can also be used to create the raw material needed for repairs. New oars can be purchased for 2 gp each.

Fire

Fire is an ever-present danger on every wooden ship, but while most ships are not in danger of going up in flames from a dropped torch or lantern, alchemical or magical fires can be much more dangerous. Note that many instantaneous fire spells do not automatically catch a ship on fire, but those that deal fire damage over multiple rounds have a better chance of causing a fire on board a ship (see "Spell Effects in Naval Combat" on page 87).

When a ship takes fire damage (such as from Alchemist's fire, flaming arrows, certain spells, and other effects at the GM's discretion), it must immediately make a Fortitude save (DC 10 + damage dealt) or catch fire. Unless an attack specifically targets a ship's means of propulsion (such as sails), it is assumed that such attacks affect the structure of a ship itself.

Once a ship has caught fire, it automatically takes 2d6 points of fire damage per round (ignoring hardness) as the fire spreads. The ship's crew can attempt to extinguish the flames as a full-round action for the entire crew, allowing the ship to make a Reflex save (DC 15 + the number of rounds the ship has been on fire). A successful saving throw means the fire has been put out. A failed saving throw results in the ship taking the normal 2d6 points of fire damage for the round.

A ship must take the "uncontrolled" action each round that its crew attempts to put out a fire, as they are not sailing the ship at this time.

Those who would like more detailed rules for fires, spreading flames, and fighting fires can use the system presented in the "Catastrophe!" article in *Pathfinder Adventure Path #30: The Twice-Damned Prince*.

Creatures can attack ships with spells. Ships are objects, so spells that can only target creatures have no effect on ships. However, because a ship is actively crewed and piloted, it can make saving throws against spell effects. Ships are immune to most spells that require a Will save. A ship without a crew is considered an unattended object and cannot make saving throws.

The effects of most spells on ships can be determined normally. However, certain spells have different effects in naval combat. These spells are detailed in the Spell Effects in Naval Combat section. GMs can use these examples as guidelines for determining how other spells not listed here affect ships. For the most part, these effects only apply during ship-to-ship combat, not during normal combat aboard a ship, though some affects (such as starting fires), could still apply, at the GM's discretion.

Naval Siege Weapons

Siege engines assault structures and people from a distance by propelling ammunition in some fashion. All siege engines in a pirate campaign use the following basic rules, unless stated otherwise in an individual siege engine description.

Proficiency: Siege engines are exotic weapons. The Exotic Weapon Proficiency feat allows a character to fire a single type of siege engine without penalty. A creature with the Siege Engineer feat is proficient with all siege engines.

Feats: Several feats can be used with siege engines. These include the following: Master Siege Engineer, Siege Commander, Siege Engineer, and Siege Gunner.

Crew: The sheer size of a siege engine often necessitates a crew for its use. One person of that crew is the crew leader. Usually the crew leader controls the movement of a siege engine or designates its targets; sometimes the crew leader does both. Often the crew leader is required to take actions and make specific checks in order for a siege engine to function. The rest of the crew members are required to spend actions and make checks in order for a siege engine to function. The crew of a siege engine is in addition to the crew needed to operate the ship.

Constructing Siege Engines: A siege engine is a complex device requiring a DC 20 Craft (siege engine) skill check to build.

Magical and Masterwork Siege Engines: Siege engines can be masterwork, increasing their Craft DC by 5 and cost by 300 gp. A masterwork siege engine can be enchanted at twice the cost for a normal magical weapon. The enhancement bonus of a siege engine applies on attack rolls and targeting checks (in the case of indirect-fire siege engines).

Disabling Siege Engines: A siege engine is considered a difficult device to disable, requiring 2d4 rounds of effort and a DC 20 Disable Device check to do so. When a siege engine is disabled, it either doesn't work or is sabotaged and stops working after 1d4 minutes of use.

Repairing Siege Engines: Repairing a broken or disabled siege engine requires a DC 20 Craft (siege engine), Disable Device, or Knowledge (engineering) check. It takes 10 minutes to fix the device, and the check can be retried if the fix fails.

Defense and Hit Points: All siege engines are objects, typically crafted out of wood. A siege engine has a Dexterity of 0 (–5 penalty) and a further penalty based on its size. Each type of siege engine has its own hardness and hit points. Siege engines can be armored—treat the siege engine as a creature of its size to determine the cost of the armor. Masterwork siege engine armor can be enchanted for twice the normal cost to enchant armor. Armored siege engines gain an armor bonus to AC equal to that normally granted by the specific armor (shields have no effect on a siege engine), a hardness and hit points equal to that of the armor, and bonus hit points equal to the armor bonus ×5.

Assembling Siege Engines: Siege engines can be broken down for storage or transport and can be reassembled on a ship's deck. A Large siege engine requires 1 hour and four workers to assemble. A Huge siege engine requires 2 hours and six workers to assemble. Each assembly worker must make a DC 10 Craft (siege engine) check; if untrained, the worker may not take 10. Assembly can be performed with at least half the required number of workers by doubling the time required. If fewer than half are available, the siege engine cannot be assembled.

Firing Siege Engines

Siege engines hurl massive projectiles in one of two ways: direct fire or indirect fire. Both take a number of actions to load or aim, and the basic rules are described below.

Load Ammunition

In order for a siege engine to fire, it must be loaded with ammunition. Loading ammunition takes a number of full-round actions depending on the siege engine (this time can be reduced to move actions if the crew leader has the Master Siege Engineer feat. For example, a light ballista loaded by two creatures takes 1 round to load the siege weapon, since the creatures each take one of the two necessary full-round actions to do so.

Aiming a Siege Engine

Siege engines must be aimed in order to attack a desired target (in the case of direct-fire siege engines) or square (in the case of indirect-fire siege engines). Aiming takes a number of full-round actions depending on the siege engine. Aiming a siege engine with a diminished crew doubles the amount of time it takes to aim the siege engine. Each time a new target or square is chosen as the target of a siege engine's attack, that siege engine must be aimed anew. For example, a light catapult aimed by two creatures would have to spend a turn aiming the catapult in order to fire it on the next round, since a light catapult takes two full-round actions to aim. If the same light catapult were instead crewed by three creatures, two could spend full-round actions aiming it and the remaining creature could fire it with a standard action.

Direct-Fire Siege Engines

Direct-fire weapons launch their projectiles on a relatively flat trajectory, allowing them to more easily target creatures or pummel barriers directly in front of them.

A direct-fire weapon uses a normal ranged attack roll, with the normal penalty for non-proficient use if none of the crew operating it have proficiency in siege engines. In addition, a direct-fire weapon takes a penalty on attack rolls of –2 per size category that the weapon is larger than the creature aiming it. Creatures with ranks in Knowledge (engineering) are not adversely affected by their size when firing direct-fire siege engines.

Sheer manpower can also reduce the penalties for size. Increasing the crew of these weapons by 1 or more can reduce the attack roll penalty for creature size: as long as an extra crew member is no more than three size categories smaller than the direct-fire weapon, it can reduce the penalty due to the aiming creature's size by 2. For example, a Huge ballista fired by a Medium creature that is part of a crew of four (one more than the minimum number of crew members required) takes only a –2 penalty on attack rolls, and a crew of five would negate the penalty altogether.

Indirect-Fire Siege Engines

Indirect-fire weapons launch projectiles in high arcs toward their targets. They typically lob heavier missiles and payloads than direct-fire weapons, but they are harder to aim accurately. Indirect-fire weapons can bypass many forms of fortification, delivering their payloads of solid shot, scatter shot, or even disease-ridden offal to targets on other ships.

Indirect-fire weapons use a targeting mechanic similar to that described for catapults, hereafter referred to as an indirect attack. The following is an update to those rules.

Indirect Attack

To fire an indirect-fire siege engine, the crew leader makes a targeting check against the DC of the siege engine. This check uses his base attack bonus, his Knowledge (engineering) skill modifier if trained in that skill (or his Intelligence modifier, if not trained), any non-proficiency penalty, and the appropriate modifiers from Table: Indirect Attack Check Modifiers. If the check succeeds, the ammunition of the indirect attack hits the

square the siege engine was aimed at, dealing the indicated damage or effect to any object or creature within the area of its attack. Creatures may get a saving throw to limit the effect of the attack; this is typically based on the type of ammunition used.

If the attack misses the intended square, roll 1d8 to determine in what direction the shot veers. A roll of 1 indicates the ammunition falls short (toward the siege engine), with rolls of 2 through 8 counting squares clockwise around the target square. Roll 1d4 for every range increment at which the attack was made (1d4 if the target square is within the engine's first range increment, 2d4 if the target square is within the second range increment, and so on). The total is the number of squares by which the attack misses. The ammunition deals its damage and any other effects in the square it lands on.

Critical Hits

When a direct-fire siege engine scores a critical hit, it confirms the critical and deals critical hit damage just like any other weapon. If an indirect-fire siege engine rolls a natural 20 on its targeting check, it can also score a critical hit. The crew leader must reroll the targeting check to confirm the critical. If the confirmation targeting check is successful, the attack is a critical hit, and the siege engine multiplies its damage by its critical multiplier. Unlike normal attacks, siege engine attacks can deal critical hit damage to objects. Siege engines do not gain the benefit of critical feats the crew or the crew leader may have.

Mishaps and Misfires

Rolling a natural 1 on an attack roll with a direct-fire siege engine or a targeting check made by an indirect-fire siege engine produces a mishap. Usually a mishap applies the broken condition. A siege engine with the broken condition takes a –2 penalty on attack rolls, targeting checks, and damage rolls.

Table 4–5: Indirect Attack Check Modifiers

Condition	Modifier
No line of sight to target square	–6
Successive shots	+2* (crew can see where most recent miss landed)
	* Cumulative +2 per previous miss (maximum +10)
Successive shots	+1* (crew can't see where most recent missed shot landed, but observer is providing feedback)
	* Cumulative +1 per previous miss (maximum +5)
Successive shots after a hit	+10

If the creature that serves as crew leader has the Siege Engineer feat, that creature does not generate a mishap on a natural 1 when firing the siege engine.

Siege Engine Qualities

The siege engine table is presented in the following format:

Cost: This value is the siege engine's cost in gold pieces (gp). The cost includes gear needed to work the engine as well as gear for upkeep. Typical ammunition costs and weights are given in the siege engine descriptions.

Damage: This entry gives the damage typically dealt by the siege engine. Unlike normal ranged weapons, siege engines deal full damage to objects. Siege engines do not deal sneak attack damage or any other kind of precision damage.

Table 4–6: Siege Weapon Statistics

Ships can mount Large or Huge siege engines; Gargantuan siege engines are included here for the purpose of shore-based fortifications that might be armed with such weapons to defend against attacks from enemy ships.

Direct Fire Engines									
Large	Cost	Dmg	Critical	Range	Type[1]	Crew	Aim	Load	Speed
Ballista, light	500 gp	3d8	19-20/x2	120 ft.	P	1	0	2	10 ft.
Cannon	6,000 gp	6d6	x4	100 ft.	B and P	2	1	3	10 ft.
Huge	**Cost**	**Dmg**	**Critical**	**Range**	**Type[1]**	**Crew**	**Aim**	**Load**	**Speed**
Ballista, heavy	800 gp	4d8	19-20/x2	180 ft.	P	3	2	3	0 ft.
Cannon, fiend's mouth	9,000 gp	8d6	x4	150 ft.	B and P	3	1	3	0 ft.
Firedrake	4,000 gp	6d6	–	–	fire	3	2	5	10 ft.
Gargantuan	**Cost**	**Dmg**	**Critical**	**Range**	**Type[1]**	**Crew**	**Aim**	**Load**	**Speed**
Ballista, gate breaker	1,200 gp	6d8	19-20/x2	100 ft.	B	5	3	5	0 ft.
Firewyrm	6,000 gp	6d6	–	–	fire	5	2	6	0 ft.
Indirect Fire Engines									
Large	**Cost**	**Dmg**	**Critical**	**Range**	**Type[1]**	**Crew**	**Aim**	**Load**	**Speed**
Bombard, light	6,000 gp	5d6	x4	100 ft. (50 ft. min.)	B and P	2	1	3	10 ft.
Catapult, light	550 gp	4d6	x2	150 ft. (50 ft. min.)	B	2	2	3	10 ft.
Trebuchet, light	800 gp	4d6	x2	200 ft. (100 ft. min.)	B	3	2	3	0 ft.
Huge	**Cost**	**Dmg**	**Critical**	**Range**	**Type[1]**	**Crew**	**Aim**	**Load**	**Speed**
Bombard, standard	8,000 gp	7d6	x4	150 ft. (100 ft. min.)	B and P	2	1	3	0 ft.
Catapult, standard	800 gp	6d6	x2	200 ft. (100 ft. min.)	B	3	2	3	0 ft.
Springal, arrow	1,000 gp	3d8	x3	100 ft. (50 ft. min.)	P	3	2	3	0 ft.
Springal, rocket	6,000 gp	3d10	x4	100 ft. (50 ft. min.)	fire	3	2	3	0 ft.
Trebuchet, standard	1,000 gp	6d6	x2	300 ft. (150 ft. min.)	B	4	2	3	0 ft.
Gargantuan	**Cost**	**Dmg**	**Critical**	**Range**	**Type[1]**	**Crew**	**Aim**	**Load**	**Speed**
Bombard, heavy	16,000 gp	9d6	x4	200 ft. (100 ft. min.)	B and P	4	3	5	0 ft.
Catapult, heavy	1,000 gp	8d6	x2	300 ft. (100 ft. min.)	B	4	3	3	0 ft.
Trebuchet, heavy	1,500 gp	8d6	x2	400 ft. (200 ft. min.)	B	4	3	3	0 ft.
Other									
	Cost	**Dmg**	**Critical**	**Range**	**Type**	**Crew**	**Aim**	**Load**	**Speed**
Corvus	100 gp	—	—	—	1	1	—	—	as ship

A weapon with two types of damage is both types if the entry specifies "and."

Critical: The entry for this column notes how the engine is used with the rules for critical hits. Unlike normal ranged weapons, siege engines can deal critical damage to objects as well as creatures.

Range: Any attack at a distance greater than that listed in this entry is penalized for range. Beyond this range, the attack or targeting check takes a cumulative –2 penalty for each full-range increment (or fraction thereof) of distance to the target. Some siege engines have a minimum range for effectiveness, listed in parentheses after its range.

Type: Like weapons, siege engines are classified according to the type of damage they deal: B for bludgeoning, P for piercing, or S for slashing. Some siege engines deal energy damage. In those cases, the type of energy damage is listed instead.

Crew: This column gives the number of Medium creatures needed to properly operate the siege engine.

Aim: This column gives the number of full-round actions required to aim a siege engine. If the siege engine is being controlled by less than its normal crew complement, the number of actions it takes for the crew to aim the siege engine is doubled.

Load: This column gives the number of full-round actions required to load a siege engine.

Siege Engine Descriptions

The following siege engines are available for use on board ships and in shore fortifications where their defenders may return fire to ships attacking them from the water. Bombards, cannon, and rocket springals are gunpowder weapons, and so their availability depends on whether the campaign features firearms and similar gunpowder technology. In a more purely medieval-style campaign, such weapons might be unknown, or might be an exclusive secret held by a far-off island nation or a society of mad tinkers.

Ballista

A ballista resembles a massive crossbow, and its power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A cord attached to both arms is winched back and a projectile is loaded into a grooved slider for release. Ballistae are direct-fire siege engines.

LIGHT

This common type of ballista, also called an arbalest or scorpion, is Large, maneuverable, and often mounted on ships. light ballistae have a hardness of 5 and 50 hit points. Light ballista bolts cost 10 gp each and weigh 10 pounds.

HEAVY

These Huge siege engines are commonly used as castle defenses, as well as on large warships. Heavy ballistae have a hardness of 5 and 100 hit points. Heavy ballista bolts cost 30 gp and weigh 20 pounds each.

GATE BREAKER

This massive ballista fires specially weighted quarrels with blunt metal tips. These are used as long-range battering rams, shot at walls or the gates of castles. When they hit a wooden structure, they have a critical range of 19–20/×3. Gate breaker ballistae have a hardness of 5 and 200 hit points. Gate breaker ballista bolts cost 50 gp and weigh 30 pounds each.

Bombard

Resembling either large cauldrons or more traditional cannons, these firearms lob their ammunition in an arc in order to deliver their deadly payloads over troops or castle walls. Bombards are normally fired indirectly but also can be fired as direct-fire siege engines. When they are used for direct fire, they take a –4 penalty on attack rolls and have their range increment halved, but do not have a minimum range. Like all firearms, bombards



do not suffer mishaps, but instead have a misfire chance.

LIGHT

These bombards resemble cauldrons attached to swivels. Often they are mounted into the ground or into the stone of castle walls because of the mighty power of their recoil. The targeting DC of a light bombard is 15. A light bombard has a base misfire range of 1–2 (10 feet). Light bombards have a hardness of 10 and 70 hit points. Light bombard balls cost 30 gp each and weigh 25 pounds.

STANDARD

These bombards feature the greatest diversity of forms. Many take the cauldron shape of the light bombard, but they may also take the forms of more traditional cannons, albeit featuring stabilizing mechanisms that allow them to fire at a much steeper incline. The targeting DC of a standard bombard is 20. A standard bombard has a misfire range of 1–2 (20 feet). Standard bombards have a hardness of 10 and 140 hit points. Standard bombard balls cost 35 gp each and weigh 30 pounds.

HEAVY

These massive siege engines are often fixed to positions on high hilltops or atop massive keeps, raining death down on a valley or strait. Often these firearms come in two pieces connected by a screw mechanism. The bombard is unscrewed to be loaded, and then the main part of the muzzle is screwed back on to the barrel section in order to be fired. Heavy bombards are too large and powerful to mount on vehicles. The targeting DC of a heavy bombard is 25. A heavy bombard has a misfire range of 1–2 (30 feet). Heavy bombards have a hardness of 10 and 280 hit points. Heavy bombard balls cost 45 gp each and weigh 50 pounds.

Cannon

Cannons are crafted of metal—some are cast in one piece, others welded with iron bands—and mounted either in the ground or on wooden frames. Cannons use black powder to propel their projectiles with great force. A cannon has a misfire range of 1 (20 feet). Cannons have a hardness of 10 and 70 hit points. Cannon balls cost 30 gp each and weigh 25 pounds.

CANNON, FIEND'S MOUTH

These massive cannons are usually crafted in multiple pieces, and sometimes feature the heads of demons, devils, or other fiends at their mouths. Like normal canons, they propel their projectiles with great force. A fiend's mouth cannon has a misfire range of 1 (30 ft.). Fiend's mouth canons have a hardness of 10 and 140 hit points. Fiend's mouth cannon balls cost 45 gp and weigh 30 pounds each.

Catapult

Catapults are stone-throwing siege engines powered by winched arms that run through torsion skeins and hold their payload in a cup that swings up and

over the weapon when released. Catapults can hurl a variety of different types of ammunition (the damage given is for stone projectiles; other types of ammunition can be found in the Special Siege Engine Ammunition section, below). Catapults are indirect-fire siege engines.

LIGHT

These catapults are Large and often mounted on wheels. The targeting DC of a light catapult is 15. light catapults have a hardness of 5 and 50 hit points. Light catapult stones cost 10 gp and weigh 50 pounds each.

STANDARD

These Huge catapults are too large to be transported in one piece and require assembly. The targeting DC of a standard catapult is 20. Standard catapults have a hardness of 5 and 100 hit points. Standard catapult stones cost 15 gp and weigh 75 pounds each.

Corvus

A corvus is a boarding device that features a hinged counterweight system for mounting a bridge vertically on the side of a ship, with a hooked end to grab onto a target ship. A corvus is usually 10 feet wide and 15 feet long. It has a hardness of 5 and 10 hit points per square. Using a corvus requires a DC 10 Profession (siege engineer) check as a full-round action, provided the corvus is in the correct position, which is within the length of the corvus and adjacent to another ship. If the check fails, the corvus fails to catch on the target and must be reset (a full-round action). Once a corvus is attached, it takes a Strength check as a full-round action to dislodge the corvus. Alternatively, if the corvus is attached to a ship, the pilot of either ship can make a sailing check as a standard action to dislodge the corvus (a check that succeeds by 5 or more destroys the corvus). The base DC for either of these checks is 15, and the DC increases by 5 for every Small or Medium creature currently standing on the corvus. If a corvus is disengaged while creatures are standing on it, those creatures must make a DC 15 Reflex saving throw or fall. Succeeding at the saving throw allows them to move to the nearest area of safe ground, but such movement provokes attacks of opportunity. A corvus cannot be armored. A corvus does not count toward a ship's maximum number of siege engines.

Firedrake

These Huge siege engines are often mounted on wheels. This apparatus fires gouts of Alchemist's fire in either a 60-foot line or a 30-foot cone (siege crew leader's choice). Targets in the area take 6d6 points of fire damage (DC 15 Reflex save for half damage); those who fail their saves also catch on fire. A firedrake with the broken condition that suffers a further mishap explodes, dealing its damage to all creatures within a 20-foot-radius burst (DC 15 Reflex save for half damage). Firedrakes have a hardness of 10 and 70 hit points. One use of firedrake ammunition costs 200 gp and weighs 20 pounds.

FIREWYRM

This siege engine is a larger version of the firedrake. A firewyrm is too large to be transported to the battlefield in one piece and must be assembled once the component parts reach the battlefield. A firewyrm fires its gout of flame in either a 120-foot line or a 60-foot cone (crew leader's choice). Targets in the area take 6d6 points of fire damage (DC 20 Reflex save halves). Those who fail their saves catch on fire. A firewyrm with the broken condition that suffers a further mishap explodes, dealing its damage to all creatures within a 30-foot blast (DC 20 Reflex save halves). Firewyrms have a hardness of 10 and 140 hit points. One use of firewyrm ammunition costs 400 gp and weighs 40 pounds.

Springal

A springal uses a torsion-cranked composite paddle to strike a firing rack containing multiple arrows, which rain down in an arc over a burst area. Springals are indirect-fire siege engines that affect the targeted square and a 15-foot burst around that square.

Arrow

This springal propels a group of arrows that rains down on the targeted square and in a 15-foot burst around that square. One use of arrow springal ammunition costs 20 gp and weighs 10 pounds.

Rocket

This highly volatile springal propels a group of black-powder rockets that rain down on the targeted square and in a 15-foot burst around the area. If the rocket springal misfires, it explodes, dealing its damage in a 20-foot blast around the springal. This explosion destroys the rocket springal. One use of rocket springal ammunition costs 500 gp and weighs 30 pounds.



Trebuchet

Trebuchets are similar in form to catapults, with the payload placed into a basket, cup, or sling at the end of a long lever, and a counterweight (often with crew or animals pulling attached ropes) close to the fulcrum. The leverage imparted by a trebuchet allows it to hurl massive missiles that scatter to a number of squares around the target square based on the size of the trebuchet. Trebuchets are too bulky to move on wheels or vehicles and must be assembled on the battlefield. Trebuchets have a minimum range of 150 feet.

Light

These Large siege engines typically hurl large stones indirectly at a target (targeting DC 15). A light trebuchet's ammunition scatters on contact, dealing full damage to the target square and half its damage to creatures and objects within 5 feet of the target square (creatures can make a DC 15 Reflex save to halve the damage again). Light trebuchets have a hardness of 5 and 50 hit points. One use of light trebuchet stones costs 15 gp and weighs 60 pounds.

Standard

These Huge siege engines typically hurl large stones indirectly at a target (targeting DC 20). A standard trebuchet's ammunition scatters on contact, dealing full damage to the target square and half damage to creatures and objects within 15 feet of the target square (creatures can make a DC 20 Reflex save to halve the damage again). Standard trebuchets have a hardness of 5 and 100 hit points. One use of standard trebuchet stones costs 30 gp and weighs 110 pounds.

HEAVY

These Gargantuan siege engines typically hurl large stones indirectly at a target (targeting DC 25). A heavy trebuchet's ammunition scatters on contact, dealing full damage to the target square and half its damage to creatures and objects within 30 feet of the target square (creatures can make a DC 25 Reflex save to halve the damage again). Heavy trebuchets have a hardness of 5 and 200 hit points. One use of heavy trebuchet stones costs 40 gp and weighs 120 pounds.

Special Siege Engine Ammunition

The following kinds of ammunition can be used in select types of indirect-fire siege engines. The ammunition description specifies which types of siege engines can use the special ammunition. The costs and weights on Table 4-7: Special Siege Engine Ammunition are for individual uses of special ammunition.

Alchemist's Fire: This is either a hard, ceramic container of Alchemist's fire that can be used as ammunition in catapults, or a ceramic bulb of Alchemist's fire mounted on the tip of a ballista bolt to be fired from ballistae. When it hits its target square, it deals 4d6 points of fire damage to each creature and wooden structure within 5 feet of the target space, and each creature must make a DC 20 Reflex saving throw or catch on fire (wooden objects automatically catch on fire). Every creature and wooden object within the area between 5 and 30 feet of the target space must make a DC 20 Reflex saving throw or take half the fire damage but does not catch on fire. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to the siege engine and all nearby creatures and wooden objects as if one of the spaces of the siege engine (crew leader's choice) were the target square. This alchemical fire ignores the hardness of wooden objects.

Table 4–7: Special Siege Engine Ammunition

Ammunition	Cost	Weight
Alchemist's fire	200 gp	10 lbs.
Chain shot	50 gp	30 lbs.
Liquid ice	400 gp	20 lbs.
Plague bundle	80 gp	20 lbs.
Smoke shot	250 gp	20 lbs.

Chain Shot: Made of two small catapult stones chained together, this ammunition can be fired from catapults. Chain shot is especially good at tearing through sails and rigging, dealing double its normal damage to that form of propulsion. It deals normal damage to a creature, and if hit, the creature must succeed at a DC 20 Fortitude saving throw or be knocked prone. Chain shot is relatively ineffective against ships themselves, dealing only 2d6 points of damage for a light catapult, or 4d6 points of damage for a standard catapult.

Liquid Ice: This hard, ceramic canister filled with alchemical liquid ice can be used as ammunition in catapults. When it hits its target square, it deals 4d6 points of cold damage to each creature within 5 feet of the target space, and each creature must make a DC 20 Fortitude save or become entangled for 1 round. Every creature within the area between 5 and 30 feet of the target space must make a DC 20 Fortitude saving throw or take half damage. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to all nearby creatures as if one of the spaces of the siege engine (crew leader's choice) were the target square.

Plague Bundle: This hard, ceramic canister is filled with a noxious mass of diseased carrion and offal that can be used as ammunition for a catapult. It deals only half damage, but every creature hit by it is exposed to filth fever. A GM might allow a plague bundle to inflict other diseases.

Table 4–8: Buildings

Material	Hardness	Hit Points			
		Large	Huge	Gargantuan	Colossal
Wood	5	120	270	960	3,240
Stone	8	200	450	1,600	5,400
Iron or steel	10	400	900	3,200	10,800
Adamantine	20	560	1,260	4,480	15,120

Table 4–9: Gates

Material	Break DC[1]	Hardness	Hit Points			
			Large	Huge	Gargantuan	Colossal
Wood	35	5	60	135	240	540
Stone	38	8	100	225	400	900
Iron or steel	24	10	200	500	800	1,800
Adamantine	48	20	280	630	1,120	2,520

[1] The DC assumes the gate is size Large and is barred and locked. Huge doors increase the break DC by 5, Colossal doors increase the DC by 10, and Gargantuan doors increase the DC by 15. Arcane lock increases the DC by 10.

Smoke Shot: This hard ceramic sphere contains two alchemical substances separated by a thin barrier, much like a smoke pellet in larger form. It can be used as ammunition in catapults. When smoke shot hits the target space, it deals 2d6 points of damage to any creature in that space, and the substances mingle and then create an area of foul but harmless yellow smoke radiating 30 feet from the target square. Treat the effect as a *fog cloud* spell. On a siege engine mishap, the ammunition explodes before it is launched. Its effect is centered on one of the spaces of the siege engine (crew leader's choice).

Shore Bombardment

While most of the rules for siege engines given above are intended to facilitate ship-to-ship combat, ships armed with siege engines also can attack fortifications or buildings on land, pounding them to rubble and demoralizing their defenders to the point of surrender. The following rules give the statistics for various buildings and barriers that are often the targets of siege engine attacks. They are split up into three different categories: buildings, gates, and walls.

When any of these structures gain the broken condition, their hardness is halved, along with any other effects of the broken condition.

Buildings

Buildings are sizable structures with many hit points and very poor ACs (a Large building is AC 4, a Huge building is AC 3, and a Gargantuan or larger building is AC 0). When a building is reduced to half its hit points, it is broken—it still stands, but only partially. It can be easily entered, and for all intents and purposes it has been breached. Reducing a building to 0 hit points completely destroys that building. Creatures inside the building suffer the effects of a cave-in.

All these building statistics assume that the structure's inside is somewhat hollow but sturdily

built, with enough space for its occupants to walk around inside. Flimsy buildings have half the hit points of the buildings detailed in Table: Buildings. Buildings can be magically treated, like dungeon walls and doors can. Doing so doubles their hardness and hit points. Magically treating a building costs 5,000 gp for a Large building, 10,000 gp for a Huge building, 20,000 gp for a Gargantuan building, and 40,000 gp for a Colossal building. A spellcaster with the Craft Magic Arms and Armor feat can magically treat buildings.

For larger buildings, put together multiple buildings of these sizes and add the hit points together.

Gates

Gates serve as the entrances and exits to fortified structures and are typically the weakest spots in any fortification's defenses. Gates are at least Large but can be as large as Colossal. It typically takes three full-round actions to open or close a Large gate (up to three creatures can work together to close a Large gate as a full-round action), and larger gates typically take at least a minute to close or open. Gates have ACs based on their size (a Large gate is AC 4, a Huge gate is AC 3, and a Gargantuan or larger gate is AC 0).

Gates can be magically treated. Doing so doubles the hardness and hit points. Magically treating a gate costs 2,000 gp for a Large gate, 4,000 gp for a Huge gate, 8,000 gp for a Gargantuan gate, and 16,000 gp for a Colossal gate. A spellcaster with the Craft Magic Arms and Armor feat can magically treat gates.

Gates can be attacked and damaged, or they can become broken (as the condition) with a successful Strength check, usually as a result of ramming. When a gate gains the broken condition, it is effectively breached, and can be moved through as if it were an opening one size smaller.

Table 4–10: Walls

Material	Hardness	Hit Points per 5-Foot Square
Wood	5	30
Stone	8	45
Iron or steel	10	90
Adamantine	20	120

Walls

The walls that guard castles and cities are sturdy fortifications, usually constructed in a series of 5-foot squares. A square of wall has an AC of 5, and hardness and hit points equal to its type.

Squares of walls can be magically treated. Doing so doubles the hardness and hit points. Magically treating wall squares costs 500 gp per wall square. A spellcaster with the Craft Magic Arms and Armor feat can magically treat walls.

When a wall gains the broken condition, its hardness is halved, but the wall is not breached. Only destroying a section of wall allows it to become breached. When a square of wall is breached, any sections directly above it fall onto the missing section of walls. Doing this reduces the falling wall section to half its current hit point total –1, which applies the broken condition to that square of wall.

Spell Effects in Naval Combat

Creatures can attack ships with spells. Ships are objects, so spells that can only target creatures have no effect on ships. However, because a ship is actively crewed and piloted, it can make saving throws against spell effects. Ships are immune to most spells that require a Will save. A ship without



a crew is considered an unattended object and cannot make saving throws.

The effects of most spells on ships can be determined normally. However, certain spells have different effects in naval combat. The effects of these spells are detailed on the following page. GMs can use these examples as guidelines for determining how other spells not listed here affect ships. For the most part, these effects only apply during ship-to-ship combat, not during normal combat aboard a ship, though some affects (such as starting fires), could still apply, at the GM's discretion.

Acid Fog, *Solid Fog:* The effects created by these spells do not move with a ship, but they do reduce the speed of a ship moving through them to half.

Align Weapon, *Keen Edge*, *Magic Weapon*, *Greater Magic Weapon:* These spells also affect siege engines and siege engine ammunition.

Animate Objects: A ship under the control of a pilot cannot be animated with this spell without the pilot's consent. An animated ship moves as the caster directs. It needs no crew other than the caster, who is considered the ship's pilot. An animated ship's statistics, such as its hit points, do not change.

Black Tentacles: This spell can be cast on the surface of the water or on a ship's deck. The tentacles do not attack ships.

Blade Barrier, *Cloudkill*, *Fog Cloud*, *Mind Fog*, *Obscuring Mist*, *Pyrotechnics*, *Stinking Cloud*, *Storm of Vengeance:* The effects created by these spells do not move with a ship.

Call Lightning, *Call Lightning Storm*, *Chain Lightning*, *Lightning Bolt*, *Scorching Ray*, *Storm of Vengeance:* These spells do not start fires on a ship.

Control Water: A ship cannot leave the area affected by this spell and must take the "uncontrolled" action for the duration of the spell.

Control Winds: The area of winds created by this spell does not move with a ship.

Delayed Blast Fireball, *Fireball*, *Fire Seeds*, *Flame Arrow*, *Flame Blade*, *Flaming Sphere*, *Meteor Swarm*, *Produce Flame:* These spells can start fires on a ship.

Dimension Door, *Greater Teleport*, *Teleport*, *Teleportation Circle:* Because ships are constantly in motion, the caster of spells of the teleportation subschool must have line of sight to teleport onto a ship. Otherwise, a caster must scry upon a particular ship first, then immediately teleport to the scryed destination in the same round. Any delay in casting means the ship has moved from its scryed location and the spell fails.

Disintegrate: This spell deals 2d6 points of damage per caster level (maximum 40d6) to a ship.

Earthquake: This spell has no effect in the deep waters of the ocean.

Fabricate: The materials created by this spell can be used to repair a ship.

Fire Storm, *Flame Strike:* These spells do not start fires on a ship unless the ship rolls a natural 1 on its saving throw against fire damage.

Forcecage, *Resilient Sphere*, *Wall of Force:* The effects of these spells move with a ship if they are anchored to it. Otherwise, they do not move with a ship, and a ship running into them makes a ramming maneuver.

Freezing Sphere: This spell can be used to attempt to trap a ship in ice by targeting the water around the ship rather than the ship itself. The ship's speed is reduced to 0 for the duration of the spell unless the pilot of the ship makes a DC 25 sailing check to break free of the ice.

Gaseous Form: A creature in gaseous form does not move with a ship.

Globe of Invulnerability, *Lesser Globe of Invulnerability*, *Tiny Hut*, *Wall of Ice*, *Wall of Thorns:* The effects created by these spells move with a ship.

Guards and Wards, *Mage's Private Sanctum*, *Screen:* These spells can be cast on a ship.

Make Whole: This spell affects a ship as if it were a construct.

Mage's Magnificent Mansion, Rope Trick: The entrances to the extradimensional spaces created by these spells do not move with a ship.

Mirage Arcana: Ships are considered structures for the purposes of this spell.

Ice Storm, Sleet Storm: The sleet, snow, and ice created by these spells do not move with a ship, but the deck is considered icy. These spells also allow a ship to make an additional saving throw to extinguish fires.

Incendiary Cloud: The cloud created by this spell does not move with a ship, but the caster can concentrate to move the cloud along with a ship. This spell can start fires on a ship.

Passwall: A ship can make a Fortitude save to negate the effects of this spell. A ship affected by this spell gains the broken condition and the sinking condition, but the ship is restored to its normal condition when the spell ends (though a sunken ship remains sunk).

Polymorph Any Object: A ship is a collection of numerous objects. As a result, any ship of Huge size or larger is too big to be affected by this spell.

Prismatic Sphere, Prismatic Spray, Prismatic Wall: These spells do not start fires on a ship unless the ship passes through the spell effect and rolls a natural 1 on its saving throw against fire damage. A prismatic sphere or prismatic wall moves with a ship if it is anchored to the ship. Otherwise, it does not move with a ship.

Repel Wood: If you are standing on a ship, that ship is considered a fixed object in relation to you and is not affected by this spell. Loose objects on your ship, or on other ships within range, are affected normally. A ship under the control of a pilot can make a Will save to negate the effects of this spell.

Reverse Gravity: A ship must fit entirely within the spell's area to be affected by this spell, though creatures and objects on a ship's deck are affected normally. If an entire ship is affected and falls back down more than 50 feet, the pilot must succeed at a DC 20 sailing check when the ship lands or it gains the sinking condition.

Sunbeam, Sunburst: These spells deal only half damage to ships.

Sympathetic Vibration: A ship is considered a freestanding structure for the purposes of this spell.

Wall of Fire: A wall of fire cast on the deck of a ship moves with the ship and can start on-board fires. Otherwise, the wall does not move with the ship, and does not start on-board fires.

Warp Wood: A warped ship springs a leak and gains the broken condition. If the ship is reduced to below half its hit points while warped, it gains the sinking condition.

Whirlwind: Most ships are too large to be affected by this spell, but loose objects and creatures on the ship's deck may still be affected.

Wind Wall: The effects of this spell move with a ship if it is anchored to the ship.

Ship Statistics

A vast variety of boats and ships exist in the real world, from small rafts and longboats to intimidating galleons and swift galleys. To represent the numerous distinctions of shape and size that exist between water-going vessels, the following stat blocks categorize several standard ship sizes and their respective statistics, including all water vehicles that characters can purchase. GMs can use or alter the statistics below to create new ships for specific cultures or races to suit the needs of their individual campaigns. All ships have the following traits.

Name: The name or type of the ship.

Size and Type: The size and type of the ship.

Squares: The number of 30-foot squares the ship takes up on the battle mat, followed by the



ship's actual dimensions. A ship's width is always considered to be one square.

Cost: The ship's cost in gp. Sometimes the description or the weapons section provides possible modifications for the ships. These are not included in the cost of the ship, nor are additions like rams or siege engines.

AC and Hardness: The ship's base Armor Class and hardness, based on its size, defenses, and its construction material (hardness 5 for most wooden ships). To calculate the ship's actual AC, add the current pilot's sailing skill modifier (or Wisdom modifier, if she is using that ability to drive the ship) to the ship's base AC. Touch attacks against a ship ignore its pilot's sailing skill or ability modifier; thus a ship's base AC is its touch AC. A ship is never considered flat-footed. If the ship is not in motion, it has an effective Dexterity of 0 (–5 penalty to AC), and an additional –2 penalty to its AC.

hp: The ship's total hit points. A ship that takes damage in excess of half its total hit points gains the broken condition. At 0 or fewer hit points, a ship gains the sinking condition. A ship that sinks completely is considered destroyed. Ships do not have ability scores, and are immune to ability score damage or drain. They are also immune to bleed damage. Unlike other objects, ships do not take half damage from energy attacks, but do take half damage from all ranged weapons except siege engines. This line also lists the total hit points for the ship's oars and sails, if any.

Base Save: The ship's base save modifier. All of the ship's saving throws (Fortitude, Reflex, and Will) have the same value. To determine a ship's actual saving throw modifiers, add half the pilot's sailing skill modifier (or half the pilot's Wisdom modifier) to the ship's base saving throw. A ship is immune to most effects that require a Will saving throw (though pilots, crew members, and passengers typically are not).

Maximum Speed: This is the fastest that a ship can move. When a ship has more than one means of propulsion, it may also have more than one maximum speed. If a ship has sails, it can move at double its maximum wind propulsion speed when it moves in the direction of the wind.

Acceleration: This is how fast a ship can increase its speed each round. It also determines the maximum amount a ship can safely decelerate each round.

CMB and CMD: The ship's base CMB and CMD. To calculate the ship's actual CMB and CMD, add the current pilot's sailing skill modifier (or Wisdom modifier, if she is using that ability to drive the ship) to the ship's base CMB. A ship is never considered flat-footed. If the ship is not in motion, it has an effective Dexterity of 0 (–5 penalty to CMD), and an additional –2 penalty to its CMD.

Ramming Damage: The base damage dealt by the ship on a successful ramming attack (without a ram).

Propulsion: The types of propulsion used by the ship.

Sailing Check: The skills typically used to make a sailing check with this type of ship.

Control Device: The typical control device the pilot uses to steer the ship.

Propulsion Means: The actual means and amount of propulsion used to move the ship.

Crew: This is the minimum number of crew members needed to move the ship, in addition to the pilot. If a ship uses muscle propulsion, the number and size of creatures providing the propulsion are listed here as well. Any crew required to operate a ship's siege engines is in addition to this number.

Decks: The usual number of decks on a ship and any important information about those decks is given in this section.

Cargo/Passengers: The amount of cargo (in tons) a ship can hold, as well as the number of non-crew passengers it can carry.

GALLEY 30,000 GP

Colossal ship

Squares 4 (20 ft. by 130 ft.)

Defense

AC 2; **Hardness** 5

hp 1,560 (oars 1,400, sails 320)

Base Save +8

Offense

Maximum Speed 60 ft. (muscle), 60 ft. (wind), or 120 ft. (muscle and wind); **Acceleration** 30 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

Statistics

Propulsion muscle, wind, or current

Sailing Check Diplomacy or Intimidate (when using muscle); Profession (sailor) (when using wind or current)

Control Device tiller

Propulsion Means 140 oars, 80 squares of sails (two masts)

Crew 200 (60+140 Medium rowers)

Decks 3

Cargo/Passengers 150 tons/250 passengers

One of the largest sailing ships on the sea, a galley has 70 oars on either side. A galley can be any large ship that primarily relies on oars for propulsion, but also contains one to three masts with sails. Galleys typically stick close to the coast, as long ocean voyages are risky in such vessels. This stat block can be used to represent a variety of historical galleys, from biremes and triremes to galliots and dromonds.

Weapons: Up to 40 Large direct-fire siege engines in banks of 20 positioned on the port and starboard sides of the ship, or up to 12 Huge direct-fire siege engines in banks of six on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward. the forward or aft sides of the ship. These siege engines cannot be used while the galley is being rowed.

For an additional 8,000 gp, a galley can be fitted with a ram and castles with firing platforms fore, aft, and amidships. Each of these firing platforms can hold a single Large or Huge direct-fire or indirect-fire siege engine. Siege engines on the fore and aft firing platforms can be swiveled to fire out the sides of the ship or either forward or aft, depending on their position. A siege engine on the amidships can be swiveled to fire out either side of the ship.

JUNK 15,000 GP

Colossal ship

Squares 3 (20 ft. by 75 ft.)

Defense

AC 2; **Hardness** 5

hp 900 (sails 360)

Base Save +6

Offense

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

Statistics

Propulsion wind or current

Sailing Check Profession (sailor)

Control Device tiller

Propulsion Means 90 squares of sails (three masts)

Crew 10

Decks 2

Cargo/Passengers 100 tons/100 passengers

This flat-bottomed sailing ship has two or three masts with junk-rigged sails, allowing it to be easily

sailed by a small crew. Junks typically have a high poop deck and a flat bottom with no keel, and so rely on daggerboards, leeboards, or large rudders for stability. A junk's hull is divided into several watertight compartments, like a stalk of bamboo, which strengthen the hull and slow flooding. Junks are capable of ocean travel and have a waterborne speed of 2 miles per hour or 48 miles per day.

Weapons: Up to 12 Large direct-fire or indirect-fire siege engines in banks of six positioned on the port and starboard sides of the ship, or up to four Huge direct-fire siege engines in banks of two on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward the forward or aft sides of the ship. In addition, up to two Large direct-fire or indirect-fire siege engines may be positioned one each on the forward and aft sides of the ship (one Huge direct-fire or indirect-fire siege engine may be positioned on the aft side of the ship instead, but the forward side can only fit a Large siege weapon). These siege engines can be swiveled to fire out either side of the ship, or either forward or aft, depending on their position.

KEELBOAT 3,000 GP

GARGANTUAN SHIP

Squares 2 (15 ft. by 50 ft.)

DEFENSE

AC 6; Hardness 5

hp 600 (oars 80, sails 80)

Base Save +4

OFFENSE

Maximum Speed 30 ft. (muscle), 30 ft. (wind), or 60 ft. (muscle and wind); **Acceleration** 30 ft.

CMB +4; **CMD** 14

Ramming Damage 4d8

STATISTICS

Propulsion muscle, wind, or current

Sailing Check Diplomacy or Intimidate (when using muscle); Profession (sailor) (when using wind or current)

Control Device tiller

Propulsion Means 8 oars, 20 squares of sails (one mast)

Crew 15 (7+8 Medium rowers)

Decks 1

Cargo/Passengers 50 tons/100 passengers

This flat-bottomed ship has a few oars to supplement its single mast with a square sail. It can make both sea and river voyages. Keelboats are designed to carry cargo, rather than for fighting. Types of keelboats include the cog, hoy, hulk, karve, and knarr.

Weapons: One Large direct-fire or indirect-fire siege engine positioned on the forward or aft side of the ship. This siege engine can be swiveled to fire out either side of the ship, or either forward or aft, depending on its position.

LONGSHIP 10,000 GP

COLOSSAL SHIP

Squares 3 (15 ft. by 75 ft.)

DEFENSE

AC 2; **Hardness** 5

hp 675 (oars 400, sails 120)

Base Save +5

OFFENSE

Maximum Speed 30 ft. (muscle), 60 ft. (wind), or 90 ft. (muscle and wind); Acceleration 30 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

STATISTICS

Propulsion muscle, wind, or current

Sailing Check Diplomacy or Intimidate (when using muscle); Profession (sailor) (when using wind or current)

Control Device tiller

Propulsion Means 40 oars, 30 squares of sails (one mast)

Crew 50 (10+40 Medium rowers)

Decks 1 (with small cargo area under the deck)

Cargo/Passengers 50 tons/100 passengers

This long and relatively narrow boat has a single mast with a square sail and 40 oars. It can traverse lakes, oceans, and deep rivers. This stat block can be used to represent Norse longships such as the

karvi, snekkja, and skei, as well as the balinger and birlinn.

Weapons: Up to two Large direct-fire or indirect-fire siege engines positioned one each on the forward and aft sides of the ship. These siege engines can be swiveled to fire out either side of the ship, or either forward or aft, depending on their position.

RAFT —

LARGE SHIP

Squares 1 (10 ft. by 10 ft.)

DEFENSE

AC 9; Hardness 5

hp 30 (oars 20)

Base Save +0

OFFENSE

Maximum Speed 30 ft. (muscle); Acceleration 30 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

STATISTICS

Propulsion muscle or current

Sailing Check Diplomacy or Intimidate (when using muscle); Profession (sailor) (when using current)

Control Device oars

Propulsion Means 2 oars

Crew 1 (the pilot, who is also a rower, plus up to 3 additional Medium rowers)

Decks 1

Cargo/Passengers 1,000 pounds/up to 3 passengers (a raft can carry a total of 4 Medium creatures, either as crew or passengers)

The most basic and primitive type of ship, a raft is a simple, flat boat with no hull, often made of logs lashed together, using two to four oars for propulsion. Rafts are not designed for ocean travel. A raft cannot carry any siege engines.

ROWBOAT 50 GP

LARGE SHIP

Squares 1 (5 ft. by 10 ft.)

DEFENSE

AC 9; **Hardness** 5

hp 60 (oars 20)

Base Save +1

OFFENSE

Maximum Speed 30 ft. (muscle); **Acceleration** 30 ft.

CMB +1; CMD 11

Ramming Damage 1d8

STATISTICS

Propulsion muscle or current

Sailing Check Diplomacy or Intimidate (when using muscle); Profession (sailor) (when using current)

Control Device oars

Propulsion Means 2 to 4 oars

Crew 1 (the pilot, who is also a rower, plus up to 1 additional Medium rower)

Decks 1

Cargo/Passengers 1,000 pounds/up to 3 passengers (a rowboat can carry a total of 4 Medium creatures, either as crew or passengers)

This small boat has two to four oars and is primarily used to ferry a few passengers across small areas of water such as a harbor, stream, or small lake. Larger ships use rowboats as tenders or lifeboats. A rowboat cannot carry any siege engines. This stat block can be used to represent any of a number small open boats propelled by oars, such as dinghies, dories, skiffs, and wherries.

SAILING SHIP 10,000 GP

COLOSSAL SHIP

Squares 3 (30 ft. by 90 ft.)

DEFENSE

AC 2; Hardness 5

hp 1,620 (sails 360)

Base Save +6

OFFENSE

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

STATISTICS

Propulsion wind or current

Sailing Check Profession (sailor)

Control Device steering wheel

Propulsion Means 90 squares of sails (three masts)

Crew 20

Decks 2 or 3

Cargo/Passengers 150 tons/120 passengers



This massive sailing ship has one to four masts (usually two or three) with either square or lateen sails. Often they have raised forecastles and sterncastles. Sailing ships are primarily used for ocean travel. Most merchant ships, and many military and pirate vessels are sailing ships of one type or another. Sailing ships come in a variety of different designs, including barques, brigantines, caravels, carracks, larger cogs, frigates, galleons, schooners, sloops, and xebecs. A sailing ship with four masts and outfitted with siege engines is often known as a man-o'-war.

Weapons: Up to 20 Large direct-fire siege engines in banks of 10 positioned on the port and starboard sides of the ship, or up to six Huge direct-fire siege engines in banks of three on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward the forward or aft sides of the ship. In addition, up to two Large or one Huge direct-fire or indirect-fire siege engine may be positioned on both the forecastle and sterncastle of the ship. These siege engines can be swiveled to fire out the sides of the ship or either forward or aft, depending on their position.

SHIP'S BOAT 500 GP

Large ship

Squares 1 (10 ft. by 20 ft.)

Defense

AC 9; Hardness 5

hp 120 (oars 60, sails 40)

Base Save +2

Offense

Maximum Speed 30 ft. (muscle or wind); **Acceleration** 30 ft.

CMB +1; CMD 11

Ramming Damage 1d8

Statistics

Propulsion muscle, wind, or current

Sailing Check Diplomacy or Intimidate (when using muscle); Profession (sailor) (when using wind or current)

Control Device oars

Propulsion Means 6 oars, 10 squares of sails (one mast)

Crew 4 to 10 Medium rowers

Decks 1

Cargo/Passengers 2 tons/up to 12 passengers (depending on size, a ship's boat can carry up to a total of 16 Medium creatures, either as crew or passengers)

Ship's boats are usually carried on the decks of larger ships to use as tenders to ferry passengers and cargo from ship to shore or between ships. Some ship's boats are reserved for the use of officers, while others are used as landing craft or to carry boarding parties. An average ship's boat is 16 to 24 feet long (though the largest ship's boats can be upward of 30 feet long) and has anywhere from four to 10 oars as well as a single mast with a square or lateen sail. A ship's boat has a waterborne speed of 2 miles per hour or 20 miles per day. A ship's boat cannot carry any siege engines. This stat block can be used to represent any of several types of ship's boats, such as cutters, gigs, jolly boats, launches, longboats, or pinnaces, as well as other small, open boats such as faerings, sampans, and whaleboats.

WARSHIP 25,000 GP

Colossal ship

Squares 4 (20 ft. by 100 ft.)

Defense

AC 2; **Hardness** 10

hp 1,200 (oars 600, sails 320)

Base Save +7

Offense

Maximum Speed 60 ft. (muscle), 30 ft. (wind), or 90 ft. (muscle and wind); **Acceleration** 30 ft.

CMB +8; CMD 18

Ramming Damage 8d8

Statistics

Propulsion muscle, wind, or current

Sailing Check Diplomacy or Intimidate (when using muscle); Profession (sailor) (when using wind or current)

Control Device tiller

Propulsion Means 60 oars, 40 squares of magically-treated sails (one mast)

Crew 80 (20+60 Medium rowers)

Decks 2

Cargo/Passengers 50 tons/160 passengers

This ship is crafted of reinforced wood with a single mast and magically treated sails, although oars can also propel it. A warship is used for short-distance forays and troop deployment, as it does not have cargo space to carry supplies for large numbers of passengers over a long distance. Like galleys, warships are not designed for sea voyages and tend to stick close to the coast. A warship is not used for cargo. The largest Norse longships, called drekar or drakkar, as well as very large galleys such as galleasses and lantern galleys, are all considered warships.

Weapons: Up to 20 Large direct-fire siege engines in banks of 10 are positioned on the port and starboard sides of the ship, or up to six Huge direct-fire siege engines in banks of three on the ship's port and starboard sides. These siege engines may only fire out the sides of the ship that they are positioned on and cannot fire toward the forward or aft sides of the ship. These siege engines cannot be used while the warship is being rowed.

For an additional 8,000 gp, a warship can be fitted with a ram and castles with firing platforms fore, aft, and amidships. Each of these firing platforms can hold a single Large or Huge direct-fire or indirect-fire siege engine. Siege engines on the fore and aft firing platforms can be swiveled to fire out the sides of the ship or either forward or aft, depending on their position. A siege engine on the amidships can be swiveled to fire out either side of the ship.

Ship Modifications

Not all ships are created equally. Players looking for a ship that is faster, tougher, or more agile might consider adding modifications to their vessels. Each of the following ship improvements must be planned, built, or installed (as appropriate) by someone with the Craft (ships) skill or other skill or feat, as described in the Requirements line. In order to alter a ship with one of the following modifications, the shipwright must make a skill check, with the final DC dependent upon the overall complexity of the desired modification. A failed check means that this particular ship-builder is unable to install that feature, though 1/2 of the cost of the feature is nonetheless expended on wasted parts. Another shipwright must be consulted to complete the work, but the DC for his check is increased by 2 if any previous modifications were made by another shipwright (different builders have different techniques).

Ship Improvements

The following ship improvements can be added to a ship.

Additional Crew Quarters

The ship's sailors have more space to sleep and eat.

Benefit: The ship may support 10% more passengers, but its cargo capacity is decreased by 10%.

Requirements: Craft (ships) DC 22; **Cost**: 20% of base ship cost

Armor Plating

The ship's sides are clad in iron to shield it from attack.

Benefit: By attaching metal plates to the ship, the hull's hit points are increased by +15% and its hardness is increased by +4. This modification reduces a ship's cargo capacity by 15%. The armor plating slows the ship, imposing a –1 penalty on all sailing checks. The ship's tactical speed in ship-to-ship combat is not affected, but its waterborne speed is reduced by 20%.

Requirements: Craft (ships) DC 28; **Cost**: 30% of base ship cost

Broad Rudder

The ship's larger rudder helps make crisper turns.

Benefit: A wide rudder makes a ship nimbler, granting a +1 bonus on all sailing checks.

Requirements: Craft (ships) DC 16; **Cost**: 500 gp

Concealed Weapon Port

The ship can disguise its cruel intentions with hidden armaments.

Benefit: The ship's belowdecks area undergoes major reconstruction in order to house Large direct-fire siege engines, such as light ballistae or cannons, if they are in use in the campaign. A concealed weapon port can only be recognized on a successful DC 15 Perception check. Each concealed port reduces a ship's cargo capacity by 5 tons, in addition to the space required by the weapon itself.

Requirements: Craft (ships) DC 16; **Cost**: 100 gp per port (in addition to the cost of the weapons)

Extended Keel

The ship's keel is longer than usual for a vessel of its type.

Benefit: The ship's measurements from bow to stern are 10% longer than normal, though cargo capacity is not appreciably affected. The ship is more stable, granting the pilot a +1 bonus on all sailing checks. This improvement must be installed at the time of the ship's construction and cannot be added later.

Requirements: Craft (ships) DC 19; **Cost**: 10% of base ship cost

Figurehead

Some ships sport fanciful carvings on their bowsprits.

Benefit: This modification is strictly cosmetic, with no real impact on game play. Players are encouraged to design their own custom figureheads, such as dolphins, mermaids, and other such creatures of myth.

Requirements: Craft (carpentry) or Craft (sculptures) DC 10; **Cost**: 100–1,000 gp, depending on the port and the craftsman

Glass Bottom

The bottom of the ship is inset with wide windows, permitting those inside to gaze into the ocean.

Benefit: This has no effect on ship performance, other than making the ship's bottom only as strong as thick glass (hardness 1, hp 3, Break DC 8).

Requirements: Craft (glass) DC 19; **Cost**: 5% of base ship cost

Increased Cargo Capacity

An efficient remodeling of the ship's layout means more room for the ship's stores.

Benefit: The ship's cargo capacity is increased by 10%.

Requirements: Craft (ships) DC 22; **Cost**: 15% of base ship cost

Magically Treated Control Device

The ship's controls are enchanted to make them harder to disable.

Benefit: The ship's steering wheel or tiller is magically treated, doubling its hit points and hardness. This also increases the DC by 5 on any attempts to disable the ship's control device with a Disable Device check. This improvement can only be added by a spellcaster with the Craft Wondrous Item feat.

Requirements: Craft Wondrous Item, Craft (ships) DC 15; **Cost**: 1,000 gp

Magically Treated Hull

The ship's sails are enchanted for greater resistance to impact.

Benefit: The ship's hull is magically treated, doubling the ship's hit points and hardness. This improvement can only be added by a spellcaster with the Craft Wondrous Item feat.

Requirements: Craft Wondrous Item, Craft (ships) DC 15; **Cost**: 4,500 gp per square of ship

Magically Treated Oars

The ship's oars are enchanted for greater strength.

Benefit: The ship's oars are magically treated, doubling their hit points and hardness. This improvement can only be added by a spellcaster with the Craft Wondrous Item feat.

Requirements: Craft Wondrous Item, Craft (carpentry) or Craft (ships) DC 15; **Cost**: 100 gp per oar

Magically Treated Sails

The ship's sails are enchanted for greater durability.

Benefit: The ship's sails are magically treated, doubling their hit points and hardness. This improvement can only be added by a spellcaster with the Craft Wondrous Item feat.



Requirements: Craft Wondrous Item, Craft (sails) DC 15; **Cost**: 500 gp per 5-foot-square of sails

Movable Deck

The features of the ship's decks are designed to be moved in order to disguise the ship as an altogether different vessel.

Benefit: After pulling up dozens of kingpins, the crew can slide the sterncastle forward on hidden rails, rearrange the position of the masts, extend the gunwales, lower the poop deck, transfer the ship's wheel, and make other cosmetic changes such as a new figurehead and different-colored sails. The secret pins, levers, and tracks can only be found with a DC 20 Perception check during a close examination of the ship.

Requirements: Craft (ships) DC 28; **Cost**: 40% of base ship cost

Narrow Hull

The ship has been intentionally designed with a slenderer hull, enabling it to slip through smaller spaces.

Benefit: The ship's beam (width) is decreased by 20%, and cargo capacity is reduced by 10%. However, the ship gains a +2 bonus on all sailing checks. This improvement must be installed at the

time of the ship's construction and cannot be added later.

Requirements: Craft (ships) DC 22; **Cost**: 15% of base ship cost

Ram

The ship bears a standard ram, usually sheathed in bronze or iron, mounted on its bow.

Benefit: A ship equipped with a ram deals an additional 2d8 points of damage with a ramming maneuver and ignores the damage for the first square it enters of a solid object, and all damage from ramming creatures or other objects (such as other ships).

Requirements: Craft (ships) DC 10; **Cost**: 50 gp (Large ship), 100 gp (Huge ship), 300 gp (Gargantuan ship), or 1,000 gp (Colossal ship)

Rapid-Deploy Sails

The ship's rigging undergoes a wholesale change as improvements in engineering enable the sails to be raised and lowered much faster than normal.

Benefit: Any sail adjustments can be made in half the normal time, granting a +1 bonus on all sailing checks.

Requirements: Craft (sails) or Knowledge (engineering) DC 25; **Cost**: 10% of base ship cost

Silk Sails

Few ship improvements are as beautiful as the addition of silk sails. These sails can be designed in whatever color the player desires; they are often embroidered with striking images of the sea. Such sails are usually imported from faraway lands. Silk sails give the ship superior rates of movement, as they capture and displace the wind more efficiently.

Benefit: A ship with silk sails gains a +1 bonus on opposed sailing checks to gain the upper hand. The ship's tactical speed in ship-to-ship combat is not affected, but its waterborne speed is increased by 10%.

Requirements: Craft (sails) DC 16; **Cost**: 15% of base ship cost

Smuggling Compartments

The ship's bulkheads are modified so that gaps between them can serve as hidden cargo storage areas.

Benefit: This does not change a ship's cargo capacity. A smuggling compartment can hold anything that fits within a 5-foot cubic space. If you are using the plunder rules (see the *Pirate Campaign Compendium* from Legendary Games for details on the plunder system), in general, two smuggling compartments are required to hold 1 point of plunder. A DC 20 Perception check is required to locate smuggling compartments in a search of the ship.

Requirements: Craft (ships) DC 19; **Cost**: 500 gp per 5-foot-square compartment

Sturdy Hull

The ship's body has had additional supports and layers of wood added to it, making it thicker and more resilient.

Benefit: The hull's hardness is increased by 2, but the ship's cargo capacity is reduced by 10%.

Requirements: Craft (ships) DC 16; **Cost**: 10% of base ship cost

Wooden Plating

For protection during naval combat, this ship has received additional wooden planks nailed to its hull.

Benefit: The hull's hit points are increased by 5% and its hardness is increased by 2. However, this reduces cargo capacity by 10% as extra room must be made inside for beams to support the reinforcements. The ship's tactical speed in ship-to-ship combat is not affected, but its waterborne speed is reduced by 10%.

Requirements: Craft (ships) DC 25; **Cost:** 20% of base ship cost

Sample Modified Sailing Ship

PIRATE BRIG (SAILING SHIP) 14,500 GP

COLOSSAL SHIP

Squares 3 (30 ft. by 100 ft.)

Init +8

DEFENSE

AC 16; **Hardness** 5

hp 1,620 (sails 240)

Base Save +13

OFFENSE

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

Ranged 6 light ballistae +10 (3d8), 4 light catapults +15 (4d6)

CMB +22; **CMD** 32

Ramming Damage 10d8

STATISTICS

Propulsion wind or current

Sailing Check Profession (sailor)

Control Device steering wheel

Propulsion Means 60 squares of sails (two masts)

Decks 3

Cargo/Passengers 150 tons/120 passengers

CREW

Captain NE female human rogue [pirate] 5/deep sea pirate 6

Other Crew CN female dwarf bard [sea singer] 5

First Mate CN male human sorcerer 8

CN male human rogue 2

NE female half-orc barbarian 6

N male human rogue [knife master] 6

45 pirate cutthroats (CE human fighter 6)

EQUIPMENT

Armaments 6 light ballistae (port and starboard) with 200 light ballista bolts; 4 light catapults (fore and aft) with 50 light catapult stones and 10 alchemist's fire canisters

Modifications ram, rapid-deploy sails, silk sails, 2 smuggling compartments

Cargo 4 points of plunder

Fleet Battles

Historically speaking, battles at sea were nearly as important as battles on land just because of the outsized importance that control of the waterways has always had on commerce, communication, and transport. Cities and fortifications sprang up around water both to take advantage of the natural barriers they provide but also to deny free passage to their rivals. Control of the waters, whether on rivers, lakes, or ocean sea-lanes, is a critically important element in a holistic view of warfare.

Naval engagements are a much closer approximation in a fantasy RPG to their real-world equivalents, with the primary anachronisms being the decision of whether to incorporate gunpowder weapons and how to integrate magical artillery alongside weapons powered by tension and torsion. More tellingly, of course, naval combat requires the integration of traditional ships under oar and sail and the crews and soldiers that inhabit their decks with savage sea monsters of every description. The presence of water-breathing sentient races and monsters also brings the realities of submarine warfare into play in a roleplaying game campaign in an analogous way to the elevation of aerial combat through various elevation levels. A battle at sea may take place primarily at the surface, but it may be joined on multiple levels by battles in the heavens above and the deeps below.

For players and GMs who wish to integrate fleet battles and naval combat into a broader uniform system for building and managing kingdoms of their own, building up their militaries, and engaging in large-scale warfare, the rules presented in *Pathfinder Roleplaying Game Ultimate Campaign* and expanded in *Ultimate Rulership*, *Ultimate Battle*, and (especially) *Ultimate War* from Legendary Games. *Ultimate War* deals specifically with naval combat above and below the waves, integrating it with mass combat on land and in the air and with



siege warfare; however, the rules presented there depend on the use for the other products in that line. While those rules are engaging and exciting in their own right, not all GMs and players want that level of detail. The fleet rules here occupy a middle space, between fully detailed military expeditions between rival nations using the kingdom-building and mass combat rules, but that are larger than a skirmish between just a few ships, which are best handled with the ship-to-ship combat rules in the previous section. If you want to be able to pull together a short series of fleet battles without a ton of prep time, these rules are for you.

Fleet Basics

A fleet consists of multiple ships organized under a single admiral. A fleet is made up of squadrons, each led by a commodore. Each individual ship in a fleet is crewed by a captain and her crew. For the sake of simplicity, all ships in a squadron should be of the same ship type, such as a longship, junk, sailing ship, or warship. Each squadron must have at least one ship, with a maximum number of ships equal to 3 + the commodore's Charisma modifier. Likewise, the fleet as a whole must have at least one squadron and can have a maximum number of squadrons equal to 3 + the admiral's Charisma modifier. A character with a Charisma modifier of -3 or worse cannot serve as a commodore or admiral. If using rules such as Fame or Infamy for PCs in a nautical campaign, as described in the *Pirate Campaign Compendium,* the PCs (or specific NPCs with a Fame or Infamy score) can use this score divided by 10 plus their chosen admiral's Charisma modifier.

Command Bonus: Many rolls in fleet combat use a simple statistic for admirals or commodores called their Command Bonus, which has a base

equal to +1 for every 5 ranks of Profession (sailor), with the caveat that sailors and soldiers recognize and respect experience and reputation as much as or more than academic knowledge of the seas and battle upon it. As a result, ranks of Profession (sailor) obtained through magical means, such as a *headband of vast intellect*, provide only half the normal LB. In addition, a commander's Command Bonus is increased by 1 for each of the following that apply: base attack bonus +6, base attack bonus +11, base attack bonus +16, Charisma modifier +3 or greater, Intelligence, modifier +3 or greater, Wisdom modifier +3 or greater, 5 or more ranks in Knowledge (geography), 5 or more ranks in Survival, favored terrain (water), terrain mastery (water), terrain dominance (water), Leadership, or Skill Focus (Profession [sailor]). Ability modifiers that are magically enhanced provide this increase only if that bonus is permanent, such as through a magical headband.

A character with a class archetype or prestige class that is specifically focused on sailing and ships, such as a pirate[UC] rogue, buccaneer[ARG] gunslinger, or deep sea pirate[PIS], gain an additional +1 bonus to their Command Bonus, increased to +2 if they have 10 or more levels in such a class. At the GM's option, other feats or class features that are specifically relevant to ships and sailing, such as Expert Driver[UC] (water vehicles), may also add to a commodore's Command Bonus. Class features that deal with water or aquatic creatures but not specifically with ships and sailing, such as a cleric with the Water domain or a shark shaman[UM] druid, do not generally affect a commodore's Command Bonus unless the GM wishes it.

Command Checks: A Command Check is determined by rolling 1d20 and adding the Command Bonus, plus any other relevant modifiers based on flagship boons or other factors determined by the GM.



Fleets

A fleet is represented in text as a stat block, as follows:

Name: This lists the fleet's name.

XP: This lists the number of experience points earned by the PCs for defeating the fleet. Experience point awards for defeating a fleet should be tailored to match a CR roughly equal to the party's average level at the time the battle took place. For particularly tough or easy battles, the GM can adjust this award upward or downward as she sees fit.

Admiral: This lists the name of the fleet's admiral, followed by the admiral's Charisma modifier, Profession (sailor) bonus, and Command Bonus.

Flagship: This lists the name of the fleet's flagship.

Significant Characters and Boons: This lists the fleet's significant characters, their location in the fleet, and the boons they provide to the fleet.

Squadrons

The second half of a fleet stat block lists the fleet's individual squadrons. The entries below are repeated for each of the fleet's squadrons. Some fleets may have all unique squadrons (this is likely to be the case for the PCs' fleet) while others might simply have multiple essentially identical squadrons (as far as game statistics go).

Configuration: This lists the number and type of ships in the squadron.

Commodore: This lists the name of that squadron's commodore, along with the commodore's relevant modifiers.

Hits: The amount of damage a squadron can take before all its ships sink.

Morale: This lists the squadron's morale score.

Defense Value: This is the DC of any attack against the squadron in order to cause significant damage.

Attack Value: This modifier applies on attack rolls made by the squadron.

Damage: This lists the damage the squadron deals on a successful hit.

Morale Check: This lists the squadron's morale check modifier.

Terminology

Listed below are key terms for describing fleet battles.

Admiral: Commander of a single fleet. An admiral influences a fleet's morale score and determines the fleet's maximum size.

Battle Phase: Period during which each squadron attacks the enemy fleet.

Captain: Commander of a single ship.

Commodore: Commander of a single squadron. A commodore primarily influences a squadron's Attack Value and Defense Value.

Disabled: A ship that has taken an amount of damage equal to its hits is disabled. A disabled ship does not count toward its squadron's damage rolls or the squadron's number of hits. A ship that takes further damage while it is disabled sinks.

Flagship: The ship in a fleet on which that fleet's admiral is located.

Fleet: A number of squadrons that are commanded by a single admiral.

Hits: Every ship in a squadron takes up a certain number of squares—this number represents the number of times the ship can be damaged during fleet combat before becoming disabled and is referred to as its hits.

As long as the amount of damage a ship has taken does not equal its number of hits, the damage is automatically repaired at the end of the fleet battle. A squadron has a number of hits equal to the sum of its ships' hits.

Morale: Every squadron has a morale score ranging from 1 to a maximum of 10. When a squadron's morale score drops to 0, that squadron mutinies and is lost.

Morale Check: This check is made during the rout phase of a fleet battle and requires rolling a d20 and adding the squadron's morale check modifier. This check determines whether a squadron mutinies and is removed from play.

Round: A round consists of a battle phase and a rout phase. A single round of mass naval conflict generally accounts for 10 minutes of open warfare in game time.

Rout Phase: Period after a battle phase when each squadron must make a morale check to avoid mutiny.

Ship: A single ship in a fleet, which is commanded by a single captain.

Significant Character: A PC (in the case of a player fleet) or a named unique NPC (in the case of a GM-controlled fleet) whose presence in a fleet grants additional boons and bonuses.

Squadron: A number of similar ships commanded by a single commodore.

Sunken: When a ship sinks, it is removed entirely from a fleet. A new ship must be purchased or recruited to replace it. Survival of any characters on a sunken ship is subject to the GM's discretion and how quickly and successfully the PCs undertake rescue attempts (in the case of a player fleet).

Building a Fleet

The point of these rules is not to create multiple small fleets under PC control, but rather to create one single large fleet—as such, any one party might only ever control a single fleet at a time in a typical nautical or pirate campaign, though if desired you could create a number of squadrons which might operate independently if the campaign demanded it. In this way, the heroes might fight a rival pirate lord's fleet in one area of the campaign while their allies fought off an invading flotilla sent by a hostile nation or merchant consortium, with those squadrons recombining into a large fleet or trading squadrons between them for later actions. Generally speaking, much as a party of heroes tends to stick together during the course of an adventure rather than separating and pursuing their own subplots independently, so too should they stick together when running fleet battles. Regardless of how you organize fleets, use the following steps to get the fleet organized.

Step 1: Fleet Name, Home Port, and Flagship

The name the PCs choose for their fleet and the names of their home port and the fleet's flagship have no effect on the fleet's statistics—these are purely flavor elements.

Step 2: Select an Admiral

A fleet can have only one admiral. Whether this is a PC or an NPC ally is in large part irrelevant, but you should explain to the PCs that a fleet admiral should have a strong mental ability scores (especially Charisma) and should possess skills, talents, or knowledge about ships and the sea. Note that non-admiral PCs can still bolster a fleet by granting flagship boons (see Step 4). Record the admiral's name and his or her command bonus on the sheet.

Table 4–11: Ship Types

The number of hits it takes to sink a ship and how much damage a squadron of ships of each type does in fleet combat is listed below.

Ship Size	Dmg	Hits per Ship	Ships
Boats	1d2	1	Raft, Rowboat, Ship's Boat
Small	1d3	2	Keelboat
Medium	1d4	3	Junk, Longship, Sailing Ship
Large	1d6	4	Galley, Warship

Step 3: Determine Maximum Squadrons

A single fleet can consist of a maximum number of squadrons equal to the party's Infamy score divided by 10 (rounded down)—this initial value is increased or decreased by the admiral's Charisma modifier. For NPC fleets, this maximum is 3 + the admiral's Charisma modifier.

Step 4: Assign Significant Characters

Each fleet possesses a number of significant characters—either PCs (in the case of a player-controlled fleet) or unique, named NPCs (in the case of a GM-controlled fleet). Record the names of the significant characters here, as well as their location in the fleet (either on the fleet's flagship, or in a squadron). If a significant character is an admiral, he must be located on the flagship—if a significant character is a commodore, she must be located in the squadron she commands. Finally, each significant character grants the fleet a boon—record that significant character's boon here. See Flagship Boons on below for more details.



Step 5: Begin Recruiting Squadrons

Each squadron recruited has its own statistics to go along with it, but if the PCs wish to build up their own squadrons from scratch, they can do that as well (although this is fantastically expensive—it's generally faster and easier to recruit existing squadrons of allies or hired mercenaries).

Creating a Squadron

A squadron consists of a number of individual ships, each commanded by a captain. The squadron (and its captains) are in turn commanded by a single commodore. A squadron can have no more ships than its commodore's Charisma modifier + 3. Each squadron and its statistics is listed in its fleet's stat block under a separate subheading.

- **Name the Squadron:** Record the squadron's name at the top of the box—this name can be whatever you want.
- **Determine the Configuration:** Record the number of ships in the squadron, along with the type of ships in the squadron. Record how many hits each ship contributes to that squadron's total hits. Ship type determines how many hits each ship contributes. All ships in a squadron must be the same type of ship. The types of ships available for use in a fleet are listed in the sidebar, including the hits for each ship of that type.
- **Select Commodore:** List the name of the squadron's commodore, along with her Charisma modifier, Profession (sailor) skill modifier, and Command Bonus. An admiral can never serve as a commodore. If a commodore is also a significant character (either a PC or a significant named NPC), that squadron gains a +2 bonus on all attack rolls, damage rolls, and morale checks. (As a general rule, most NPC fleets should have 2–4 significant named NPCs serving as commodores.)
- **Determine Hits:** A squadron's hits equals the number of ships in the squadron multiplied by the number of hits each ship contributes. For example, a squadron of five rafts would have only 5 hits (since a raft is only a 1-hit ship), whereas a squadron of five warships would have 20 hits (since a warship is a 4-hit ship). This number is temporarily reduced by disabled ships and permanently reduced by sunken ships.
- **Determine Morale:** Morale for each squadron fluctuates during a battle. A newly created or recruited squadron has a starting morale score of 3. A typical NPC fleet's squadron has a starting morale score of 3 points. Inexperienced crews or sailors press-ganged or enslaved into service might have a lower starting morale of 2 or even 1, while veteran or elite crews might have a morale score of 4 or 5. If a squadron's morale score is ever reduced to 0, the squadron mutinies and is lost—it cannot be "repaired" in this case and can only be replaced by a new squadron. A single squadron's morale score can never be higher than 10.
  - *Special:* If using the Infamy rules in the *Pirate Campaign Compendium*, a newly consigned squadron's morale is equal to the party's Infamy score divided by 10 (round down), with a minimum morale score of 1 and a maximum score of 10.
- **Determine Defense Value:** A squadron's Defense Value (DV) is equal to 10 + the commodore's Command Bonus, further increased by some flagship boons.
- **Determine Attack Value:** A squadron's Attack Value is equal to its commodore's Command Bonus, plus any relevant flagship boons. This value can be increased by flagship boons or the presence of a significant commodore.

- **Determine Damage:** A squadron's base damage is determined by the size of the ships in the squadron, plus an additional point of damage per ship in the squadron. This damage can be further modified by flagship boons and the presence of significant commodores.
- **Determine Morale Check:** A aquadron's base morale check is equal to its commodore's Charisma modifier, further modified by flagship boons and the presence of significant commodores. Each time that squadron has a ship become disabled, add +1 to its loss count. Each time a squadron has a ship sink, add +1 to its loss count. Each time an entire squadron is destroyed or mutinies, add +1 to each surviving squadron's loss count. A squadron's total morale check is equal to its base check minus its loss count.

Flagships and Significant Characters

A flagship is the ship on which the fleet's admiral is located. A flagship moves around during a fleet battle, issuing orders and providing support as needed, but does not itself belong to a specific squadron. A flagship cannot be damaged or sunk during a fleet battle and is generally regarded as a prize or trophy of any conflict. See the **Victory** section for more details on the fate of a flagship once a fleet battle is resolved.

A flagship's primary purpose in a fleet is to grant boons to the fleet. Boons are advantages granted by the fleet's significant characters. For a party-controlled fleet, each PC counts as a significant character. A GM-controlled fleet's significant characters are unique NPCs—a GM-controlled fleet generally has four significant characters.

A fleet gains one boon for each significant character who travels with the fleet. If the significant character associated with a particular boon is not present in the fleet (either because that character was elsewhere at the time of the battle or because that character's squadron was destroyed), the fleet does not gain that boon.

Flagship Boons

Flagship boons must be chosen when the fleet is created, and once chosen, they cannot generally be changed. Adding a new significant character to the group allows a new boon to be selected, but otherwise, you must decommission the current flagship and place a new flagship in command of the fleet in order to be able to pick different boons. Decommissioning a flagship in this way deals 1d4 points of damage to each squadron's morale score—which can result in the need to replace squadrons if mutinies result from this morale damage. The available flagship boons are as follows. A boon cannot be taken more than once for a fleet unless otherwise noted.

Advanced Tactics

At the start of a battle phase, select a squadron. That squadron gains a +2 bonus to its Attack Value. Whenever that squadron deals damage during that battle phase, you can determine which enemy ships take the damage, rather than the damaged fleet doing so.

Requirement: Significant character with at least 11 ranks each in at least 5 different skills, one of which must be Profession (sailor).

Defensive Tactics

At the start of a battle phase, select a squadron. That squadron gains a +2 bonus to its Defense Value for that battle phase.

Requirement: None.

Special: This boon may be taken multiple times. Each time it is taken, you may add a +2 bonus to a different squadron at the start of the battle phase.

(This bonus does not stack if it is placed on the same squadron.)

Divine Protection

At the start of a battle phase, select a squadron in the fleet. That squadron takes 1 fewer point of damage than it normally would when attacked by a squadron in the other fleet.

Requirement: Significant character with the channel positive energy class feature.

Special: This boon may be taken multiple times. Each time it is taken, it must be applied to a different squadron at the start of the battle phase. (This bonus does not stack if it is placed on the same squadron multiple times.)

Loyalty

Whenever you recruit a new squadron, all squadrons gain a +2 bonus on morale checks (this bonus does not stack if multiple squadrons are recruited).

Requirement: Significant character with a Charisma score of 15 or higher.

Magical Artillery

All squadrons gain a +1 bonus on damage rolls and a +1 bonus on morale checks.

Requirement: Significant character capable of casting at least one 6th-level spell.

Overwhelming

The fleet's maximum number of squadrons increases by 1. If this boon is lost, the squadron with the lowest morale (determined randomly if multiple squadrons have equally low morale) immediately mutinies.

Requirement: Significant character with the Leadership feat.

Special: This boon may be taken multiple times—its effects stack.

Reckless Maneuver

At the start of a battle phase, select a squadron in the fleet. That squadron gains a +4 to its Attack Value for that round, but these maneuvers leave it open to attacks. The selected squadron takes a –2 penalty to its Defense Value until it acts in the next battle phase.

Requirement: None.

Special: This boon may be taken multiple times. Each time it is taken, it must be applied to a different squadron at the start of the battle phase. (This bonus does not stack if it is placed on the same squadron multiple times.)

Remorseless Advance

At the start of a battle phase, select a squadron. That squadron gains a +2 bonus on attack rolls and damage rolls for the duration of that battle phase. Its morale increases by +1 at the start of the battle phase.

Requirement: Significant character with a base attack bonus of +11 or higher.

Swift Repairs

At the end of a battle phase, roll 1d6. You may remove this amount of damage from any combination of non-sunken ships from any single squadron, including disabled ships.

Requirement: Significant character capable of casting at least one 4th-level spell.

Swift to Battle

The admiral gains a +4 bonus on Command Bonus checks made to determine initiative.

Requirement: None.

Special: This boon may be taken multiple times—its effects stack.



Vengeance

The first time one of the fleet's ships sinks in a battle phase, all allied squadrons become overwhelmed with a need for vengeance and gain a +2 bonus on attack rolls and morale checks for the rest of that battle phase.

Requirement: None.

Running Fleet Battles

A fleet battle begins as a result of two fleets encountering each other on the high seas. During a mass naval conflict, players do not draw upon their characters' abilities—instead, they use their fleet's squadrons to make attacks against the enemy, with their characters serving as commanders on the ships. A mass naval combat plays out over the course of multiple rounds, with each round consisting of a battle phase and a rout phase. At the start of a combat, place each fleet's ships on the table as representations for the attack, using any tokens, miniature ships, or other similar markers you wish. For each squadron, place a number of appropriately sized ship counters on the table so that they are adjacent to each other. For ease of reference, you can use a card (of any kind) to indicate each squadron, with a number of counters on that card equal to the number of ships in the squadron. Alternately, a square of graph paper with the name of the squadron at its top and a number of rows marked to indicate the ships in the squadron, so that squares of the graph paper or tally marks can be used to indicate damage to the ships in battle (see below). Actual placement on the table is irrelevant as the placement of ships in the battle is purely abstract using these rules. The allocation of damage represents the ships maneuvering and shifting position during the battle.

Battle Phase

At the start of a battle phase, each fleet's admiral makes a Command check to determine initiative. The admiral whose result is higher gains the upper hand in that battle phase, which grants all of his squadrons a +1 bonus on attack rolls. This Command check is repeated at the start of each battle phase. Each fleet then takes turns making attacks with their squadrons. The winner of the initiative roll gets to make the first attack, using any one of his squadrons. The other fleet then makes its first attack, using any one of its squadrons. Attacks with squadrons go back and forth during the battle phase until all squadrons able to attack have done so—a single squadron can only attack once per battle phase. If one fleet has more squadrons than the other, the additional squadrons attack at the end of the battle phase after the other fleet has used up all of its attacks for that round.

Attacking

When you attack with a squadron, pick one of the enemy fleet's squadrons as your target. Roll 1d20 and add that squadron's attack value. If the result equals or exceeds the enemy squadron's Defense Value, you deal damage as appropriate for your squadron. If you miss, you still deal damage to the target squadron, though your base damage die is reduced by one size and you subtract 1 point and apply no other increases from any boon or effect. Hence, a squadron of 4 warships deals 1d6+4 hits to the target on a successful attack, 1d6 for its Large ship size plus 4 for the number of ships. On failed attack, it deals 1d4-1 points of damage (1d4 for smaller ship size, with no bonus for the number of ships and applying an additional -1). Small ships and boats deal no damage on attacks that fail to overcome the target squadron's Defense Value. This damage is an abstract combination of siege weapons, ramming, spellcasting, missile fire, and even boarding actions against enemy crews.

Assigning Damage

The damaged fleet normally gets to assign its damage by marking (either by crossing out of by placing a marker such as a die, penny, or some other counter) the amount of damage on the targeted squadron. This damage doesn't all have to be on the same ship—you can spread it out in any way you wish among all of the non-sunken ships in your squadron.

Critical Hits and Fumbles

A natural 20 on an attack roll always hits and allows you to assign damage to the enemy as you wish, rather than allowing the defender to allocate it (you do not deal double damage with a critical hit, though). A natural 1 always misses entirely (and results in no damage at all to the enemy fleet). Every time a squadron scores a critical hit, its morale score increases by 1; each time it rolls a fumble, its morale score decreases by 1.

Effects of Damage

Each point of damage reduces a squadron's total hits. When a particular ship takes an amount of damage equal to its hits, it becomes disabled. A disabled ship does not count toward its squadron's damage rolls when it attacks, and it increases that squadron's loss count by +1. A ship that takes damage while it is disabled sinks and is removed entirely from the fleet, increasing that squadron's loss count by an additional +1.

Losing a Squadron

Each time you lose an entire squadron (as a result of either damage or mutiny), increase the loss count for each surviving squadron by +1.

Abandoning Ship

For simplicity's sake, you can assume that a commodore's ship is the last to sink in any squadron. Note that not all characters on a sinking ship automatically perish. Typically, a ship sinks slowly enough that officers and crew can abandon ship, and there's usually ship's boats and other pieces of wreckage to grab onto. Once a battle is over, you can assume that any significant characters who were on a sinking ship survive, either by escaping in a boat, by clinging to flotsam, or by fleeing via magical means. The ultimate fate of a significant character on a sunken ship depends more on the results of the actual battle itself. If the imperiled character's fleet wins, she can be rescued after the battle, but if her fleet loses, the best she may be able to look forward to is capture by the enemy—more often, such victims are merely left to perish via the countless methods the sea presents for death.

Rout Phase

A rout phase occurs after each battle phase. At this point, each surviving squadron must succeed at a DC 10 morale check by rolling 1d20 and adding its morale check modifier. Failure indicates that the squadron takes 1d4 points of damage to its morale score. A squadron whose morale score is reduced to 0 immediately mutinies and is removed from play. Mutinied squadrons that have fled can be brought back into the fleet later if the admiral of the fleet survives and can persuade them to rejoin.

Fleeing a Battle

At the end of a rout phase, an admiral can attempt to flee the battle entirely. When he does so, the other fleet immediately gets one free attack using any one of its squadrons and can target any one of the fleeing fleet's squadrons. The fleeing admiral makes Command check with a –4 penalty, opposed by the other admiral's Command check. If the fleeing admiral's check result is higher, his fleet escapes; otherwise, every squadron in the fleeing admiral's fleet takes 1 point of morale damage and the battle continues into a new round.

Special Rules

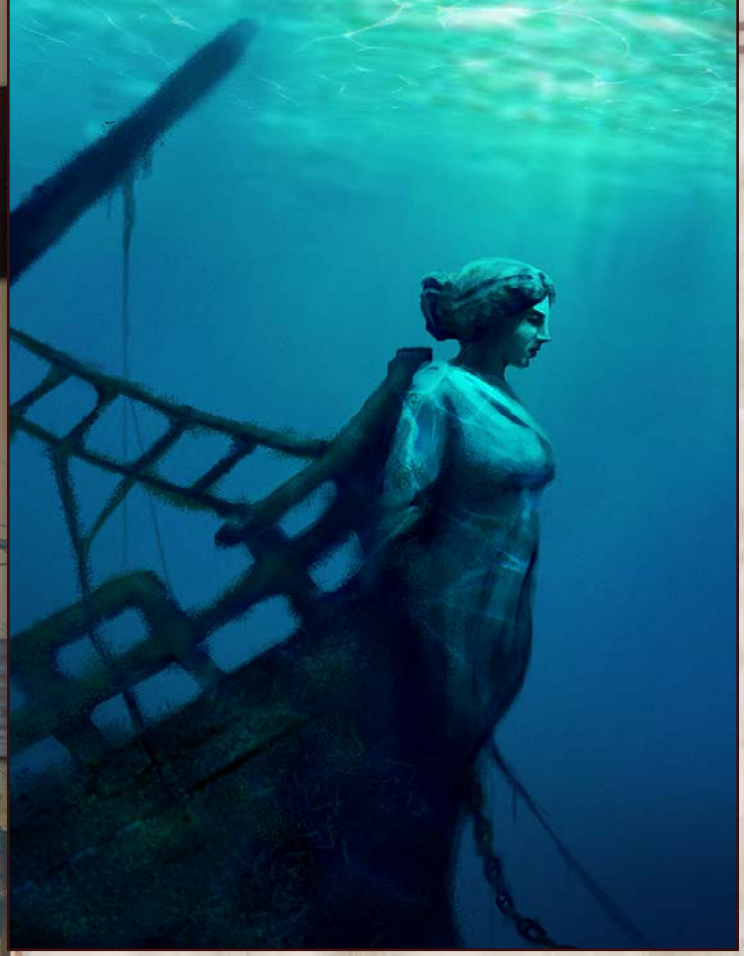
These fleet battle rules are intentionally abstract, so a great many special cases and unusual situations are not addressed in the interest of simplicity and playability. However, if you wish to incorporate some additional rules, you can include the following.

Creatures as Ships

In most cases, you should use the ship-to-ship combat rules to deal with sea creatures attacking ships and vice versa. However, in an exotic scenario with large numbers of large aquatic creatures that were either intelligent enough to behave tactically or could be controlled by magic or other means, you could treat Huge or larger creatures as if they were ships, with each creature being able to take a number of hits equal to its hit points divided by 60 (rounding down; hence, creatures with fewer than 60 hit points should not be treated as ships). Squadrons made up of creatures with strong attack abilities, such as a dragon turtle's breath weapon, are treated as if you had the **magical artillery** boon. You can assign other boons that fit the theme and abilities of such creatures, such as granting a squadron of krakens the **advanced tactics** boon due to both their high Intelligence and their magical abilities.

Shore Fortifications

Fleet combat assumes an engagement on the high seas, but if one fleet is defending a port, you could allow a portion of the fleet to remain sheltered within the harbor. Possession of the harbor could grant one squadron the benefits of the **defensive tactics** or **swift repairs** boon (or even both, for a



dedicated naval base). A squadron in the harbor, however, may be either unable to attack or may have disadvantage on Command rolls made to attack.

In addition, for a battle near shore you could designate shore fortifications as a special type of squadron. Wooden forts can take 2 hits (with a +1 bonus to DV), while stone forts can take 6 hits (with a +3 bonus to DV). Forts may be purely defensive, offering shelter and forcing their destruction before the harbor or city they protect can be attacked directly. However, most shore forts are armed with siege weapons and soldiers. Still, their range is limited and they are unable to move, so a short fort squadron cannot attack a squadron of ships unless that squadron attacks the forts first, indicating that they have come close enough that the forts can return fire.

Time

The amount of time each turn of a fleet battle takes is abstract, but if tracking time is important due to other events occurring at the same time, including a fleet action going on in the background so to speak while PCs are adventuring nearby, each turn (including both rout and battle phase) can be treated as taking 1d4 hours.

Wind and Weather

The effects of high winds or severe weather generally are not addressed by these rules either, as they are assumed to affect both fleets equally. If that is not the case and such conditions offer an advantage to one side or the other, you may add a +2 bonus on Command checks to determine initiative during a battle phase, and an additional +1 bonus on Command checks made to attack.

In addition, in conditions of fog, darkness, or heavy weather that similarly obscures vision, attack rolls take a -2 penalty for dim light, light fog, or typical rain and heavy weather, increased to -4 in total darkness, heavy fog, or severe weather, and any attack has a 50% chance to miss entirely, dealing no damage. The above penalties apply instead as a bonus on Command checks made to flee from battle.

In stormy conditions, you may require commodores to make Profession (sailor) checks for their squadrons at the end of each rout phase, with a DC set by the severity of conditions. A failed check results in 1d3 hits of damage to their squadron. This damage may be increased if there are reefs or shoals, and if land or a harbor is nearby ships retreating from battle may be able to take shelter or beach themselves to avoid damage or potential sinking.

Victory

A fleet wins a battle once all of the enemy's ships are removed from play, either by disabling or sinking all the ships in play or by causing squadrons to mutiny and flee. When victory is secured, the enemy fleet's flagship is rendered defenseless, allowing the victors to board the flagship at once.

PC Defeat

If the PCs are defeated, the repercussions of that defeat depend on the course of the adventure you wish to create. In general, the enemy captures the PCs' flagship and seeks to take them captive or execute them. Allies or NPCs on their crew are considered to have surrendered or been overcome by their enemies and defeated in combat. You could play out a boarding action on board the PCs' flagship, assuming that PCs have taken 1d6 x 10% of their hit points in damage throughout the course of the battle. If the PCs surrender or escape before their fleet is destroyed, every squadron in their fleet takes 1d8 points of damage to its morale score, in most cases causing their fleet to disband. Squadrons that do not mutiny may keep fighting even without the PCs in command or may flee and seek shelter with allies remaining loyal to the PCs (and perhaps even trying to recruit other mutinied crews to reform the fleet and seek to effect a ransom or rescue).

PC Victory

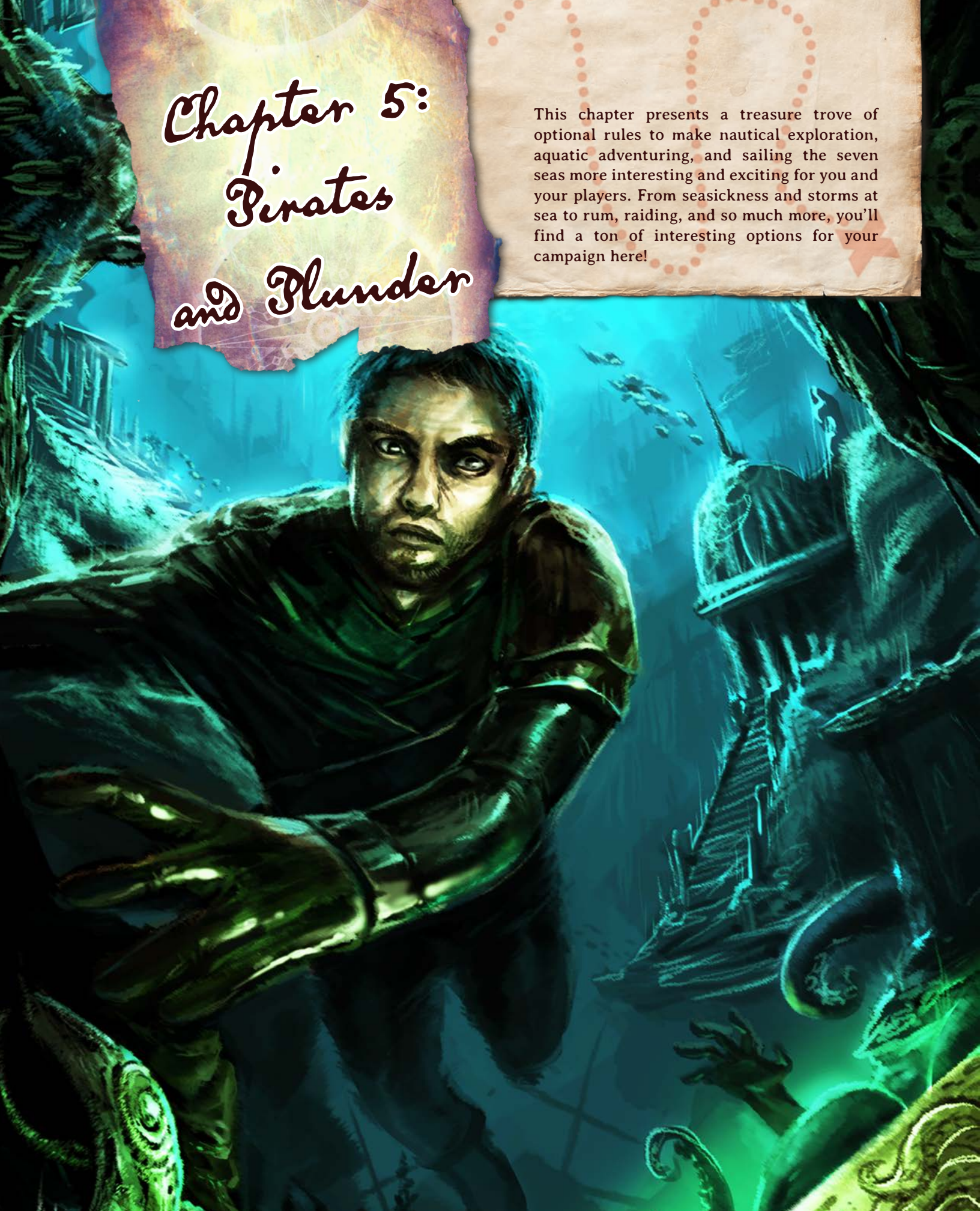
If the PCs win the battle, they capture the enemy flagship. In most cases, the fleet's commanders refuse to go down without a fight. At this point, the PCs resolve the conflict by engaging in shipboard combat against the enemy, but because of their recent triumph, all PCs and their allies gain a +2 bonus on attack rolls, skill checks, and saving throws made during this shipboard combat.



Each surviving squadron gains 1d4 points of morale with a fleet victory, minus 1 point for every ship in that squadron that was sunk during battle (minimum 0 morale gain). After a battle, any damage to non-disabled ships are repaired at the rate of 1 hit per hour as the crew works to recover from the battle. disabled ships must be towed back to a harbor or beached on shore for repairs (unless the fleet has the Swift Repairs boon). A disabled ship is reduced to 5% of its total hit points. Sunken ships and ships that fled a battle after their squadron was reduced to 0 morale cannot be repaired—they must be replaced.

Chapter 5: Pirates and Plunder

This chapter presents a treasure trove of optional rules to make nautical exploration, aquatic adventuring, and sailing the seven seas more interesting and exciting for you and your players. From seasickness and storms at sea to rum, raiding, and so much more, you'll find a ton of interesting options for your campaign here!



Aquatic Adventuring

The basic rules for aquatic terrain and combat underwater are presented in *Pathfinder Roleplaying Game Core Rulebook* but are presented here in summary for ease of reference.

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section, but if characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and non-flowing water (such as lakes and oceans).

Swimming: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction. Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires Swim skill checks with a DC of 10. Trained swimmers can just take 10.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8 × 10 feet if the water is clear, and 1d8 × 10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the sea floor).



Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Falling into Water: If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment). Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Acrobatics check, so long as the water is at least 10 feet deep for every 30 feet fallen. The DC of the check, however, increases by 5 for every 50 feet of the dive.

Deep Water

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

The Bends: Gas bubbles can appear in the bloodstream from rapid depressurizing caused by ascending too fast from deep water. While within the range of depth tolerance, a creature does not have to worry about this effect; their body is well accustomed to changes in pressure in that range. However, if a creature becomes acclimated to a pressure that is much different than he is used to, and quickly ascends to shallower depths, this change in pressure can cause terrible effects. Plants, constructs, and undead are immune to the bends.

A character can rise 100 feet in one round without ill effects, so long as he doesn't raise another 100 feet for at least a minute. A character that rises more than 100 feet in a minute takes 1d4 points of Constitution damage per each additional 100 feet traveled in that minute.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

Unconscious characters must begin making Constitution checks immediately upon being submerged (or upon becoming unconscious if the character was conscious when submerged). Once she fails one of these checks, she immediately drops to –1 (or loses 1 additional hit point, if her total is below –1). On the following round, she drowns.

Moving Water

When water is moving swiftly, including rivers and rapids but also fast-moving currents and crashing surf, the following additional rules apply.

Flowing Water

Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). On a failed check, the character takes 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades).

If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

Swept Away

Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, she arrests her motion by catching a rock, tree limb, or bottom snag—she is no longer

Table 5–1: Combat Adjustments Underwater

Condition	Slashing Attack/Damage	Bludgeoning Attack/Damage	Piercing Movement	Off Balance[1]
Freedom of movement	normal/normal	normal/normal	normal	No
Has a swim speed	–2/half	normal	normal	No
Successful Swim check	–2/half[2]	normal	quarter or half[3]	No
Firm footing[4]	–2/half[2]	normal	half	No
None of the above	–2/half[2]	–2/half	normal	Yes

[1] Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

[2] A creature without *freedom of movement* effects or a swim speed makes grapple checks underwater at a –2 penalty but deals damage normally when grappling.

[3] A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

[4] Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down: at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain).

Catching a Floating Creature

As long as you are on a riverbank, water vessel, or overhang such as a dock or tree branch, you can attempt to catch a floating creature as long as its path takes it through a space adjacent to yours. In order to successfully grab the creature, you must succeed at a Strength check (DC + 15 + 1 for every 10 feet per round the creature is traveling). For example, catching a creature traveling 60 feet per round would require a successful DC 21 Strength check. If the floating creature is helpless or unconscious, the DC increases by 10. If you are standing on an uneven or unstable surface, the Strength DC increases according to the Acrobatics Modifiers table. If you fail your Strength check by 4 or less, you simply fail to grab the creature and it continues past; failure by 5 or more means you are potentially dragged into the water as well, and must succeed at a Reflex save (DC = Strength DC above + 5) to avoid the same fate as the creature you tried to help.

You can also use a long, sturdy object such as a pole, loose tree branch, or reach weapon to pull someone out of the water from up to 10 feet away, though in this case you merely brace yourself as best you can and the floating creature must grab the object, requiring the floating creature succeed at a Reflex save (DC = Strength DC above). You don't risk being pulled into the water when using an object to catch a creature in this way.

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's attack rolls, damage, and movement. In some cases a creature's opponents might get a bonus on attacks. The effects are summarized on Table 5-1: Combat Adjustments Underwater. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom of a body of water.

Ranged Attacks Underwater

Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land

Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Land-bound opponents who have freedom of movement effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have freedom of movement effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire

Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects



with the fire descriptor are ineffective underwater unless the caster makes a caster level check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made the caster level check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Spellcasting Underwater

Casting spells while submerged can be difficult for those who cannot breathe underwater. A creature that cannot breathe water must make a concentration check (DC 15 + spell level) to cast a spell underwater (this is in addition to the caster level check to successfully cast a fire spell underwater). Creatures that can breathe water are unaffected and can cast spells normally. Some spells might function differently underwater, subject to GM discretion.

Coastal Terrain

Coastal areas range from rocky cliffs to muddy tidemarshes, which follow the standard rules for cliffs and marsh terrain, as described in Chapter 13: Environment in the *Pathfinder Roleplaying Game Core Rulebook*. In addition, the following special rules apply in coastal areas.

Beaches

Beaches vary from sandy to rocky, and each has its own unique characteristics.

Pebbles

Some beaches are covered with broad swaths of small, loose rocks polished smooth by the action of wave and wind. Pebbles are treated as loose sand (see below), but creatures also take a -2 penalty on Acrobatics checks.

Sand, Loose

Soft, dry sand makes it hard to keep your footing, as does extremely wet, mucky sand. Such areas are difficult terrain, and creatures in them take a -2 penalty on Reflex saves to avoid being knocked prone and to their CMD against bull rush, drag, overrun, and trip combat maneuvers. You can charge and run on loose sand, but it is very tiring; a creature can run for a number of rounds equal to one-half its Constitution score before needing to rest.

Sand, Packed

Wet sand is typically well-packed and comparatively easy to traverse, similar to solid ground.

Sand Dunes

Along windy coastlines, mounded dunes of loose sand are a common sight, often surmounted by tough, stringy beach grass or low-lying scrub brush undergrowth. Typical dunes are 2d6 x 10 feet long, 1d4 x 5 feet high, and 1d6 x 10 feet wide. Dunes are usually treated as loose sand, though an area with substantial undergrowth might be considered packed sand. The sloping edges of a sand dune are very difficult to climb, with each square costing 4 squares of movement when moving uphill. Creatures running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Acrobatics check upon entering the first square of the slope. Mounted characters make a DC 12 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. Creatures take a -2 penalty on Acrobatics checks on sand dunes.

Reefs

Warm seas are legendary for their bountiful and beautiful reefs teeming with sea life. Many reefs are entirely submerged, while others lie just below the surface and emerge from the water at low tide or form islets and even permanent atolls. Reefs can be miles long in total, but each reef head 1d8 x 5 feet high, usually in water 1d8 x 10 feet deep (though rare deepwater coral can be found 200 or more feet below the surface), extending 1d12 x 5 feet long and wide. Coral heads may separated by wide passes 1d4 x 10 feet wide, or narrow crevasses 5 feet wide and dropping 1d4 x 5 feet.

If the coral is within 5 feet of the surface, creatures can walk across it, treating it as difficult terrain and otherwise treating it like moving on a sea stack (see below, including the dangers of falling prone). Reefs are considered difficult terrain for Small or Medium creatures and are impassable to Large or larger creatures unless they smash through the reef.

Some portions of a reef may in fact be rocky outcrops surmounted by growing coral. The living coral organisms are aquatic and perish if removed from the water for too long. Coral exposed too long dies, and much of a reef is formed of dead coral structures left behind while the living coral continues to thrive below the surface. Even dead coral provides a lush habitat for other sea creatures.

Coral Scratch

The microorganisms living in coral reefs tend to infect wounds like a disease, exposing creatures to this disease whenever they fall prone on a reef, fall into a crevasse or pothole, or are pushed into a reef by a bull rush maneuver or surging waves: *type* disease, injury; *save* Fortitude DC 12; *onset* 1d4 hours; *frequency* 1/day; *effect* 1d3 Dex damage; *cure* 1 save.

Crawling Through

Small or smaller creatures can climb through a coral reef with a successful DC 15 Escape Artist check, though they are considered to be squeezing unless they have the aquatic or water subtype. Moving through a reef in this way has a 50% chance each round of exposing a creature to coral scratch.

Crevasses

Reefs are not completely solid, having many crevasses, gaps, and potholes that are hard to see (DC 15 Survival check to notice automatically, or DC 10 Perception if actively looking for gaps). A creature walking across a reef and failing to notice a gap falls into it (DC 15 Reflex negates). The creature takes no falling damage but takes 1d3 points of slashing damage and must succeed on a DC 10 Reflex save or take 1 point of bleed damage. If the gap is submerged, a character must hold its breath and either swim out, climb up the reef, requiring a DC 15 Climb check and taking an attack as if falling prone on a sea stack each round, or otherwise escape.

Smashing Through

A creature can force its way through a coral reef with a successful DC 17 Strength check. Moving through a reef in this way automatically exposes you to coral scratch, and each round you take an attack as if you had fallen on a sea stack. Coral has hardness 5 and 25 hit points per 5-foot square.

Striking a Reef

Hidden reefs within 10 feet of the water's surface (within 5 feet for a Large or smaller ship, within 20 feet for a Gargantuan or Colossal ship) can severely damage a ship striking them, dealing 2d6 points of damage to the ship's hull for every 5 feet of reef the ship crosses (DC 15 Reflex half). The reef itself takes ramming damage from the ship, which may



demolish sections of the reef as well. If a portion of the reef is formed of solid rock, damage is increased to 2d8 per 5 feet and each 5-foot section of rock has hardness 8 and 200 hit points.

In addition, a ship striking a reef must succeed on a DC 10 Fortitude save or spring a leak, with the save DC increasing by 1 for every 5 points of damage the ship takes. If the save is failed, the ship takes 3d6 points of additional hull damage per minute until the leak is repaired. The leak is not immediately obvious but can be detected with a successful DC 20 Profession (sailor) check by the ship's pilot or by any creature investigating belowdecks to check the hull.

Reefs at the surface level can be spotted with a DC 10 Perception or Survival check, with the DC reduced by 5 for every 5 feet they extend above the surface. The DC to spot submerged reefs increases by 5 for every 5 feet they are below the surface. Lookouts gain a +2 circumstance bonus on this check if they are trained in Profession (sailor), and this bonus increases by 1 for every 5 ranks they have in Profession (sailor) and by +2 if they have Skill Focus (Profession [sailor]).

Rocky Shores

Many coastlines have no easily accessible beaches but instead are rocky and forbidding, backed with high cliffs or massive rocks.

Cliffs

A cliff typically requires a DC 15 Climb check to scale and is 1d4 × 10 feet tall, although the needs of your map might mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

Sea Stacks

Rocky coastlines may have beautiful beaches and coves, but they also are dotted with boulders, rocks, islets, and even arches lying just offshore. Such rocks often are accessible at low tide, and may host tide pools full of urchins, anemones, and similar sea life below and nests of seabirds above. Typical sea stacks are 1d6 x 5 feet in length, width, and height, though they can be much larger and even contain seacaves within them. Sea stacks are typically rough and have many ledges, making them easy to climb (DC 10), though many are slippery with kelp, sea stars, and splashing spray or covered with sharp barnacles that makes climbing them tricky (DC 15).

When a creature is knocked prone on a sea stack, make a melee attack with a +4 bonus; a successful hit deals 1d3 points of bludgeoning and slashing damage due to jagged rocks and sea life. A creature taking damage also takes 1 point of bleed damage (DC 7 Reflex negates).

Shoals

Submerged rocks provide a hazard to ships similar to reefs (see "Striking a Reef" on page 118), but unlike reefs are rarely damaged or destroyed by ships crashing into them.

Tidepools

Beaches and shorelines often host large numbers of small crustaceans, mollusks, and aquatic invertebrates. Many like anemones are soft and squishy, while others have hard, jagged shells or sharp spines, sometimes obscured by shallow water left behind even after the tide has receded. Any area on a shoreline you designate as a tidepool should be considered difficult terrain, and those containing spiny or jagged marine life can be treated as areas of caltrops[CRB]. In addition, creatures falling prone in a tidepool or taking a critical hit from the caltrop attack of spiny tidepool life are exposed to a mild toxin. Sea urchins are the most common purveyors of such poison, though it could be delivered by anemones, spiny fish, or even small octopi or aquatic vermin.

Sea Urchin Venom: Spines—injury; *save* Fort 11; *frequency* 1/minute for 6 minutes; *effect* victim is sickened for 1 minute; *cure* 1 save.

Waves

Water is unique among terrain in that it is not stable and fixed but instead changes constantly based on wind and wave action.

Wading

In light wind conditions, the lapping of waves and gentle tidal action does not significantly impact movement unless the water is at least 1 foot deep for Small or Medium creatures; however, creatures moving even through shallow water take a -2 penalty on Stealth checks unless they have the aquatic or water subtype.

Shallow water (between 1 foot and 4 feet deep) is treated as difficult terrain, and the DC of Acrobatics checks is increased by 2 for Medium creatures, or by 5 for Small or smaller creatures.

Deep water (over 4 feet deep) costs Medium creatures 4 squares of movement to enter a square; this is reduced by 1 for every size category above Medium. Small or smaller creatures must swim to move in water this deep, and Acrobatics checks made to tumble through standing water are impossible except for creatures with the aquatic or water subtype. Medium creatures may choose to swim in deep water.

Deep water provides cover for Medium or Large creatures (or to Huge creatures if they are prone), or improved cover (+8 bonus to AC, +4 bonus on Reflex saves) to smaller creatures. Medium or Large creatures gain improved cover if prone in deep



water or can crouch as a move action to gain this improved cover until the beginning of their next turn. Their movement is halved when crouching. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Creatures attempting Stealth checks in shallow or deep water take a -5 penalty on Stealth checks, reduced to -2 if they are swimming. Creatures with the aquatic or water subtype do not take this penalty.

Waves

Stronger winds, unusually strong tidal action, and disturbances in the sea can promote more vigorous and potentially dangerous wave action.

Surf, Mild

Typical waves along a beach or shoreline in moderate winds, water washing over the deck of a ship in rough water, or similar moving water flowing in and out with waves of 1 foot or less constitutes are considered mild surf. Such areas count as difficult terrain, and creatures in mild surf take a -2 penalty to Dexterity unless they have the aquatic or water subtype. In addition, a creature beginning its turn in an area of mild surf that attempts to move on its turn must succeed on a DC 6 Acrobatics check or Strength check or fall prone.

Surf, Strong

Violently surging water in stormy conditions brings waves 3 to 5 feet high or larger. This functions as deep water above, but in addition creatures take a -4 penalty to Dexterity in strong surf unless they have the aquatic or water subtype, and creatures beginning their turn in strong surf must succeed on a DC 12 Acrobatics or Strength check each round at the beginning of their turn or fall prone and be pushed 5 feet in a random direction even if they do not move on their turn.

Tidal Surge

In addition to ordinary wave action, in stormy conditions you may have wave surges occur every 1d4 rounds, acting as a bull rush (toward the shore), drag (away from the shore), or trip combat maneuver (equal chance of each). The CMB for this

combat maneuver check is equal to +2d8, reduced by 1 for every square a creature is away from the shoreline.

Tsunami

Tsunamis, sometimes referred to as tidal waves, are crushing waves of water caused by underwater earthquakes, volcanic explosions, landslides, or even asteroid impacts. Tsunamis are almost undetectable until they reach shallow water, at which point the mass of water builds up into a great wave. Depending on the size of the tsunami and the slope of the shore, the wave can travel anywhere from hundreds of yards to more than a mile inland, leaving destruction in its wake. The water then drains back, dragging all manner of debris and creatures far out to sea. The exact damage caused by a tsunami is subject to the GM's discretion, but a typical tsunami obliterates or displaces all temporary and poorly built structures in its path, destroys about 25% of well-built buildings (and causes significant damage to those that survive), and leaves serious fortifications only lightly damaged. As much as a quarter of the population living in the area (including animals and monsters) perishes in the disaster, either swept out to sea, drowned on shore, or buried under rubble.

A creature can avoid being pulled out to sea with a DC 25 Swim check; otherwise it is pulled 6d6 x 10 feet away from shore. Waters after a tsunami are always treated as rough or stormy, barring magical conf lict. A creature caught in a collapsing building takes 6d6 points of damage (DC 15 Reflex save for half), or half that amount if the building is particularly small. There is a 50% chance that the creature is buried (as for a cave-in), or the tsunami may tear the building apart, freeing the creature from the rubble.

Infamy

Some pirates only do what they do for the promise of wealth, being little more than brigands of the waves. Others do it for the reputation, fearsomeness, and power that comes with numbering among the most notorious scallywags on the seas. That's where Infamy comes in. Numerous times over the course of their careers, the PCs—as members of a single pirate crew—will have the opportunity to recount their victories, boast of the treasures they've won, and spread tales of their outrages. All of this has the potential to win the PCs Infamy, but that alone isn't the goal. At the most basic level, infamous pirates have the potential to pressgang unfortunates into their crews, get repairs to their ships in nearly any port, and win discounts from merchants they'd prefer not to rob. As a crew becomes more and more infamous, however, its legend stretches across the seas, allowing it to garner support from other pirate lords, win more favorable vessels, and even rally whole pirate armadas under its flag. This system allows characters to track how their legend is growing over the course of the campaign, along with providing them tangible rewards for building appropriately piratical reputations.

Infamy and Disrepute Scores

A party of nautical adventurers has two related scores, Infamy and Disrepute. Infamy tracks how many points of Infamy the crew has gained over its career—think of this as the sum of all the outlandish stories and rumors about the PCs being told throughout the pirate ports and over shots of rum on other ships. Infamy rarely, if ever, decreases, and reaching certain Infamy thresholds provides useful benefits and allows others to be purchased using points of Disrepute. Infamy is limited by actual skill, however, and a group's Infamy score can never be more than 4 × the PCs' average party level.

Disrepute is a spendable resource—a group's actual ability to cash in on its reputation. This currency is used to purchase impositions, deeds others might not want to do for the group, but that they perform either to curry the group's favor or to avoid its disfavor. This score will likely fluctuate over the course of a pirate crew's career and can go as high as the group's Infamy (but never higher), and at times might even drop to zero. This isn't something to worry about, though, as a low Disrepute score has no bearing on a crew's overall reputation—on the contrary, it merely means they're making use of the benefits their status has won them. However, it does represent that even the PCs' legend can only take them so far, and if a group's Disrepute drops lower than the Disrepute price of a benefit, the crew must spend time building its Disrepute back up before it can purchase that benefit.



Winning Infamy and Disrepute

A few things are required to gain Infamy: an audience, a deed to tell about, and a flair for storytelling. Proof of the group's deed in the form of plunder doesn't hurt either.

To gain Infamy, the PCs must moor their ship at a port for 1 full day, and the PC determined by the group to be its main storyteller must spend this time on shore carousing and boasting of infamous deeds. This PC must make either a Bluff, Intimidate, or Perform check to gauge the effectiveness of her recounting or embellishing. The DC of this check is equal to 15 + twice the group's average party level (APL), and the check is referred to as an Infamy check. If the character succeeds at this check, the group's Infamy and Disrepute both increase by +1 (so long as neither score is already at its maximum amount). If the result exceeds the DC by +5, the group's Infamy and Disrepute increase by +2; if the result exceeds the DC by +10, both scores increase by +3. The most a party's Infamy and Disrepute scores can ever increase as a result of a single Infamy check is by 3 points. If the PC fails the Infamy check, there is no change in her group's Infamy score and the day has been wasted.

Occasionally, deeds of exceptional daring or depravity might win a party increases to its Disrepute. This sort of discretionary bonus to Disrepute is noted in the context of an adventure or determined by the GM.

Infamy and Disrepute per Port

No matter how impressionable (or drunk) the crowd, no one wants to hear the same tales and boasts over and over again. Thus, a group can only gain a maximum of 5 points of Infamy and Disrepute from any particular port. However, this amount resets every time a group reaches a new Infamy threshold. Thus, once a group gains 5 points of Infamy and Disrepute in Quent, it can gain no further points of Infamy from that port until it reaches the next Infamy threshold, though the crew can travel to

Table 5-2: Sample Impositions

Cost	Disgraceful Impositions
2	**Yes, Sir!** For the next hour, the PCs' crew completes any mundane tasks they're assigned in half the expected time. This typically relates to Craft and Profession (sailor) checks made to prepare, maintain, or repair the ship, and cannot be applied to combat or more complex deeds like crafting magic items.
5	**Captain's Orders!** As a standard action, a PC on board her ship can cast fog cloud, heroism, make whole, quench, or whispering wind with a caster level equal to her character level.
5	**Walk the Plank!** The PCs may sacrifice one crew member or prisoner to grant themselves and their crew one of two bonuses: either a +2 bonus on all skill checks or a +2 bonus on attack rolls. These bonuses only apply while on board the PCs' ship and last until either the next day or when the captain leaves the ship. If a sacrificed character is returned to life, the PCs and their crew members take a –2 penalty on both skill checks and attack rolls for 1 day.
10	**Get Up, You Dogs!** Every PC and allied character on the deck of the PCs' ship is affected as per the spell cure light wounds, as if cast by a cleric of the PCs' average party level. This imposition can only be used once per week.
Cost	**Despicable Impositions**
5	**Lashings:** The speed of the PCs' ship doubles for 1 day.
5	**Shiver Me Timbers!** While on board their ship, the PCs and their entire crew can reroll initiative or roll initiative in what would otherwise be a surprise round. The benefit of this imposition can be used immediately, but only once per week.
10	**Blessings of the Briny Blue!** As a standard action, a PC on board her ship can cast *animate rope, control water, remove curse, remove disease*, or *water breathing* with a caster level equal to her character level.
10	**Dead Men Tell No Tales!** While on board their ship, the PCs can use this imposition to automatically confirm a threatened critical hit.
Cost	**Notorious Impositions**
5	**You'll Take It!** The PCs can spend up to 5 points of plunder in 1 day at 50% of its value (regardless of a community's maximum sale %). This amount cannot be adjusted by skill checks.
5	**Honor the Code!** The PCs and their crew gain a +4 bonus on all Charisma-based skill checks made against other pirates for the next 24 hours.
10	**Master the Winds!** As a standard action, a PC on board her ship can cast *call lightning storm, control winds, mirage arcana*, or *telekinesis* with a caster level equal to her character level.
15	**Chum the Waters!** For every Infamy threshold they possess, the PCs summon 1d4 sharks into the waters surrounding their ship. These sharks are not under the PCs' control and viciously attack any creature in the water.
Cost	**Loathsome Impositions**
5	**Evade!** Teleport your ship 100 feet in any direction. This imposition can be used once per day.
10	**You'll Take It and Like It!** The PCs can spend up to 5 points of plunder in 1 day at 100% of its value (regardless of a community's maximum sale %). This amount cannot be adjusted by skill checks.
10	**Master the Waves!** As a standard action, a PC on board her ship can cast *control weather, discern location, heroes' feast*, or *waves of exhaustion* with a caster level equal to her character level.
20	**The Widow's Scar!** Choose one enemy to curse. You and your crew gain a +2 bonus on attack and damage rolls against that NPC for 1 week. The enemy is aware of the curse and who cursed her, and can end the effect with a *remove curse* spell.
Cost	**Vile Impositions**
10	**More Lashings!** The speed of the PCs' ship quadruples for 1 day.
15	**The Hungry Sea!** A PC aboard her ship may cast *elemental swarm, storm of vengeance*, or *whirlwind* as an 17th-level caster.
20	**Dive! Dive! Dive!** The PCs' ship submerges and can travel underwater at its normal speed for up to 1 hour. During this time, the vessel is encompassed by a bubble of breathable air and takes no ill effects from the water—even most sea creatures keep their distance. The ship leaves no visible wake upon the waters above, but might be visible in particularly clear water.
25	**Summon the Serpent!** One sea serpent[B1] comes to the aid of the PCs' ship. This sea monster is under the control of the PCs and serves for 10 minutes before disappearing back into the deep.

another port and gain more Infamy by boasting to a new audience.

Plunder and Infamy

Plunder can modify a PC's attempt to gain Infamy in two ways. Before making an Infamy check for the day, the party can choose to spend plunder to influence the result—any tale is more believable when it comes from someone throwing around her wealth and buying drinks for the listeners. Every point of plunder expended adds a +2 bonus to the character's skill check to earn Infamy. The party can choose to spend as much plunder as it wants to influence this check—even the most leaden-tongued pirate might win fabulous renown by spending enough booty.

Additionally, if a PC fails an Infamy check, the party can choose to spend 3 points of plunder to immediately reroll the check. The party may only make one reroll attempt per day and spend the plunder even if the second attempt fails — some people just aren't impressed no matter how much loot you throw at them.

Spending Disrepute

A group's Disrepute can be spent to buy beneficial effects called impositions, though some impositions might only be available in certain places—such as at port—or might have additional costs—like forcing a prisoner to walk the plank. Spending Disrepute to purchase an imposition requires 1 full day unless otherwise noted. When Disrepute is spent, the group's Disrepute score decreases by the price of the imposition, but its Infamy (and, thus, the group's Infamy threshold) remains the same. The prices of impositions and the Infamy threshold required to make those impositions available are detailed below.

Infamy Threshold

The following benefits are available to groups that achieve the listed amount of Infamy.

Disgraceful — 10+ Infamy

Characters may purchase disgraceful impositions. The PCs may choose one favored port. They gain a +2 bonus on all Infamy checks made at that port.

Despicable — 20+ Infamy

Characters may purchase despicable impositions. Once per week, the PCs can sacrifice a prisoner or crew member to immediately gain 1d3 points of Disrepute. This sacrifice is always fatal and returning the victim to life results in the loss of 1d6 points of Disrepute.

Notorious — 30+ Infamy

Characters may purchase notorious impositions. Disgraceful impositions can be purchased for half price (rounded down). The PCs may choose a second favored port. They gain a +2 bonus on all Infamy checks made at this new favored port and a +4 bonus on Infamy checks made at their first favored port.

Loathsome — 40+ Infamy

Characters may purchase loathsome impositions. Despicable impositions can be purchased for half price (rounded down). PCs gain a +5 bonus on skill checks made to sell plunder.

Vile — 55+ Infamy

Characters may purchase vile impositions. Notorious impositions can be purchased for half price (rounded down). Disgraceful impositions are free. The PCs may choose a third favored port. They gain a +2 bonus on all Infamy checks made at the new favored port, a +4 bonus on Infamy checks



made at their second favored port, and a +6 bonus on Infamy checks made at their first favored port.

Impositions can be added as they are unlocked, but the sample impositions in "Table 5-2: Sample Impositions" on page 124 represent what the PCs (or important infamous NPCs) can do to spend the ill-gotten gains of their infamy by spending points of disrepute.

Plunder

There's a difference between plunder and the gold pieces in a pirate's pocket. While gold doubloons and fabulous jewelry can be plunder, pirates are rarely lucky enough to encounter a ship with a hold full of such treasures. Typically, there are trade goods, foodstuffs, spices, and valuables of a more mundane sort. Such takes can fetch significant prices, but for scallywags more interested in looting than the specifics of what they loot, this system provides a way for parties to track their plunder without getting bogged down by lists of commonplace cargo and their values down to the copper piece. Aside from streamlining the collection of riches, this system also allows characters to increase their infamy, paying off crew members and spreading their wealth with more appealing dispensations of loot than what was aboard the last merchant ship they robbed.

Winning Plunder

What gains a group plunder is largely decided by the GM or is noted at the relevant points throughout their career at sea. Typically, at any point the PCs claim a ship's cargo, conquer an enemy's hideout, or

find a significant treasure, there's the potential for a portion (sometimes a significant portion) of that wealth to translate into plunder. Plunder means more than five wicker baskets, a barrel of pickled herring, three short swords, and a noble's outfit; it's a generalization of a much larger assortment of valuable but generally useless goods (and serves to help avoid bookkeeping on lists of random goods). Rather, a cargo ship carrying construction timber, dyed linens, crates of sugar, animal furs, and various other goods might equate to 4 points of plunder. Just as when awarding more standard forms of treasure, a GM doling out plunder should consider the challenge of winning the plunder and the actual value of the plunder if the PCs cash it in (see below). As a rule of thumb, GMs seeking to give the characters a minor reward might give them 1 point of plunder, while a major reward would be 5 points of plunder.

Plunder is not meant to serve as a replacement for more standard forms of treasure. GMs should still award characters gold and magic items to keep them prepared to face new challenges, whereas plunder serves as a useful shorthand for what varied mundane treasures are discovered and can be sold for values in gold. Characters can also buy plunder if they wish, though those who do so risk becoming known as merchants rather than pirates.

Value of Plunder

Plunder is valuable for two reasons: It can be sold for gold pieces, and it helps you increase your Infamy (Infamy is further detailed below). In general, 1 point of plunder is worth approximately 1,000 gp, whether it be for a crate full of valuable ores or a whole cargo hold full of foodstuffs. Regardless of what the plunder represents, getting the best price for such goods is more the domain of merchants than pirates, and just because cargo might be worth a set amount doesn't necessarily mean the PCs can get that much for it. Exchanging 1 point of plunder



for gold requires a PC to spend 1 full day at port and make an applicable skill check. Regardless of how much plunder the PCs have, one PC must spend a full day trading to exchange 1 point of plunder for gold. The PC trading also must be the same PC to make the skill check to influence the trade.

The larger the port and the higher the skill check, the better price the PCs can get for their plunder. At smaller ports there's little chance of getting more than half value for plunder, unless a PC can employ a skill to make a better deal. At larger ports, the chances of finding a buyer willing to pay a reasonable price for cargo increases, and PCs can still employ skill checks to make even more lucrative bargains.

PCs seeking to win a higher price for their plunder can make one of the following skill checks and apply the results to the table below: Bluff, Diplomacy, Intimidate, or any applicable Profession skill, like Profession (merchant). A poor result on a skill check can reduce the value of plunder. If the PCs are not satisfied with the price they are offered for their plunder, they need not take it, but a day's worth of effort is still expended. They can try for a better result the next day.

Table 5-3: Selling Plunder explains how much PCs can expect to get for their plunder in communities of various sizes, the skill check DC required to increase this amount by a set percentage, and the maximum amount buyers in a community can be

Table 5-3: Selling Plunder

City Size	Base Sale $ (GP/Plunder)	DC to Increase Sale	Maximum Sale % (Max DC & GP for Plunder)
Thorp	10% (100 gp)	10 + 5 per 5%	20% (DC 20; 200 gp)
Hamlet	20% (200 gp)	10 + 5 per 5%	30% (DC 20; 300 gp)
Village	30% (300 gp)	10 + 5 per 5%	40% (DC 20; 400 gp)
Small town	40% (400 gp)	10 + 5 per 5%	60% (DC 30; 600 gp)
Large town	60% (600 gp)	10 + 5 per 5%	80% (DC 30; 800 gp)
Small city	80% (800 gp)	10 + 10 per 5%	90% (DC 30; 900 gp)
Large city	90% (900 gp)	10 + 10 per 10%	120% (DC 40; 1,200 gp)
Metropolis	100% (1,000 gp)	10 + 10 per 10%	140% (DC 50; 1,400 gp)

convinced to buy plunder for. Each column is explained in brief here.

Community Size: The size of a community is determined by its population, noted in every community stat block and further detailed in the settlement rules in the *Pathfinder Roleplaying Game GameMastery Guide*.

Base Sale %: Every community is willing to buy plunder from the PCs, but not necessarily at its full value. This column lists the percentage at which a community is willing to buy 1 point of plunder (along with that percentage's expression in gold pieces).

DC to Increase Sale: This is the skill check DC required to increase the sale percentage a community offers for plunder. Every community can be convinced to offer more for plunder (to a maximum sale percentage listed in the final column of the table below), but this requires the PCs to make a skill check. The DC of this skill check is 10 + an amount determined by how much the PCs are trying to increase the sale percentage. For example, if a PC is unwilling to accept a mere 20% of the value of his group's plunder when attempting to sell it in a hamlet, he can attempt to increase this percentage by 5% by making a DC 15 skill check. If he wants to attempt to increase the percentage to 30% (the maximum amount the hamlet can possibly pay), he must make a DC 20 skill check. Failure results in no increase, and this skill check can only be made once per day. In larger communities, the DC to increase these percentages rises, but the percentage also increases, as does the maximum percentage buyers can be talked up to.

Maximum Sale %: This is the highest percentage at which a community can be talked into buying 1 point of plunder. Merchants in a community will never buy plunder for a higher price than this. Additionally, this column lists the skill check DC required to haggle buyers up to this percentage, and how much the percentage is worth in gold pieces.

Spending Plunder: In addition to its value in gold pieces, plunder is vital to increasing a pirate crew's Infamy. See the Infamy subsystem for more details.

Buying Plunder: Although gold typically proves more valuable and versatile than plunder, some parties might wish to exchange their traditional wealth for plunder. In any community, a party can buy 1 point of plunder for 1,000 gp. What form of goods this plunder takes is determined by the GM.

Hiring Crews and Sharing Plunder

At some point, the PCs will no doubt be interested in acquiring more sailors for their crew. They may do so at any port or settlement, or upon the successful capture of another ship, by making a DC 20 Bluff (to trick sailors on board), Diplomacy (to convince people to join the crew), or Intimidate (to press-gang new crew) check. Each such check takes 1 full day, and a successful check results in 1d4+2 new crew members for the PCs' ship. You can use the statistics for the shipmate in the *Pathfinder Roleplaying Game GameMastery Guide* to represent these sailors.

Unlike many other NPC hirelings, pirate crews do not have a daily wage. Instead, they are paid shares of the ship's plunder taken in acts of piracy, when that plunder is sold. Rather than try to recreate the complexity of share amounts for historical pirate crews, the PCs should simply deduct 1 point of plunder from their total each time they attempt to sell plunder. This represents the shares of the plunder paid out to the crew, regardless of the actual amount of gold received for its sale. A typical campaign assumes that the PCs follow these guidelines to keep their crew happy and well paid. It is left to the GM to decide how a crew reacts if the PCs do not pay them plunder on a regular basis.

Plunder & Infamy Quick Reference

The following terms feature prominently in the plunder and Infamy subsystems and are called out for ease of reference.

Disrepute: The amount of Infamy the PCs have accrued through successful Infamy checks, which can be spent on impositions. Costs measured in Disrepute are marked with a price.

Infamy Check: A Bluff, Intimidate, or Perform check made to gain Infamy and Disrepute. The DC of this check equals 15 + twice the group's average character level. Spending plunder grants bonuses on this check.

Impositions: Incredible deeds and outrageous acts that grant the PCs a variety of benefits or impose crippling consequences on their victims. Higher-tier impositions become available as PCs reach higher Infamy thresholds.

Infamy Threshold: Ranges measured in Infamy. Upon achieving new Infamy thresholds, additional impositions become available for purchase.

Plunder: An approximation of valuable but non-useful cargo. One point of plunder is worth about 1,000 gp, and takes up 10 tons of cargo capacity, unless otherwise noted.

Infamy: The highest total number of points of Disrepute achieved by making successful Infamy checks, representing the PCs' total reputation. This number cannot exceed the PCs' average party level × 4 but rarely, if ever, decreases.

Storms at Sea

More than terrible pirates and vicious sea monsters menace those who sail the deadly seas of the pirate isles. Hurricanes and monsoons lash the tropics with regular seasonal cycles, but even lesser storms can spell the destruction of a vessel and its unprepared crew. Deadly weather is a fact of life for most who regularly sail beyond the horizon, and daring mariners do all they can to gauge and predict these tempests but acknowledge that if the sea and sky desires a ship's doom, there's little even a skilled sailor can do about it.

The storm rules below presuppose a nautical campaign in temperate to tropical latitudes, but you can use these rules unchanged in cold oceans or arctic regions. While hurricane-level storms are much rarer near the poles, the net effect of such storms on ships is no different.

Storm Strength: While accurate measurements of weather severity are difficult to come by in premodern societies, storms can generally be given a loose ranking from a minor squall (category



1) to a tropical depression or gale (3-4), to a cataclysmically powerful super-storm the ravages a huge area (category 10). It's often considered bad luck to talk about the strongest of storms when at sea.

Storm Centers: Some areas are naturally more prone to storms at sea than others, and in a fantasy campaign a magical portal to the Elemental Planes, a nexus of power for a storm deity, or a place cursed by eldritch power might create a long-running or even permanent storm center that alters the frequency and potency of storms in the area. If your campaign has such a locus of severe weather, whether permanent or seasonal, you can use the table below to adjust random weather generation based on its proximity to that storm center.

Steering Clear: Once a weather roll (see below) is made and adjusted for proximity to any storm centers, allow a ship's captain to make either a Profession (sailor) or Survival check, subtracting the result from the d% roll. This represents the captain's ability to predict and avoid turbulent weather. When, despite the captain's best efforts, a vessel finds itself in a storm, use the Stormbound Hazards table below to determine how the ship is affected by the storm.

Determining the Weather

PCs with the Survival skill can determine the weather days in advance. The accompanying Random Weather Table can be used to keep track of the current conditions, from calm seas to deadly tornadoes, as well as to help create a smooth transition from one type of weather to the next. For a lengthy voyage, a GM might want to roll for the weather 3 or more days in advance, then use the steps on the Random Weather Table to determine the appropriate conditions for the days building up to a significant storm. This helps to make meteorological transitions smoother and more realistic, so one day's clear skies don't turn into a hurricane in just a few short hours.

The following entries detail some of the most common types of weather at sea and correspond to the Random Weather Table. In addition to the usual environmental hazards, several of the wilder storms can also have dangerous effects on seabound vessels. Each entry lists how long the weather typically lasts, as well as how often a GM should roll for a stormbound hazard on the Stormbound Hazards table and what sort of modifier (if any) to apply to that roll.

Normal: The weather proves calm and relatively clear—perfect weather for sailing.

Precipitation: Roll d% to determine whether the precipitation is fog (01–40) or rain (41–100). In polar seas, this precipitation may be sleet or snow instead.

Tropical Depression: This dense, humid weather front is common in tropical seas and lasts 2d4 hours. Combining strong winds and rain, a tropical

depression rarely deters the seafaring population of maritime nations but can be a nuisance for those not used to rough seas. *Stormbound Hazards:* frequency 1/hour, d20 modifier –10.

Tropical Storm: This is a more extreme relative of the tropical depression; only foolhardy or experienced captains set sail in tropical storms, which typically last up to 5d4 hours. *Stormbound Hazards:* frequency 1/hour, d20 modifier —.

Severe Tropical Storm: Storms of this size have claimed many unskilled captains. Wind drives sheets of rain, and the roiling sea finds its way into every corner of an unprepared vessel. Otherwise acting like windstorms, these storms last 3d6 hours. *Stormbound Hazards:* frequency 1/10 minutes, d20 modifier +10.

Hurricane: This whirling maelstrom of death is rarely escapable by any but the most veteran captains. While a hurricane can last for many days, its inexorable journey will typically pass the storm over ships in 4d6 minutes, during which period they will need to roll on the Stormbound Hazards table each minute. Almost no one has the pirate luck to survive an encounter with this epic force. *Stormbound Hazards:* frequency 1/minute, d20 modifier +15.

Tornado: No natural force at sea is deadlier than the tornado or waterspout, and few can sail through one and live to tell the tale. A tornado lasts 1d6 minutes. *Stormbound Hazards:* frequency 1/round, d20 modifier +15.

Table 5–4: Storm Weather Modifiers

Storm Center Proximity	Weather Roll Modifier
Within 300 miles	+4
Within 250 miles	+8
Within 200 miles	+12
Within 100 miles	+36
Within 50 miles	+60

Table 5–5: Random Weather Table

d%	Weather	Features*	Strength
01–55	Normal	Normal	0
56–65	Precipitation	Fog or rain	1–2
66–80	Tropical depression	Strong winds and rain	3–4
81–93	Tropical storm	Severe winds and rain	5–6
94–97	Severe tropical storm	Windstorm	7–8
98–99	Hurricane	Hurricane	9
100	Tornado	Tornado	9+

* Details on wind and weather effects can be found in the *Pathfinder Roleplaying Game Core Rulebook*.

Stormbound Hazards

These events illustrate the effects of a typical storm on tropical waters and can be used in conjunction with combat encounters to create exciting and memorable fights or used on their own to show PCs the relentless brutality of the sea. The PCs can mitigate their chances of encountering such disasters with a Profession (sailor) or Survival check or, when disaster does strike, deal with the problems using their unique skills and abilities.

To use the following hazards, refer to the weather descriptions in the Random Weather Table above—the frequency of these events and roll modifiers for the Stormbound Hazards table are listed in each weather type's entry. Then roll a d% and add the modifier associated with the particular type of weather, if any. Whoever is piloting the ship (usually the captain) then makes a Profession (sailor) or Survival check and subtracts that result from the modified d% roll to determine the final result of

Table 5–6: Stormbound Hazards

d% Roll	Hazard Effect
01–20	No Hazard
21–35	**Slippery Deck:** A rush of water over the deck makes it more slippery than usual for 1d4 rounds. Creatures must succeed at a DC 10 Acrobatics check to move safely; failure means they fall prone.
36–40	**Dragged Anchor:** The ship travels 100 feet in a random direction in 1 round and is no longer considered anchored. This hazard only affects anchored ships; otherwise, treat as the Slippery Deck hazard.
41–45	**Jammed Rudder:** Steering becomes extremely difficult. All Profession (sailor) checks are made with a –10 penalty until the rudder is unjammed, either via a successful DC 15 Craft (carpentry) check or by casting *warp wood* or a similar spell.
46–55	**Violent Swell:** A single violent wave strikes the vessel. All creatures on deck must succeed at a DC 15 Reflex save or fall prone.
56–60	**Lashing Rigging:** A rope comes loose, whipping across deck. Creatures in a random 20-foot line on deck must succeed at a DC 13 Reflex save or take 2d6 points of nonlethal damage.
61–65	**Wind against Tide:** The sea becomes a mass of steep waves, reducing the ship's movement speed by half for 1 hour.
66–68	**Torn Sail:** Strong winds tear a sail in twain. If sails have been reefed or lowered already, treat this as Lashing Rigging. The ship's sailing speed is reduced by 10 feet until the sail is repaired.
69–71	**Loose Cargo:** Poorly secured items on deck break free. Creatures in a random 20-foot square take 3d6 points of damage (Reflex DC 15 half) and the ship loses 1 point of Plunder as some of its cargo is washed overboard.
72–74	**Crew Member Overboard:** Starting with the creature on deck closest to the stern, 1d3 creatures adjacent to the side must make DC 16 Reflex saves in turn. If one creature fails, it falls overboard and the others need not make further saves.
75–77	**Sprung a Leak:** The vessel springs a minor leak at a random location. The ship's hull immediately takes 4d6 points of damage (DC 15 Fortitude half), and it takes this damage again once per minute until the leak is repaired. The leak is not immediately obvious but can be detected with a successful DC 20 Profession (sailor) check by the ship's pilot or by any creature investigating belowdecks to check the hull.
78–80	**Spoiled Stores:** Saltwater ruins 1d4 weeks of dry stores or plunder (50% chance of either). Crew members eating these stores may contract scurvy (see Hazards).
81–83	**Lost Lifeboat:** A lifeboat or small vessel stowed or in tow falls overboard or breaks free.
84–86	**Lightning Strike:** Roll a d%. A bolt of lightning strikes the vessel (01–60) or the character at the highest point on deck (61–100). If more than one character is at the same elevation, the bolt hits the one wearing or carrying the most metal. The bolt deals 4d6 points of electricity damage on creatures struck (Reflex DC 18 half).
87–88	**Broken Mast:** One of the vessel's masts snaps in the wind. The mast falls overboard and, unless cut free from all rigging and allowed to float away, it pierces the hull in 2d6 rounds (see Serious Hull Breach below). The ship's sailing speed is reduced by half (or reduced to 0, if it has only one mast) until the mast is repaired.
89–90	**Broached:** The vessel is blown over, flat against the sea. The vessel rights itself in 1d4 rounds, but creatures on deck must succeed at a DC 22 Reflex save each round or fall overboard. Unsecured cargo and equipment falls overboard.
91–92	**Submarined:** The ship plunges down by the bow under a huge oncoming wave. Treat this as a bull rush with a CMB of +30 against all creatures on deck. Those who fail are swept overboard.
93–94	**Pooped:** A massive wave engulfs the vessel unexpectedly from the stern. Treat as a bull rush with a CMB of +30 against all characters on deck, running stern to bow. Those who fail are swept overboard. For the purposes of this bull rush attempt, treat creatures as flat-footed.
95–99	**Two Hazards:** Roll twice on this table with the same Profession (sailor) check included in this roll. Both of these hazards occur simultaneously.
100+	**Serious Hull Breach:** The vessel's hull is punctured and it immediately begins to sink.

the roll. Once a result is determined, consult the Stormbound Hazards table to determine what peril the ship faces. A result of 20 or lower means the crew proved able enough to avoid any danger, while higher results have increasingly more dangerous or costly repercussions.

Pirate Miscellany

The following optional rules cover a wide range of topics for nautical campaigns, some purely for flavor and maintaining the atmosphere of a pirate campaign and others to give specific mechanical advice for unusual situations aboard ship.

Flags

On the sea, the position of your flag can mean the difference between life and death. Even pirates prefer to obey flag etiquette unless they're deliberately attempting to deceive others. Three types of flags are commonly used on the water.



Ensign: An ensign is a ship's domestic flag, indicating its home country.

Courtesy: A courtesy flag is the flag of a foreign nation, which a ship flies when in the home waters of or islands claimed by another country. It signifies respect for that nation's sovereignty and marks the ship as a guest in foreign waters.

Private Signal: A private signal is the personal flag of a particular ship or captain. This flag is usually the captain's personal insignia or the emblem of an organization. A captain seeking work as a privateer must register her personal emblem with a nation before obtaining letters of marque from them; this emblem appears on her private signal, and helps the government track her ship.

Flag Positions: Ships use several common flag positions to signal their intentions. In domestic waters, a ship flies its ensign at the top of the mast. Beneath the ensign appears the ship's private signal.

A private signal flown alone means the ship considers itself unaffiliated with any government—in short, a pirate vessel. Pirate flags are generally flown alone. Some pirates have two versions of their flag, one with a black background and one the same emblem on red; a red flag signifies that no quarter or mercy will be given.

In foreign waters, a ship flies the courtesy flag at top mast. Beneath the courtesy flag, ships fly their ensign and then their private signal. Flying an ensign without a courtesy flag in foreign waters can be seen as a declaration of hostile intent.

On ships without a flagpole, the ensign is always hoisted aft, as close to the stern as possible. The courtesy flag, if any, is flown fore (close to the bow) and the private signal is flown amidships.

A flag flown upside-down is a signal of distress.

Hazards

Brutal storms are not the only hazards at sea, and wary captains know to keep on the alert for a number of strange dangers that may bedevil them in their voyages.

Dead Calm CR 4

An area of dead calm resembles ordinary doldrums but the aura of death and desperation affects the entire area as a permanent *desecrate* spell. Dead calms are often infested with undead seeking to add trapped creatures to their ranks.

Doldrums CR 3

Areas of calm air and flat water are known hazards to travel, and these doldrums are avoided by knowledgeable captains, but the vagaries of wind and weather can shift the boundaries of the doldrums and leave a ship becalmed within an area 10d10 miles across. Within the doldrums, the air and waves remain still, with neither breeze nor current to move the waters. Death by starvation and thirst is common on vessels trapped in the doldrums, and the oppressive stillness and heat results in a -2 penalty on saving throws and Constitution checks to avoid the ill effects of a hot climate, starvation, thirst, or exertion. Doldrums may last 2d12 days.

Characters stuck in the doldrums for more than days than they have ranks in Profession (sailor) may succumb to a form of sunstroke on any day that they take nonlethal damage from exposure to heat, exertion, starvation or thirst and must attempt a DC 18 Fortitude save and Will save. A failed Fortitude save deals 1d2 points of Constitution damage, while a failed Will save deals 1d6 points of Wisdom damage. A creature whose Wisdom damage equals or exceeds his Wisdom score becomes insane rather than comatose, overcome by an irresistible compulsion to drink seawater, hurl themselves into the sea, or plot a murderous spree of cannibalism against other survivors. This is an insanity effect.

Gasping Water CR 2

Some areas of water are depleted of oxygen content, whether due to natural conditions or supernatural effects that leach the live-giving elements from the water. A pocket of gasping water is visually indistinguishable from ordinary water, though its presence can be noted with a successful DC 20 Knowledge (nature) or Survival check. Within gasping water, water-breathing creatures must hold their breath or begin suffocating, just as air-breathers need to hold their breath in water. Being amphibious is of no help in gasping water.

Phantom Fog CR 2

Fog is common everywhere at sea, but occasionally sailors find themselves drifting through a bank of what is known as phantom fog. Seafaring scholars believe the eerie substance was originally drawn from the Plane of Shadow, perhaps in some magical mishap. The effects of phantom fog are myriad and unpredictable, though affected crew members inevitably begin to see their own twisted shadows as dangerous assailants. In addition to taking the effects of mundane fog, all creatures caught inside a bank of phantom fog must succeed at a DC 13 Will save or become convinced the fog has brought with it a host of attackers or strange souls from the deep, becoming frightened while the ship remains fog-bound. Those affected can make an additional save to disbelieve the terrifying illusion once per minute or if they attack one of their perceived antagonists. This is a mind-affecting fear effect of the illusion (phantasm) subschool.

Scurvy CR 2

If food and drink aboard a ship are of poor quality or are tainted by sabotage, crew members relying on them may contract a rotting sickness that brings weakness and hideous sores: *type* disease, ingested; *save* Fortitude DC 14; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage and 1d2 Cha damage; *cure* 2 consecutive saves. Scurvy can be prevented with *purify food and drink*.

Ship Slug CR 2

This tenacious breed of echinoderm related to sea cucumbers is often found in deep water, where it attachs itself to the hull of a vessel in order to feed on the sewage and garbage tossed overboard by a busy crew. Nourished in this way, a ship slug grows at an alarming rate, and increases at a rate of one size category per week. Its bulk eventually starts to drastically affect a ship's navigation and speed. A Medium-sized ship slug weighs 350 pounds, a Large one weighs 2,800 pounds, and a Huge one weighs up to 25,000 pounds. A Medium ship slug reduces a ship's maximum speed and acceleration by 10 feet, further reducing these traits by an additional 10 feet for each size category larger than Medium. These spiny, tubular creatures can be removed from a ship either by dealing it 10 points of damage (+10 for each size category above Medium) with a slashing weapon, or by starving it (ejecting no organic materials overboard for 5 days).

Letters of Marque

An ordinary pirate pillages and plunders as he wishes, earning the enmity of all who cross his path. However, some sailors operate under the auspices of a government or similar major organization, not directly as part of their fleet but as independent privateers who are authorized to conduct what amounts to legalized piracy, as long as they attack the enemies of their patrons. This kind of illicit charter is called a *letter of marque* and grants its bearer license to attack and capture ships of enemy nations as a privateer. It is not an uncommon practice for maritime nations to issue letters of marque and reprisal to ships that operate near their own home waters, where their writ is strongest, but they also may issue such letters authorizing actions of pillage and prize-taking in more distant seas, especially in areas where pirates reign supreme. Letters of marque may be granted to specific ships, regardless of who commands the ship, or may be granted to a specific captain and his or her officers. The bearer gains the legal authority to seize or destroy cargo, incarcerate or slay crew and passengers, and sink or capture ships from other nations, mercantile or otherwise.

Within pirate-dominated areas, a letter of marque serves as a market of fealty to the ruling pirate council or pirate lords, and the manifold privileges it affords also apply against any ships or captains who haven't sworn loyalty to a known pirate lord or who doesn't carry their own letter of marque. Of course, bearing a letter of marque is no guarantee of safety from other pirates, who frequently strike first and ask questions later). Possession of a pirate letter of marque is a crime in most civilized nations and regularly carries a penalty of death by hanging. As a result, a pirate letters of marque often are protected by a *secret page* spell, enabling its bearer to speak a secret command word to alter the text to something more innocuous, such as a cargo manifest, nautical chart, or page from a ship's log.

It's not terribly difficult to learn within the pirate isles who has been granted letters of marque. Most pirate lords keep accounts of which ships and captains have them, making it extraordinarily difficult to forge these documents or steal them to perpetrate a deception. Investigating which captains have letters of marque and from whom usually requires a DC 15 Knowledge (nobility) or DC 20 Diplomacy check to gather information. A letter of marque enchanted with *secret page* radiates faint transmutation magic.

Navigation

In a typical nautical campaign, the PCs will be sailing their ship to a variety of destinations. In order to do so, they must successfully plot a course and follow it to their destination. Navigating a ship requires a successful DC 18 Profession (sailor) or



Survival check. Characters with at least 5 ranks in Knowledge (geography) or Knowledge (local) gain a +2 bonus on the check. Attempts to navigate without proper navigational tools (such as an astrolabe, charts, compass, or sextant) take a –4 penalty on the check. In conditions of poor visibility, such as persistent fog or stormy skies, navigation checks also take a -4 penalty. These penalties stack. Success means the ship reaches its destination as planned in the normal time. A failure means the ship gets lost, following the rules for getting lost in Chapter 12 of the *Pathfinder Roleplaying Game Core Rulebook*. Each failed check adds 1d4 days to the ship's travel time.

Masterwork Maps

Extremely high-quality maps and charts grant a +2 circumstance bonus on checks made to avoid getting lost at sea. Such maps typically cost 50 gp, much like a set of masterwork tools. A detailed map may grant a higher bonus to find a specific hidden location, and the DC to find such a destination may be higher than normal.

At the GM's option, some maps may be even higher in quality, while others may be misleading or fraudulent, resulting in no bonus or even a penalty on checks to avoid getting lost.

Unwilling Passengers

Sometimes in a nautical campaign, PCs may be press ganged into joining a crew or otherwise kidnapped or taken on a voyage where they don't know where they are going. In such a case, a DC 15 Knowledge (geography) or Profession (sailor) check enables the PCs to identify the countries and regions their ship passes on its voyage, while a DC 20 check enables them to identify individual islands or settlements. This assumes the PCs are in an area with which they have some familiarity. The DC increases by 1 for every 100 miles away they are from familiar territory (GM's discretion).

Peg Legs and Eye Patches

This optional system gives GMs a way to assign scars and major wounds to their PCs. Before implementing this system, consider these rules carefully. Major wounds can have major effects upon play, and some groups may not appreciate such debilitations, preferring the threat of death and an unscarred resurrection over a thematic crippling. These rules are a variation on the optional massive damage rule found in the *Pathfinder Roleplaying Game Core Rulebook*.

Whenever a character takes damage equivalent to massive damage, he must make a successful DC 15 Fortitude save or be reduced to –1 hit points and gain a permanent debilitating scar or handicap. These effects are randomly determined by rolling 1d20 on the table below. Effects are permanent and cumulative, though the GM should reroll results that seem too crippling or don't make sense—such as a character losing a hand two or three times. The *regenerate* spell heals scars and restores lost limbs, removing both positive and negative effects.

Characters wishing to compensate for the loss of a limb or an eye may acquire artificial replacements.

Such items weigh 1/4 the normal amount when crafted for Small creatures.

Eye Patch: An eye patch covers one eye and ties around the head. Pirates usually wear eye patches to cover injured or blind eyes, but some wear eye patches to look more intimidating, or to keep one eye covered and thus retain their night vision when transitioning from the relative darkness belowdecks to the sunlight above.

Peg Leg: A peg leg is a wooden stump with a socket built on one end to fit over an individual's knee. Pirates who lose legs at sea often wear peg legs. A peg leg reduces your base speed by 5 feet and imposes a -4 penalty on Acrobatics, Climb, and Swim checks. You take half damage from caltrops. Pirates often carve hidden compartments into their peg legs—these compartments can hold small items weighing up to 1 or 2 pounds (or a few swigs of grog).

If you have two peg legs, your base speed is reduced to half and you take a –10 penalty on Acrobatics, Climb, and Swim checks. You are immune to damage from caltrops.

Peg legs presume that the knee joint is intact. If the knee joint is not intact, use the prosthesis statistics instead.

Prosthesis: People who lose hands, arms, legs, or feet in combat sometimes replace them with prostheses: realistic simulations of their missing limbs. Usually carved of wood and painted to match the wearer's skin tone, these items have limited functionality, allowing a person missing a leg to walk at half speed, or enabling a person missing an arm to hold a shield in a fixed position, but little more. Clever individuals have been known to create small compartments in their prostheses, just large enough to hold very small objects. A prosthetic hand or foot can hold only an item with negligible weight, while a prosthetic limb can hold up to 1 or 2 pounds.

Pirate Fun

With time on their hands and precious few places to go, pirates have come up with an astonishing array of pastimes. One way pirates amuse themselves is through songs and stories. Pirates love a good sea chantey, and characters with Perform skills quickly find themselves popular members of the crew (although pirates aren't generally fans of opera and other formal or classical performances). If a character succeeds at a DC 20 Perform check, he gains a +2 circumstance bonus on all Charisma-based skill checks made to interact with any listener among the crew for the next 24 hours. A Perform result of 9 or lower, however, indicates that the next time he attempts to use Perform to entertain the crew, everyone ignores him unless he makes a successful DC 15 Bluff or Intimidate check before doing so.

Aside from telling stories, singing songs, and other recreations (all of which might be simulated with the Perform skill), these pastimes have two things in common: they are dangerous, and they are played for money. When betting on any of the following games, the minimum bet is 1 gp, and the maximum ready cash any NPC in the lesser crew is likely to have is 20 gp. Some people are bad losers—the ramifications of this are left for the GM to decide.

Arm Wrestling

Not merely typical arm wrestling bouts, such matches are usually conducted on a barrel top covered in broken glass, knives, or caltrops. Participants make opposed Strength checks, with the higher result determining the winner, and the loser taking an amount of damage equal to 1d2 + the winner's Strength modifier as his hand and arm are pushed onto whatever lies on the table.

Grog

To prevent hoarding of alcohol (resulting in drunkenness and subsequent hangovers), many captains mix alcohol with water and a bit of lime or lemon juice to make grog. The water dilutes the alcohol and causes it to spoil more quickly, while the citrus juice masks the taste of spoilage and also prevents scurvy.

Hog Lob

Participants lob a lead ingot covered in a greased piglet skin, the "hog," as far across the deck as possible. This game is resolved by d20 checks between any number of players, who agree on a bet beforehand. The hog counts as an improvised weapon, imposing a –4 penalty on all rolls using it unless the thrower has the Throw Anything feat. Checks are resolved as attack rolls using the character's CMB. Characters toss the hog a number of feet equal to their adjusted rolls; for example, a character who gets a result of 22 throws the hog 22 feet. Some pirates claim to have participated in games played against devils in pirate form using a live hog.

Heave

This potentially deadly drinking game is played with rum and takes place between any number of pirates, who bet to predict the winner beforehand.

Table 5–8: Prosthetics

Type	Cost	Weight
Eye patch	1 sp	—
Peg leg	10 gp	5 lbs.
Prosthetic arm	10 gp	3 lbs.
Prosthetic foot	1 gp	2 lbs.
Prosthetic hand	1 gp	1 lb.
Prosthetic leg	20 gp	6 lbs.



Table 5–7: Scarring

d20	Battle Scar or Amputation
1–5	**Minor scar**: interesting but otherwise cosmetic
6–8	**Moderate scar**: cut on face (+1 bonus on Charisma-based skill checks for first scar only, consider subsequent cuts as a major scar)
9–10	**Major scar**: severe cut on face (–1 penalty on Charisma-based skill checks**)
11–14	**Loss of finger**: for every 3 fingers lost, –1 Dex
15–16	**Impressive wound**: –1 Con
17	**Loss of eye**: –4 penalty on all sight-based Perception checks
18	**Loss of leg**: speed reduced to half, cannot charge
19	**Loss of hand**: cannot use two-handed items*
20	**Loss of arm**: –1 Str, cannot use two-handed items*

* Losing a single hand or arm does not affect a spellcaster's ability to cast spells with somatic components.

** At the GM's discretion, characters with major scars may also be granted a +1 bonus on all Bluff, Diplomacy, or Intimidate checks against other pirates, as the scars of battle are much admired by pirates.

Each pirate drinks a half pint of rum in one swig. Doing so forces participants to make a successful DC 15 Fortitude save or have the damage dealt by the rum ration increase by +1 (see below; this is in addition to the normal effects of the rum ration). This DC increases by +3 for each consecutive drink. Pirates then take turns drinking until only one is left standing. Some tales tell of entire crews drinking themselves to death through this game, leaving ships of drunken ghosts wandering the shipping routes.

Rum

Aboard many ships, half a pint of rum is distributed to each crew member at dusk in a tradition known as the "rum ration." This rum is staggeringly strong and often is watered down to make grog. Characters drinking the ration are affected as though they had taken an addictive drug[GMG]. The rum ration is doled out more to keep the crew sated and docile than for recreation. The penalty for selling or spilling the ration is six lashes, or six lashes from a cat-o'-nine-tails for a second offense. Deliberately tipping away rum on board a crowded ship without being seen requires a DC 10 Stealth check. While on merchant or navy vessels rum rations are strictly limited, on pirate ships, crew members can often request more rum if they please.

RUM RATION **2 SP**

Type ingested; **Addiction** minor, Fortitude DC 5

Effect variable; +1d4 alchemical bonus to Charisma and fatigued for 1d8 hours

Damage 1d3 Con

Pirate Punishments

To maintain the obedience and effectiveness of their crews, most captains enforce strict schedules and shipboard laws upon their vessels, all maintained by the swift dispensation of brutal punishments. The following presents (in order of severity) the game effects of a variety of typical nautical punishments, which the PCs have the potential to face or inf lict during their piratical careers. Most of these sentences are meted out just before the evening meal, at an event typically referred to as the bloody hour. Victims are tied to the whipping post on the main deck and their backs stripped for punishment—with penalties doubled for those who resist. Although the victim is bound, the punishers simply lash their victims, and are not allowed a full-round action to make a coup-de-grace. A roll of 1 on such an attack is treated as a non-damaging fumble that still counts as a strike, much to the amusement of the crew.

Rope Bash

Little more than an admonishment—and occasionally used as a sign of endearment—a rope bash is a single attack with the hefty, sealed end of a ship's rope that delivers 1 point of nonlethal damage.

The Lash

This is an attack using a whip. Damage dealt by the lash during bloody hour is typically nonlethal.

Cat-o'-Nine-Tails

This is an attack using a cat-o'-ninetails, also referred to simply as a cat—a Medium version of which deals 1d4 points of slashing damage on a successful hit.

Confined in the Sweatbox

A cramped metal box left on deck and exposed to the sun, a sweatbox is terribly confining and replicates unbearably hot conditions. Each hour a character spends in the box, she must succeed at a DC 15 Fortitude saving throw or take 1d4 points of nonlethal damage. The DC of this save increases by +1 for each consecutive hour the character spends in the box. Any creature with fire resistance is

immune to the effects of the sweatbox. Victims typically spend 8, 12 or even 24 hours locked up in the sweatbox.

Keelhauling

The most frightful of pirate punishments is keelhauling, as it generally ends in death—often by decapitation. Being keelhauled involves being tied to a rope looped over a ship's keel and dragged down one side of a ship, underwater across the barnacle encrusted hull, and up the other side. Keelhauling takes several rounds and can be done either fast or slow. If done fast, the barnacles cut deep and flense the victim, dealing 1d6 points of damage per round. If done slow, shallower cuts are incurred, dealing 1d3 damage per round, but the risk of drowning increases. In either case, the victim can make a DC 20 Reflex save each round to take half damage. How long keelhauling takes typically depends on the vessel, though a good rule of thumb is 6 rounds if done fast and 12 rounds if done slow.

Marooning

A member of the crew (or even a former captain after a mutiny) may be abandoned on a desert isle, usually one with sparse vegetation and little if any animal life. Marooned sailors are left with nothing but their clothes, a canteen of water, and a sharp knife (or sometimes a gun with a single bullet, in a campaign where guns are commonplace) to face starvation or suicide. On the open sea, a sailor may be set adrift in a lifeboat or raft and left to their fate on the open sea with a bottle and knife as above.

Walking the Plank

Sailors condemned for severe offenses may be thrown overboard, sometimes with bound hands or weights attached to prevent swimming. Some captains with a flair for the dramatic may force captives to ceremonially step off into the sea themselves at sword or gunpoint. They may toss buckets of chum into the waters beforehand to attract sharks and other predators to devour the sailor while they watch.

Hanging

Being hanged is a common punishment for captured pirates taken prisoner by naval officers. It also may be used as a punishment at sea, usually stringing up a treasonous pirate from a yardarm or sometimes from the bowsprit.

Rules Aboard Ship

Many of the following rules are enforced on pirate, military, and merchant vessels, though individual captains and their crews may not follow all of them.

- Any sailor caught below deck with open flame, magical or mundane, will suffer 10 lashes. All candles and lanterns are to be extinguished at sunset.
- No sailor is to play cards or dice for money while onboard, nor use such things to take advantage of her crewmates on shore.
- No sailor is to bring aboard a husband, wife, child, person of ill virtue, or any passenger unbeknownst to the captain. Both sailor and passenger face marooning.
- Every sailor must do her fair share of work, and neither shirk her duty nor pass off work to another, lest she face 20 lashes. A ship's bard may rest 1 day per week but must stand ready to entertain on all others.
- Every sailor receives an equal share of food and drink, and 1 ration of liquor every day.
- Any sailor found drunk on duty shall face 10 lashes. Any sailor too drunk to function effectively during battle shall be keelhauled.
- A sailor who suspects a hazard, be it storm cloud, sea monster, or enemy ship, must raise the alarm immediately. Any sailor who sees an unfamiliar sea creature must inform the captain immediately.

- A sailor shall not speak to any creature of the sea without the captain's permission.
- A sailor must not speak ill of the dead lest they summon restless spirits to the ship.

Seasickness

Characters unaccustomed to life on board ships run the risk of getting seasick. Such characters must succeed at a DC 5 Fortitude save or become nauseated for the rest of the day. On the following day, the character is entitled to a new save. On a success, the character is sickened instead of nauseated. On a failure, the nauseated condition persists for another day. Each day thereafter, a character is entitled to another Fortitude save. Making two successful saves in a row allows the character to recover from seasickness for the duration of the voyage. The DC of seasickness increases to 15 in rough weather, and those who succeed at a check to stave off seasickness for a day must make an additional save if conditions change for the worse. Characters with 1 rank in Profession (sailor) are not subject to seasickness except in rough weather. Those with at least 3 ranks in Profession (sailor) or with the Skill Focus (Profession [sailor]) feat are never subject to seasickness.

Roles Aboard a Pirate Ship

A pirate crew is more than just a mob of cutthroats on a ship; all crew members have specific roles and responsibilities, with harsh punishments being meted out upon those who shirk their duties. Listed here are some of the standard roles aboard a typical pirate ship. Not all of these roles might be represented on every vessel, but such details can help players understand their characters' daily duties.

Boatswain

The boatswain, or bosun (pronounced "bosun" either way), is responsible for the upper deck of the vessel and above. This makes the boatswain accountable for all rope, rigging, anchors, and sails. At the start of the day, the boatswain and those under her weigh anchor, raise the sails and report on the general condition of the ship's deck to the captain. As she oversees many of the ship's basic daily labors, the boatswain is often responsible for keeping discipline and dispensing punishment.

Cabin Boy/Girl

Servant to the captain and other officers, this low-ranking and typically young crew member assists other sailors in their duties and runs various errands across the ship, requiring him or her to gain a measure of understanding of almost all the ship's roles.

Captain

The ultimate authority on any ship, his word is law to all on board. The captain chooses where to sail, what to plunder, and who fills the other stations aboard the vessel, among many other command decisions. Leadership often proves perilous, however, as a captain is, above all, meant to secure success for his ship and crew. Failing to do so increases the threat of mutiny.

Carpenter/Surgeon

No matter what enchantments or alchemical unguents augment a pirate ship its heart and bones are still wood. This simple fact makes the carpenter one of the most important positions aboard any vessel. Carpenters are chiefly responsible for maintaining the ship below the deck, finding and plugging leaks, repairing damage, and replacing masts and yards. As the crew member most skilled with the saw, the carpenter typically serves as a



ship's surgeon as well—bones cut just as easily as timbers.

Cook

While the quartermaster normally allocates the rations, the cook and his apprentices make and distribute meals to the crew. Although some better-outfitted vessels employ skilled cooks to attend to the captain and the officers, many cooks are drawn from crew members who have suffered crippling injuries, allowing them to still serve even after such trauma.

Helmsman/Coxswain/Pilot

An officer who steers the ship. The captain may take the helm when on deck or may shout commands to the helmsman to direct them.

Master-at-Arms

Concerned with the security of the ship, the fitness of the crew, and the dispensing of justice, the master-at-arms typically is one of the most feared and dreaded of a ship's officers.

Master Gunner

The master gunner is in charge of all shipboard artillery, ensuring moisture and rust don't ruin the weapons and that the crew knows how to use them. On board ships with firearms, the master gunner maintains the vessel's cannons, firearms, and powder supplies; on ships without such weapons, she maintains the ballistas, catapults, and so on. The gunner's assistant is called a powder monkey.

Quartermaster

The quartermaster oversees the supplies and items stored aboard the ship. She maintains the supplies of food and weaponry, oversees the disbursement of food to the cook and doles out the rum ration to the crew.

Rigger

Riggers work the rigging and unfurl the sails. In battle, next to that of a boarding party, the riggers' job is one of the most dangerous, as they pull enemy vessels near enough to board.

Swab

Any sailor who mops the decks. Also used as slang for any low-ranking or unskilled crew member.

Shipwrecks

Derelict vessels and wrecked ships are a common feature in the oceans of the world, especially near reefs and shoals and the lairs of aquatic monsters. Many are deep underwater and difficult to reach, but wrecked ships near the coastline may be accessible to air-breathing willing to brave their dangers in hopes of valuable salvage.

Creatures

Many of shipwrecks are prowled by dangerous marine life, typically animals or vermin, or haunted by the undead remnants of their crews. There's a 25% chance that a shipwreck is inhabited, and a typical shipwreck is a CR 3 encounter. Undead crew are most often a group of six human skeletons, four human zombies, a pair of lacedons (aquatic ghouls), or a draugr captain[B2]. Common living creatures found in shipwrecks include sharks, octopi, giant crabs or crab swarms, eurypterids[B6], jellyfish[B3], sea snakes[IotS], giant sea anemones[B3], and the like, as well as aquatic oozes or any other challenge. Of course, if your PCs are of sufficient level that common creatures such as these pose no credible threat, you can have shipwrecks be the hunting ground of more dangerous marine life of every description.

Rotten Timbers

There's a 25% chance each time the PCs explore a shipwreck that a random PC steps on some weak

flooring and plummets 10 feet onto rocks or a lower deck, taking 1d6 points of damage from the fall and needing to succeed on a DC 15 Reflex save to avoid becoming stuck under collapsing timbers. When this occurs, there is a 25% chance that each square adjacent to that creature also collapses, with any creature in other collapsing squares also falling and potentially becoming stuck.

A creature trapped under rotten timbers takes 1d6 points of nonlethal damage per minute until freed. If they fall unconscious, this becomes lethal damage. A trapped creature can attempt to free themselves with a successful DC 22 Strength check. Allies can attempt to free the creature, clearing an amount of debris equal to five times their heavy load limit with 1 minute of work, or double this amount if tools like crowbars and saws are available. Each 5-foot-by-5-foot section of loose timbers and debris weighs 1,000 pounds.

Rotten timbers can be spotted with a successful DC 20 Craft (ships) or Knowledge (engineering) check.

Treasure

An uninhabited shipwreck has a 20% chance to contain 4d20 gp in treasure. An inhabited shipwreck has a 75% chance to contain 3d100 gp in treasure. The nature of this treasure is unlikely to be solely in coin, though—a mix of coins, weapons, armor, tools, and valuable cargo is more likely.

Terminology

Pirates and sailors use many technical terms and also develop their own slang and verbal shorthand at sea. Many of the terms below have become common on ships and in port cities, particularly in dock districts.

A

Adrift: Floating loose at sea. Can also mean someone who has run away or gone missing.

Aft/Abaft: Towards the rear of a ship.

Ahoy: A greeting. Made more friendly by adding "matey."

Anchor: A person who wears heavy metal armor.

Astern: Trailing behind a ship.

Avast ye: "Pay attention."

B

Ballast: Rocks or other heavy objects place in a ship's hold to make it more stable.

Batten Down the Hatches: Prepare the ship for an upcoming storm.

Beam: The width of a ship.

Bilge: The filthy, musty lowest part of a ship's interior, usually the first place for leaks to show up and collect foul water. Also used to indicate nonsense or foolish conversations.

Bilge Rat: Rats living in the bilges of a ship, the lowliest vermin on board the ship (though sometimes eaten in times of emergency). Also used a serious insult.

Binnacle: A glass-topped box fixed to a stand on the deck. The binnacle houses a compass.

Black Jack: A large drinking cup made of leather.

Black Spot: A black mark on a piece of paper with a threatening message, usually a death threat.

Boom: A horizontal beam attached to a mast to hold the bottom of a sail.

Booty: Treasure.

Bow/Prow: The front end of a ship.

Bowsprit: An angled horizontal mast stretching out from the front of the ship.

Brig: Barred cells below decks for captives.

Bubbles: A person who can't swim.

Bulkhead: A dividing wall inside a ship's hull.

Bung Hole: A hole in a wooden barrel sealed with a cork, used to pour out drinks.

C

Capstan: A revolving upright cylinder used for winding rope, cable, or chain, with lever-handles for several sailors to work together to turn it.

Captain's Dance: When two ships meet in open water and wish to parlay, each ship sends out a boat. The two captains meet on one ship; the two first mates meet on the other.

Chase: A ship that is being pursued by pirates.

Coaming: A raised lip around a hatch to keep water from spilling belowdecks.

Crow's Nest: A raised lookout stand, usually atop the highest mast in larger ships or in the bow in smaller boats.

D

Dance the Hempen Jig/Dance with Jack Ketch: Death by hanging.

Draft: The depth below the waterline of a ship's keel.

Draught: The amount of liquid taken in a single act of drinking.

Duffle: A sailor's belongings.

E

Fancy Jacket: Someone who dresses and talks like a pirate but has no real sailing experience.

F

Fast Colors: A country's flag. Privateers sometimes fly pirate or merchant flags to lure pirate ships close, then raise their true flags when combat begins.

Fathom: A measurement of six feet, used primarily to measure water depth.

Fishslicer: A small blade, like a dagger.

Following Sea: Waves going in the same direction as a ship.

Freeboard: The height of a ship's deck above the waterline.

Frenzy: A fight, particularly a tavern brawl.

G

Gallows Jumper: Someone who has died and then come back to life, such as through a *raise dead* spell.

Gangplank: A removable ramp for boarding or disembarking a ship.

Gangway: An open walkway along the side of a ship's upper deck. Also used as an exclamation for people to clear a path.

Gunwale: The top edge on the side of a boat, often with a reinforced rail or band above the level of the gun deck. Warships might have openings in the gunwale for cannons.

H

Hands: The crew of a ship.

Head: Toilet on board a ship.

Hearties/Mateys: A familiar and friendly term of address between sailors.

Heave Ho: An admonition to push or pull harder, with all your strength.

Heel: A ship leaning to one side, especially when making a turn or in high winds.

Helm: The steering mechanism of a ship, either a tiller or wheel controlling a rudder.

Hold: A large open area inside a ship's hull for holding cargo.

Holystone: Bars of sandstone used to scrub the deck.

Hornswoggle: To cheat or trick someone.

Hulk: A ship that has been gutted but remains afloat. Too old or damaged for battle, hulked ships might be rebuilt for other purposes, including as floating prisons.

Hull: The body of a ship.

J

Jack Ketch: A hangman.

Jack Tar (or tar): A pirate or sailor.

Jolly Boat: A light boat carried at the stern of a larger sailing ship.

K

Keel: The wooden beams that form the spine running down the center of the ship's hull.



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L

Lad/Lass: A younger male/female.

Ladder: Stairs on board a ship.

Lateen: A triangular sail.

League: A measure of linear distance equal to three miles.

Lights: Lungs. (The "lights" in famous exclamations like "I'll have your liver and lights!" actually refers to lungs, rather than eyes, as landlubbers often imagine.)

List: A ship leaning to one side, especially when taking on water and starting to sink.

Lubber: A clumsy or stupid person, often a "landlubber."

M

Mast: A tall pole for mounting sails. On ships with multiple masts, the forward mast is the *foremast*, the central mast the *mainmast*, and the rear mast the *mizzenmast*.

O

Old Salt/Sea Dog: An old or experienced sailor or pirate.

Orlop: A low deck where ropes, cables, and chains are stored.

P

Palaver: A conversation to make a deal or trade information.

Paying Cargo: Passengers.

Poop Deck: The deck that is highest and farthest to the rear, where the wheel or tiller is usually located.

Port: The left side of a ship when facing its bow.

Press Gang: A group of sailors or pirates who kidnaps others to force them into service on a ship.

Prize: A captured ship. A skeleton crew might board the ship or it might be towed by its captors for later sale or ransom.

Q

Quarterdeck: A rear deck raised above the level of the main deck (though not as high as the poop deck).

R

Rigging: Ropes, chains, and tackle used to operate the masts, sails, booms, and yardarms of a ship.

Rudder: A flat piece of wood turned by the helm to help turn the ship.

Running Lunch: A rat or large insect. Sailors sometimes joke that a new crewman must "catch himself a running lunch."

S

Scallywag: Sometimes used as an insult, but sometimes to affirm that someone is a genuine and legitimate pirate worth his salt.

Scaly: A fish. Can also refer to a sea monster.

Scuppers: Openings along the gunwales bordering a ship's deck allowing water on deck to drain back off the deck into the sea rather than draining into the ship's hull.

Scurvy: A disease common to sailors caused by vitamin C deficiency. Also used as a derogatory adjective to amplify an insult.

Scuttle: To intentionally sink a ship you are on.

Sea Legs: The ability to maintain balance on a rolling deck.

Shark Bait: Someone who is going to die soon.

Shiver Me Timbers: An expression of shock, surprise, or fright.

Skeleton Crew: A small crew, barely enough to operate the ship.

Sounding: Taking the depth of the seafloor near land, typically with a rope and lead weight.

Spar: A general term for all rigging poles on a ship, including masts, booms, and yardarms.

Splice the Main Brace: Hoist a drink in celebration of a hard day's work or a hard-won battle.

Squiffy: Tipsy or mildly drunk.

Starboard: The right side of a ship when facing its bow.

Stern: The rear of a ship.

Strike the Colors: Lower a ship's flag, usually to signal surrender.

Sutler: A merchant in port who sells items needed for ships to make repairs and resupply.

T

Tack: To reposition a sail to change how the wind catches it, often used in a zig-zag movement to sail partially against the wind by sailing back and forth across it.

The Cat's out of the Bag: A punishment has been ordered and it is going to be administered without mercy. It also can mean a plan of action has begun and it is too late to turn back.

The Sweet Trade: Piracy.

Three Sheets to the Wind: Someone who is very drunk.

Transom: Horizontal beams across the stern of a ship.

W

Windbound: Unable to set sail because of wind conditions. Can mean any situation in which a person cannot act because of outside circumstances.

Windlass: A revolving horizontal cylinder used for winding rope, cable, or chain, with lever-handles for several sailors to work together to turn it.

Windspinner: A spellcaster, specifically one who possesses weather magic.

X

X-er: A treasure hunter—someone always looking for "the X that marks the spot." Can also mean a Pathfinder.

Y

Yardarm: The main horizontal boom holding the top edge of a sail. Hanging is sometimes done from a yardarm.

Yo Ho/Yo Ho Ho: An exclamation of cheer or to draw attention to the speaker.

Chapter 6: Nautical Heroes





Aethan Calder

Aethan Calder

"My father sailed these seas—a scourge to any who crossed his path. He heard the pirate's call at an early age and made many enemies over the years. It proved his undoing in the end, betrayed by a crew which despised him more than those he pillaged. But I'll tack to a different wind. I believe winning the hearts of those who sail with you gains their friendship and loyalty to the end of *their* days...and not just your own. For me, that's more valuable than any plundered cargo or buried treasure. And you can carry it proudly, unashamed and unafraid someone stronger will try and take it from you."

—words of camaraderie by Aethan Calder, son of deceased pirate lord, Alexander Calder



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AETHAN CALDER

Male human swashbuckler[ACG] 1

CG Medium humanoid (human)

Init +3; **Senses** Perception +5

Defense

AC 18, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 shield)

hp 15 (1d10+5)

Fort +1, **Ref** +5, **Will** +1

Offense

Spd 30 ft.

Melee rapier +4 (1d6+1/18–20) or dagger +4 (1d4+1/19–20)

Ranged light crossbow +4 (1d8/19–20) or dagger +4 (1d4+1/19–20)

Special Attacks fencer, panache (2)

Statistics

Str 13, **Dex** 16, **Con** 13, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 15

Feats Dodge, Toughness

Skills Acrobatics +5, Bluff +6, Intimidate +7, Perception +5, Profession (sailor) +6, Swim +3

Languages Common, Polglut[L]

SQ buccaneer's blood, deeds (derring-do, dodging panache, opportune parry and riposte), swashbuckler finesse

Gear studded leather, buckler, rapier, dagger, light crossbow with 10 bolts, backpack, bedroll, flint and steel, trail rations (3 days), traveler's outfit, waterskin, whetstone, 5 pp, 6 gp, 3 sp, 6 cp

Special Abilities

Buccaneer's Blood (Ex) One of Aethan's ancestors—Captain Alexander Calder—was an infamous raider from the Pirate Isles whose very name struck fear in the hearts of those who sailed the open sea. Piracy is in Aethan's blood, and despite his good heart, he's always longed for adventure on a sailing ship. When drawing on his heritage, he gains a +1 trait bonus on Intimidate and Profession (sailor) checks. In addition, he gains a one-time +1 trait bonus to his Disrepute and Infamy scores.

Fencer (Ex) Aethan trained with blades for long hours as a youth, taken under the wing of a disenfranchised nobleman who taught him the art of fencing. As a result, he gains a +1 trait bonus on attacks of opportunity made with daggers, swords, and similar bladed weapons.

Background

Aethan Calder (AY-thun CAWL-duhr) grew up in the Pirate Isles as the unrealized son of a well-known pirate named Alexander Calder. When making port, his father would woo his young mother, Emelyn Tace, owner of a local tavern called the Tempest's Brew. For years, Aethan had no idea of his father's identity as Emelyn sought to protect him from Calder's enemies and steer him away from a pirate's life. But Aethan relished the tales of piracy and derring-do he overheard in his mother's tavern anyway. And he would often visit the docks to learn about ships and swordplay rather than making beds and running errands. As a result, an adventurer's heart bloomed in him despite his mother's efforts.

In time, Aethan's father perished at the hands of a mutinous crew. Squabbling over unequal

shares of treasure, they murdered him and tossed his body overboard. It eventually washed ashore at the same port Aethan and his mother called home. Only then, in her grief, did Emelyn explain Aethan's true heritage. And, despite her best intentions, it caused a rift between them, as Aethan resented both the nature of his father's demise, as well as being kept in the dark about him for so long.

During this same time, a traveler came to their tavern, an exotic, half-elven explorer named Cathran Tyvirian who took room and board in their upstairs loft. She drew Aethan's interest and they developed a romantic relationship despite his mother's disapproval. For Aethan, the attraction was more than a means to rebel against his mother. He fell in love with Cathran, but their time together was merely a dalliance to the half-elf. Her research and exploration of the Cyclopean ruins among the Pirate Isles left little room for putting down roots, and she had no interest in long-term attachments she'd eventually outlive.

Cathran finally decided to leave, taking passage on a ship bound for a more distant shore. Running away from home, Aethan followed her with youthful determination, childishly imagining he could leave behind his boring life while simultaneously winning Cathran's heart and convincing her to let him adventure by her side. The half-elf sought to dissuade him, and while arguing, they unexpectedly ran afoul of a dockside scallywag running a press gang for a local pirate crew. Falling into his trap, they now find themselves looking out for one another in a situation which promises to bring them together through hardships neither could have imagined.

Physical Description

Just 19 years old, Aethan has a lean, athletic build, having honed his muscles and reflexes through rigorous exercise and martial training. He stands 5 feet, 11 inches tall and weighs 170 lbs., keeping his dark hair trimmed in a rakish cut so it hangs down just in line with the thin beard and goatee tracing his hard-set jaw. His eyes are the color of the storm-ridden sky, and he dresses in matching colors of gray and white. He wears a brown, polished, studded leather breastplate with greaves for his shoulders, arms, and legs over his normal clothes. Aside from the ornate rapier constantly belted at his waist, he also straps a well-used buckler to his left forearm, keeps a trusty dagger in his boot, and carries a light crossbow with a small quiver of bolts on his back when expecting trouble.

Personality

Aethan has a devil-may-care attitude about most things. He chafes at any sense of authority which others try to wield over him, preferring to chart his own course and heed his own conscience. Inherently good at heart, he recognizes a lot of injustice exists in the world, including the tyranny which outside interests want to wield over those living in the Pirate Isles. He abhors a bully, often getting in over his head when coming to the aid of others, but relishes the conflict, eagerly pitting himself against evil-minded men with the same adventurous heart his father held as a pirate. But in Aethan's mind, he measures himself by his heroic deeds and derring-do more than any personal gain he receives for his efforts.

Note

For maximum roleplaying impact, if there's another charismatic, wildhearted PC in the group (and no one plays Aethan's love interest, Cathran), that character, with their player's consent, should be chosen as the recipient of his romantic interest instead.

Advancement

During his early adventuring career, Aethan advances as a swashbuckler with each new level, always raising his ranks in Acrobatics, Bluff, and Perception. At 2nd level, he adds ranks in Diplomacy, Knowledge (local), and Profession (sailor), alternating these skill choices with Intimidate, Sense Motive, and Swim with each new level thereafter. He also gains the swashbuckler's charmed life ability, usable 3 times/day. At 3rd level, he gains Weapon Focus with his rapier, while adding swashbuckler deeds for kip-up, menacing swordplay, precise strike, and swashbuckler initiative. He also becomes more nimble, gaining a +1 dodge bonus to his AC. At 4th level, Aethan increases his Charisma by 1 and gains Weapon Specialization as a bonus feat with his rapier. Thereafter, he continues improving his swordplay with combat feats such as Combat Expertise, Dazzling Display, Greater Disarm, Greater Feint, Improved Critical, Improved Disarm, Improved Feint, Mobility, and Spring Attack.

Roleplaying Ideas

- Aethan clings to his romantic feelings for Cathran Tyvirian despite their difficult circumstances at sea. He comes to her aid in any battle, caring little for himself if it means keeping her safe and winning her heart by displaying the bravery and honor he legitimately feels inside himself.
- While Aethan never desired a pirate's life, he proves exceptionally good at matching his father's accomplishments once fully devoted to keeping the Pirate Isles free of imperial subjugation. His natural leadership and daring spirit inspires those around him, and he feels obligated to live up to the trust they place in him.
- Aethan resents truly evil acts of piracy and would like nothing more than to usher in a new era of unity among the pirate lords during the campaign. Over time, this could manifest as a stated goal for taking over the Pirate Council and forming a more legitimate and prosperous government under his guidance.
- Aethan follows a personal code of honor instilled in him by his fencing mentor, Javairius Kyle, and feels duty-bound to respond to challenges and duels, even forcing such confrontations if someone insults him or his friends.

Scaling the PC

Under a 15-point buy, Aethan reduces his Strength, Constitution, and Intelligence by 1, and his Wisdom by 2. This lowers his Will save by 1 and any skill scores related to Intelligence and Wisdom by 1, as well. He would also lose his bonus language and current skill rank in Intimidate.



Cathran Tyverian

Cathran Tyvirian

"Hah! Can you feel that? The shift in the wind? The snap of the sails? We're really moving now! The goddess shows her favor. She watches from the stars. She knows our needs. And now, she speeds our journey to the horizon itself...to a place where fortunes are found and our dreams can be made real, but only if we're brave enough to face the unknown and whatever lies ahead. Who knows what that'll be? There's a new challenge every day, you know? It's what makes life worth living! And when the ride is finally over, I want to look back and say I let the wind take me wherever it wanted! I lived the journey! And I was fearless!"

—happy assertions shouted into a strong headwind by the adventurous Cathran Tyvirian, well-traveled handmaiden of the goddess of stars and good fortune



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CATHRAN TYVIRIAN

Female half-elf cleric of the Goddess of Stars, Luck, and Dreams 1

CG Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +3

Defense

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 10 (1d8+2)

Fort +3, **Ref** +2, **Will** +5; +2 vs. enchantments

Immune sleep

Offense

Spd 40 ft.

Melee light mace +1 (1d6+1) or starknife +1 (1d4+1/x3)

Ranged starknife +2 (1d4+1/x3)

Special Attacks channel positive energy 4/day (DC 11, 1d6)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*bless*, *longstrider*[D], *shield of faith*

0 (at will)—*guidance*, *light*, *stabilize*

D Domain spell; **Domains** Liberation, Travel

Statistics

Str 13, **Dex** 14, **Con** 12, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +0; **CMB** +1; **CMD** 13

Feats Human Spirit[ARG], Skill Focus (Knowledge [geography])

Skills Bluff +2, Diplomacy +5, Knowledge (geography) +5, Knowledge (history) +6, Knowledge (religion) +5, Sense Motive +4, Survival +3 (+7 to avoid becoming lost); **Racial Modifiers** +1 Bluff, +1 Sense Motive

Languages Common, Cyclops, Elven, Sylvan

SQ agile feet (6/day), ancient explorer, aura, elf blood, liberation (1 round/day), starchild, wary

Gear studded leather, light wooden shield, light mace, starknife, backpack, bedroll, flint and steel, trail rations (3 days), traveler's outfit, waterskin, whetstone, wooden holy symbol, 8 pp, 6 gp, 3 sp, 8 cp

Special Abilities

Ancient Explorer (Ex) Cathran has studied ancient history for much of her life and came to the Pirate Isles to explore the myriad, vine-choked ruins of an ancient Cyclopean civilization. Her studies and interaction with current inhabitants of the island chain have given her a +1 trait bonus on Knowledge (history) and Knowledge (local) checks, and Knowledge (local) is always a class skill for her. In addition, she learned the ancient Cyclops tongue as a bonus language.

Starchild (Ex) When Cathran devoted her life to the priesthood, the Goddess of Stars, Luck, and Dreams sensed her love of travel and promised she would always find her way home no matter how far she sailed. As a result, Cathran can automatically determine where true north lies, and she gains a +4 trait bonus on Survival checks to avoid becoming lost.

Wary (Ex) Like many half-elves, Cathran spent much of her life moving from place to place, always alert for any misgivings when dealing with strangers. Such experiences made her wary of others' motivations, granting her a +1 racial bonus on Sense Motive and Bluff checks. This racial trait replaces keen senses.

Background

Cathran Tyvirian (KATH-rin TY-veer-EE-uhn) came to the Pirate Isles because of her dreams and visions of an ancient Cyclopean civilization which once existed among the islands. She takes such portents very seriously and attributes them as direct messages from her goddess, whose dreams and stars have always guided her path. She hopes they'll lead to a great discovery, a stronger faith, and the grandest adventure of her life. She also looks forward to sharing that experience with any who travel with her.

Cathran's upbringing was much less optimistic. Her elven father worked as a maritime soldier for an isolationist island kingdom closed to outsiders. He met her seamstress mother a few times on shore leave while visiting the coastlands, but always left with the tide, shirking all responsibility for raising a child. As a result, Cathran grew up fatherless, rebellious, and independent-minded. Longing to see the world, she readily accepted the faith of the Goddess of Dreams, following her fortune to the Pirate Isles. And, much like her father, she entertained a number of romantic relationships along the way while never settling down.

One of Cathran's more heartbreaking trysts included young Aethan Calder, a charismatic swashbuckler with his own family issues and adventurous spirit. She met him at his mother's tavern, the Tempest's Brew. But, in time, she sensed he'd become too serious. Not ready for true love, Cathran packed her things and left for another island to continue researching the Cyclopean civilization from her dreams. She never anticipated Aethan would chase after her. And, when he caught up to her on the seedy docks of a distant port, she argued with him to turn back. In that moment of distraction, both were unexpectedly accosted by a press gang for a local pirate crew. Knocked unconscious and dragged aboard the pirates' ship, Cathran and Aethan now find themselves in dire circumstances, forced to look out for one another as they begin an entirely different journey together.

Physical Description

Cathran bears the glow of a sun-kissed traveler, having spent most of her 30 years wandering the open sea from one port to another. Her once chestnut brown hair has lightened considerably over the years, giving it almost a sandy-blonde appearance now, but it's her deep blue eyes which capture the most attention. They bear a stronger resemblance to her human mother than her elven father, instantly drawing in those who speak with her. She stands 5 feet, 9 inches tall and weighs 135 lbs., dressing in faded green leggings, a plain, white tunic, and knee-length, brown leather boots. She wears studded leather armor over this ensemble and wields a narrow mace with a light wooden shield in battle. She also keeps an ever-sharp starknife belted at her waist and a wooden butterfly charm on a leather cord around her neck.

Personality

Cathran has a confident optimism about her, always steadfast, loyal, and supportive of her friends, believing she can overcome any problem with sufficient planning, patience, and flexibility. She roots this conviction in her faith, relying on the Goddess of Dreams, Stars, and Luck to guide her path and keep her safe. An ever-curious loreseeker, she's also eager to travel and experience the world, valuing her freedom above all else. Genuinely interested in new people, new

Note

For maximum roleplaying impact, if there's another wide-eyed, youthful PC in the group (and no one plays Cathran's would-be paramour, Aethan), that character, with their player's consent, should be chosen as her potential love interest instead.

lands, and ancient mysteries, she projects a friendly demeanor to earn the trust of those she meets. But, despite her positive outlook, Cathran wisely faces the world with open eyes, always prepared to defend herself and those close to her.

Advancement

With each new level, Cathran advances as a cleric. At 2nd level, she gains new skill ranks in Heal, Knowledge (arcana), Sense Motive, and Swim. She also prepares *detect magic* and *air bubble*[UC] with her additional spell slots. At 3rd level, she gains skill ranks in Diplomacy, Knowledge (geography), Knowledge (religion), and Spellcraft. She also selects Extra Channel as her new feat and prepares *augury* and *returning weapon* as new spells, plus *locate object* with her new domain spell slot. At 4th level, she increases her Charisma by 1 to further her channel energy ability. She also gains ranks in Diplomacy, Knowledge (religion), Sense Motive, and Swim, while preparing *magic weapon* and *silence* as new spells.

Roleplaying Ideas

- Cathran's headstrong obsession with the ancient ruins and sunken treasure of the Pirate Isles may lead her into situations which put her and her friends in undue danger. This could foster further tension, concern, or even guilt depending on the outcome. Regardless, she feels something pulling her onward. It even affects her dreams and she wonders if her goddess is leading to her something important—one of the main reasons she won't allow herself to settle down.
- While Cathran may ultimately rebuff the romantic feelings Aethan Calder holds for her, their shared principles and spirit for adventure could still establish a solid foundation for lasting friendship. Their relationship could take all manner of twists and turns as they seek their fortunes together on the high sea. Jealousy and bitterness could form if Cathran or Aethan show affection for an NPC during the campaign. Or, true love could blossom as each is forced to sacrifice something to keep the other safe.
- The stars, and astrology in general, have always guided Cathran's life. She feels they represent the will of her goddess, written across the sky for all to see. But sometimes, Cathran might misread their intent, leading to interpretations both dangerous and humorous.

Scaling the PC

Under a 15-point buy, Cathran reduces her Strength and Dexterity by 1, and her Constitution by 2. This lowers her Will and Reflex saves, her AC, hit points, and CMD, as well as her ranged attacks by 1.



Fairweather Prindle

"Fairweather" Lumis Prindle

"Oh, come now, Captain. These goods were bought with blood coin and the lives of those you kidnapped and forced into slavery. So, who's the real pirate here? Certainly not us! We're just the hand of fate, taking back that which should have never been yours from the outset. And once we're done here, we'll make free men of these slaves with the full knowledge that many will volunteer to serve among our crew, more than eager to visit further punishment on you should our paths cross again. If you don't believe that, I urge you to look into their eyes. Many would set upon you now if we gave the word. So, if I were in your place, I'd take my losses and my leave and be thankful for my life."

—not so idle threats from ever loquacious and eloquent, "Fairweather" Prindle, educated halfling, entrepreneur, and master diplomat

"FAIRWEATHER" LUMIS PRINDLE

Male halfling bard (sea singer[APG]) 1

NG Small humanoid (halfling)

Init +3; **Senses** Perception +2

Defense

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** +2; +2 vs. fear

Offense

Spd 30 ft.

Melee short sword +1 (1d4/19–20) or dagger +1 (1d3/19–20)

Ranged sling +4 (1d3) or dagger +4 (1d3/19–20)

Special Attacks bardic performance 7 rounds/day (distraction, fascination, inspire courage +1, sea shanty)

Bard Spells Known (CL 1st; concentration +4)

1st (2/day)—*chord of shards*[UM] (DC 14), *hideous laughter* (DC 14)

0 (at will)—*ghost sound* (DC 13), *mage hand*, *prestidigitation*, *resistance*

Statistics

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

Base Atk +0; **CMB** –1; **CMD** 12

Feats Lucky Halfling[ARG]

Skills Acrobatics +6, Bluff +7, Diplomacy +8 (+9 to gather information), Knowledge (geography) +7, Knowledge (local) +8, Perception +2, Perform (oratory) +4, Perform (sing) +7, Perform (string) +7, Stealth +10; **Racial Modifiers** +1 Diplomacy to gather information, +2 Perception

Languages Common, Elven, Halfling, Polglut[L]

SQ adaptable luck, barroom talespinner, fleet of foot, well-informed, world traveler +1

Gear studded leather armor, short sword, dagger, sling w/ 10 bullets, backpack, bedroll, belt pouch, fishhook, flask (empty), trail rations (5 days), traveler's outfit, waterskin, whetstone, 10 pp, 6 gp, 1 sp, 5 cp

Special Abilities

Adaptable Luck (Ex) Unlike most halflings, Lumis has greater control over his innate luck. This gives him more options for applying his good fortune from day to day, but also narrows its scope. Three times per day, Lumis can gain a +2 luck bonus on an ability check, attack roll, saving throw, or skill check. If he chooses to use the ability before making the roll or check, he gains the full +2 bonus; if he chooses to do so afterward, he only gains a +1 bonus. Using adaptive luck in this way is not an action and he can use it in tandem with his Lucky Halfling feat. This racial trait replaces halfling luck.

Barroom Talespinner (Ex) Lumis grew up on tales of adventure and piracy shared in dockside dives and the sea shanties of old salts who sailed the high seas. He's learned all about what it's like to be a pirate by talking with sailors on shore leave, and learned how to tell a good tale. He gains a +1 trait bonus on Diplomacy checks and Perform (oratory). In addition, once per week Lumis can make a DC 15 Knowledge (local) check to see if he knows a popular legendary pirate tale, the telling of which grants him a +1 trait bonus on checks made to influence NPCs.

Fleet of Foot (Ex) Lumis is quicker than his normal kin, but also less cautious. With this racial trait, he moves at normal speed and has a base speed of 30 feet. This racial trait replaces slow speed and sure-footed.

Well-Informed (Ex) Lumis makes a point of knowing everyone and being connected to everything around him. He frequents the best taverns, attends the right events, and graciously helps those in need. Because of this, he gains a +1 trait bonus on all Knowledge (local) checks and Diplomacy checks to gather information. Knowledge (local) is always a class skill for him.

Background

Lumis Prindle (LOO-miss PREN-duhl)—also known as "Fairweather" to his friends—came to the Pirate Isles as a wandering musician and storyteller five years ago. Narrowly avoiding a group of slavers wanting to add him to their ship's 'cargo,' he realized he'd better make lots of friends to assure his continued freedom and safety. Since then, he's worked hard at knowing someone he can count on in every port of call—law-abiding or not—by making himself indispensable as an informant, diplomat, and entertainer. As a result, he's learned quite a bit about the local politics of the Pirate Isles, all while steering clear of associating too strongly with any particular faction. He holds a healthy respect for the lords of the Pirate Council—especially those who do well by the ones they protect—even spinning barroom tales to heighten their legends.

Unfortunately, Lumis once embellished a tale of two pirates who turned on one another over a golden idol. He painted one of them in a more favorable light than the other and unknowingly insulted the remaining pirate and his crew who were drinking at the same bar. Under the guise of buying him a few drinks for his performance, the pirates took revenge by drugging him and hauling him off to become an unwilling member of their crew. Now Lumis laments his plight alongside his fellow press-ganged shipmates, hoping his legendary halfling luck will somehow see him out of his predicament.

Physical Description

As a diminutive halfling, Lumis Prindle takes exceptional pride that his height still eclipses the 3-foot average of his kin by a full inch—a fact he readily announces to any who would question it. Weighing just 35 lbs., his frame resembles that of a small child rather than the veteran, 25-year old talespinner he's become, and his curly brown hair, long sideburns, and wizened eyes also help belie that image. He dresses in brown pants with a maroon surcoat over a long-sleeved, white tunic. And, while he shuns footgear altogether, his feet are as tough as the studded leather armor he dons when expecting trouble. He also straps a well-maintained short sword and dagger to his belt, alongside his favorite sling and a pouch of pebbles collected from the many beaches he's visited.

Personality

Lumis has a hearty laugh and smile for everyone he meets, naturally winning over friends and would-be enemies alike. Many consider him a good luck charm for warding off evil spirits and bad weather—a welcome conclusion he does little to discourage, even reminding those who consider leaving him behind that they should always stick close to their 'lucky halfling.' He also has a tremendous love for stories and adventure, especially anything involving legends about pirates on the high sea. Their tales resonate with the wanderlust deeply rooted in his psyche, as well as his willingness to set aside the rule of law to do right by his friends. He's always eager to reach a new port of call so he can savor the hospitality of acquaintances both old and new. And he's as steadfast and loyal as the day is long.

Advancement

Lumis advances as a sea singer bard with each new level, always increasing his skill ranks in Bluff, Diplomacy, Knowledge (local), Perform (oratory), Perform (sing), and Stealth. At 2nd level, he picks up extra ranks in Perception and Sense Motive, alternating these choices with other Perform skills, Sleight of Hand, and Use Magic Device with each level thereafter. He also gains the sea legs ability as a sea singer bard and acquires a monkey familiar which he names Milo. In addition, he adds *detect magic* and *vanish*[APG] to his known spells. At 3rd level, he acquires the still water performance as well as the bonus feat, Weapon Finesse. He also adds *dancing lights* and *silent image* to his known spells. At 4th level, Lumis increases his Charisma by 1 and he gains *pilfering hand*[UC] and *suggestion* as new spells.

Roleplaying Ideas

- Lumis has a story for every occasion, often regaling his friends with comical tales and fables which provide social commentary. Sometimes these prove entirely made up, though the halfling never lets on to the truth, using them as much to entertain as educate.
- Despite continued sensitivity over his short stature, Lumis recognizes the value in sticking close to someone larger than himself. As such, he may seek a supporting role alongside capable leaders like Aethan Calder, Taren Torrenato, or Silvio Devaulis.
- Lumis prides himself on being a resourceful ally who can "get things" (legitimately or otherwise), constantly fussing over the perfect items to provision a ship's stores so it has more creature comforts for the captain and officers of the crew (including himself). As such, he serves quite capably as a quartermaster or first mate.

Scaling the PC

Under a 15-point buy, Lumis reduces his Dexterity by 1 and his Intelligence by 2. This lowers his Reflex save by 1, his Dexterity- and Intelligence-based skill scores by 1, and he loses access to his skill rank in Acrobatics and one of his bonus languages.



Miri Kalantee

Miriel "Miri" Kalantee

"The sea holds many secrets, and so do I—each one a treasured gift best unwrapped and slowly savored—preferably with good company, good wine, and the soft roll of a ship. I've shared my own secrets with those who please me. And they've always been pleased in return. But the sea is also a vengeful thing, laying low the disrespectful with storms, waves, and the deep, dark oblivion. You should know I feel the same toward any who cross me or my friends. And, just like the sea, I won't hesitate...you won't see me coming...and there'll be no way to stay my hand. If you doubt that, you'd best sleep with one eye open tonight. Because, as pleasant as I can make your dreams, I can also turn them into a nightmare from which there'll be no awakening."

—a sultry promise and whispered threat by the seductive sea witch, Miri Kalantee



MIRIEL "MIRI" KALANTEE

Female elf witch (sea witch[UM]) 1

CN Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +3 (+5 when Caramia is within arm's reach)

Defense

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +3

Offense

Spd 30 ft.

Melee dagger –1 (1d4–1/19–20)

Ranged dagger +2 (1d4–1/19–20)

Spell-Like Abilities (CL 1st; concentration +3)

At will—*know direction* (if near a sizable body of water)

1/day—*dream*

Witch Spells Prepared (CL 1st; concentration +4 [+6 to cast defensively])

1st—*charm person* (DC 15), *sleep* (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *read magic*

Patron Water

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 16, **Wis** 12, **Cha** 15

Base Atk +0; **CMB** –1; **CMD** 11

Feats Alertness (when Caramia is within arm's reach), Spell Focus (enchantment)

Skills Bluff +3 (+4 if a character could be sexually attracted to her), Diplomacy +2 (+3 if a character could be sexually attracted to her), Knowledge (arcana) +7, Knowledge (nature) +7, Perception +3 (+5 when Caramia is within arm's reach), Spellcraft +7 (+9 to identify properties of magic items), Survival +4, Swim +4; **Racial Modifiers** +2 Perception, +2 Spellcraft (to identify properties of magic items)

Languages Aquan, Common, Elven, Draconic, Sylvan

SQ arcane focusARG, charming, dreamspeakerARG, elven magic, know direction, sea creature empathy +3, touched by the sea, witch's familiar (osprey seahawk named Caramia)

Gear dagger, backpack, bedroll, candles (3), flint and steel, ink (1 vial), ink pen, ornate bracer, paper (5 sheets), scroll case, signet ring, soap (1 lb.), trail rations (3 days), traveler's outfit, waterskin, whetstone, 12 pp, 4 gp, 12 sp, 4 cp

Special Abilities

Arcane Focus (Ex) Miri's family has a long tradition of producing arcane spellcasters, and they raised her under the assumption she'd become a powerful magic-user with little need for mundane concerns such as skill with weapons. As a result, she gains a +2 trait bonus on concentration checks to cast spells defensively. This elven racial trait replaces weapon familiarity.

Charming (Ex) Blessed with good looks, Miri depends on the fact that others find her attractive. She gains a +1 trait bonus when using Bluff or Diplomacy on a character who could be sexually attracted to her, and a +1 trait bonus to the save DCs of any language-dependent spells she casts on such characters or creatures.

Dreamspeaker (Ex/Sp) Miri can tap into the ambient power of sleep, dreams, and prescient reverie. This racial trait adds +1 to the saving throw DCs of spells from the divination school and any sleep effects she casts. In addition, Miri may use *dream* once per day as a spell-like ability (with a caster level equal to her character level). This racial trait replaces elven immunities.

Know Direction (Sp) So long as Miri is near a sizable body of water (at least a lake with a diameter of 1 mile or more), she may cast *know direction* at will as a spell-like ability.

Touched by the Sea (Ex) Miri's blood surges with the ebb and flow of the tides. An aquatic elf impacted her bloodline somewhere in her ancestry, and now she's as comfortable in the water as she is on land. As a result, Miri gains a +1 trait bonus on Swim checks and Swim is always a class skill for her. In addition, her penalties on attack rolls made underwater are lessened by 1.

CARAMIA, OSPREY FAMILIAR

CN Tiny magical beast

Init +3; **Senses** low-light vision; Perception +14

Defense

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 4

Fort +2, **Ref** +5, **Will** +4

Defensive Abilities improved evasion

Offense

Spd 10 ft., fly 60 ft. (average)

Melee 2 talons +5 (1d4–2)

Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 6, **Dex** 17, **Con** 11, **Int** 6, **Wis** 14, **Cha** 7

Base Atk +0; **CMB** +1; **CMD** 9

Feats Weapon Finesse

Skills Fly +7, Perception +14; **Racial Modifiers** +8 Perception

SQ alertness, empathic link, share spells

Stored Spells 0—all; 1st—*charm person*, *chill touch*, *command*, *cure light wounds*, *mage armor*, *sleep*

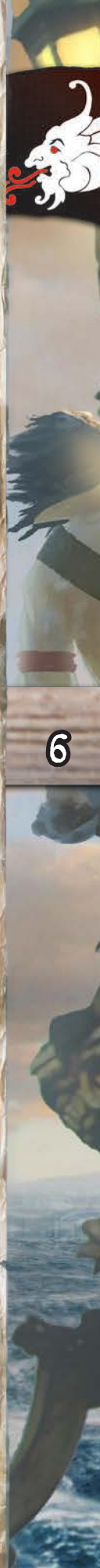
Background

Miriel Kalantee (MEER-ee-uhl KUH-lan-TEE) has always made her home by the sea, eschewing traditional elven culture to better attune herself with the rhythm of the tides and the deep sea patron who mysteriously taught her witchcraft through her osprey familiar. Though she doesn't fully understand this entity, she trusts the power invested in her, and she's coupled it with voodoo superstitions and a hodge-podge of religious doctrines strung together from a sisterhood of female deities from her elven upbringing and seaborne travels.

Miri first came to the Pirate Isles by way of an enamored merchant captain who thought she'd agreed to run away with him to become his wife. Instead, she left him tied up in his quarters before making off with a purse full of coin and an expensive ring. The ring proved her undoing, however, as the captain unknowingly bought it from a fence who'd stolen it from a pirate lord. Miri wore it openly and the pirates soon tracked her down and carried her off to their ship. Now she plots her escape and an extra special revenge for those who dared treat her in such an unruly manner.

Physical Description

Miri's aquamarine eyes and elven ancestry provide a sultry, exotic look which she plays upon to charm and seduce those around her. She pins back her long, white hair with small, tortoise shell combs while wearing a tan skirt below a white chemise and tight-fitting, yellow corset with black ties. Her long, brown boots bear multiple leather straps and brass buckles designed to accentuate her legs, and she wears a distinctive bracer on her left forearm resembling fronds of intertwined seaweed. Still young at 145 years old, Miri stands 5 feet, 8 inches tall and weighs 118 lbs., armed with little more than a simple dagger strapped to her thigh.



Personality

Miri has a mercurial mood and playful sense of humor. She can be equally passionate and vengeful, or mischievous and light-hearted, depending on the circumstances and how slighted or flattered she feels. She enjoys luring others into lowering their guard with her flirtatious behavior, often convincing even the most ill-intentioned enemies to side with her point of view or to cater to her whims. Miri also holds a deep spiritual reverence for a variety of religious traditions. Extremely superstitious and sensitive to portents and divine influence, she honors the goddesses of dreams, revenge, piracy, and trickery in addition to the unknown patron which sponsors her witchcraft.

Advancement

Miri advances as a witch with each new class level, increasing her skill ranks in Knowledge (arcana) and Spellcraft. At 2nd level, she also adds ranks in Bluff, Craft (alchemy), and Use Magic Device, alternating these choices with other skills like Knowledge (nature), Knowledge (planes), Perception, Survival, and Swim with each additional level thereafter. She also gains the slumber witch hex while adding *message*, *command*, and *touch of the sea* as new spells. At 3rd level, she gains the Extra Hex[APG] feat and selects *water lung*[UM], while expanding her spells to include *enthrall* and *hold person*. At 4th level, Miri increases her Intelligence by 1 and selects the charm witch hex to further increase her ability to manipulate others. She also adds *ill omen*[APG] and *false life* as new spells.

Roleplaying Ideas

- Miri may occasionally engineer playful affairs or romantic situations with her companions, which could create difficult circumstances for the unrequited love interest between Aethan and Cathran. While she means no lasting harm by these dalliances, she may feel affronted if no one sees fit to chase her, as well. Over time, she could develop her own infatuation, creating a potential love triangle or rivalry.
- Each night, if left undirected, Miri's dreamspeaker ability subconsciously creates shared dreams with one of her companions. These may serve as timely warnings from her patron or embarrassing reveries drawn from their connected minds.
- Miri struggles with understanding the source of her witchcraft. Ultra-sensitive to superstitions, she becomes more unstable and paranoid about this otherworldly influence as the campaign plays out.

Scaling the PC

Under a 15-point buy, Miri reduces her Constitution and Dexterity by 1, and her Wisdom by 2. This lowers her Fortitude and Will saves by 1, her hit points by 1, and any corresponding skill scores by 1, as well.



Ondirra Sherahz

Ondirra Shirahz

"There's an ebb and flow to everything. The tide rolls in and pulls away. It's a fact of life and the way I choose to see the world around me. Friends today may be enemies tomorrow. The wisest among us move *with* the currents rather than against them. By doing so, if you take the right angle, you can still reach your goals, even if it takes you further off-course than you intended. As long as you avoid being dashed on the rocks or pulled down by an undertow, you'll reach shore eventually. What you do after that is up to you. In my experience, far more dangers await inland than at sea. That's because more people live there to betray you. So you have to stay aware, always ready to push forward or recede—whatever the situation warrants."

—words of wisdom by the undine wanderer, Ondirra Shirahz

6

ONDIRRA SHIRAHZ

Female undine monk (flowing monk[UC]) 1

LN Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 17, touch 17, flat-footed 13 (+3 Dex, +1 dodge, +3 Wis)

hp 10 (1d8+2)

Fort +4, **Ref** +5, **Will** +5

Offense

Spd 30 ft., swim 30 ft.

Melee unarmed strike +3 (1d6+1) or flurry of blows +2/+2 (1d6+1) or dagger +3 (1d4+1/19–20)

Ranged light crossbow +3 (1d8/19–20) or dagger +3 (1d4+1/19–20)

Special Attacks flurry of blows, redirection (1 round, DC 13)

Spell-Like Abilities (CL 1st; concentration +4)

1/day—*hydraulic push*[APG]

Statistics

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

Base Atk +0; **CMB** +1; **CMD** 18

Feats Dodge, Improved Unarmed Strike, Weapon Finesse

Skills Acrobatics +7, Disguise +1 (+5 to appear human), Perception +7, Sense Motive +4, Stealth +7, Survival +4, Swim +13; **Racial Modifiers** +4 Disguise to appear human

Languages Aquan, Common

SQ flesh chameleon[ARG], hydrated vitality[ARG], native islander, poverty-stricken

Gear dagger, light crossbow w/ 20 bolts, backpack, bedroll, monk's outfit, quiver, trail rations (5 days), waterskin, whetstone, wooden holy symbol, 10 pp, 6 gp, 3 sp, 8 cp

Special Abilities

Flesh Chameleon (Ex) As a standard action, Ondirra can change her coloration from her natural blue hue to any human skin tone, and revert to normal as a free action. This grants a +4 racial bonus on Disguise checks to appear human. This racial trait replaces energy resistance.

Hydrated Vitality (Ex) Ondirra gains fast healing 2 for 1 round anytime she submerges completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as an artificial pit or a *bag of holding*) does not activate this ability. She can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This racial trait replaces water affinity.

Native Islander (Ex) Ondirra grew up in a pirate port infamous for both the scoundrels who visit it and the feared assassins who run it. She's been around pirates and killers her entire life, and she's learned to be wary in her dealings with people, as there's no telling who might be an assassin or a raider in disguise. She gains a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for her. In addition, her familiarity with the pirate's life allows her to make untrained Knowledge (local) checks regarding pirates and the region of the Pirate Isles.

Poverty-Stricken (Ex) Ondirra's childhood was tough, and her parents had to make every copper count. Hunger was her constant companion, and she often had to live off the sea or sleep under the docks. She gains a +1 bonus on Survival checks, and Survival is always a class skill for her.

Background

Born to an insular family of undines, Ondirra Shirahz (ON-deer-UH SHEER-rahz) has lived her entire life in the Pirate Isles. Her bloodline traces back a thousand years to a marid's supposed influence on the local islanders, but her generation never benefited from the genie's power over wishes. Instead, Ondirra spent her early years struggling to survive on the docks of a well-known port for smugglers, pirates, and assassins. She considered a similar path to earn money for her family, even training with an ex-assassin for several years before abandoning that dream when their guild branded her mentor a heretic and put her to death.

Since then, Ondirra has distanced herself from her family to protect them. Though she fiercely misses them, she feels she can fend for herself—and being apart, means one less mouth to feed so her brothers and sisters have a better chance at survival. In her subsequent adventures, Ondirra spent much of her time in the wild, living off the coastland and hunting the shoals along the island shore. One day, while swimming at sea, she became caught in a net and hauled aboard a fishing vessel. The drunken fisherman thought he'd captured an exotic sea creature, and after bludgeoning the entangled undine unconscious, he sold Ondirra to a passing slaver ship. She wasted little time escaping her captors, but struggled to make the long swim back to shore. Eventually, a pirate ship happened upon her and fished her from the water, intending to loot her body. To their surprise, Ondirra still lived and they kept her aboard as a newly press-ganged recruit. Now she plots yet another escape, seeking allies who might mutiny alongside her.

Physical Description

In her natural coloration, Ondirra has turqoise skin and sky-blue eyes. Even the lone, hair-braid she grows from the back of her shaven head is a darker tone of the deep, blue sea. She has a compact, almost thin physique with smooth skin overlaying hard muscle honed by years of swimming. She wears only the barest amount of clothing, primarily just enough to cover herself while leaving her limbs free for greater mobility. However, she does frequently don a decorative, sheer, shawl-like wrap when venturing into town, tying it about her like a long skirt, knotted at her waist. As an undine, her hands and feet are webbed, the latter often wrapped or shod in form-fitting sandals. At the young age of 88 years, she stands 5 feet, 6 inches tall and weighs 140 lbs.

Personality

Ondirra has an incredibly patient attitude about everything, knowing full well the ocean can wear down even the mightiest rocks and bring swift change with the next tide. She's exceptionally cautious, no doubt owing to her many interactions with plunderers and killers among the Pirate Isles. She has an independent, survivalist streak to her, having learned to look after her own needs and defend herself in a fight even with her bare hands, if necessary. She absolutely reveres the God of Nature, finding her truest joy in the setting sun, the wind and water on her skin, and the stunning beauty of tropical plants and creatures living among the undersea grottoes she likes to visit along the shore.

Advancement

As Ondirra gains experience, she seeks to perfect her flowing style of martial art in addition to her deep, spiritual connection to the sea. At 2nd level, she chooses to multiclass as a druid with the undine adept[ARG] archetype. She selects the Water domain for her nature bond and cements that connection with the Oceans subdomain. This grants her spellcasting ability, the surge domain power, and a greater affinity for influencing creatures of the sea. She prepares *create water*, *detect poison*, and *stabilize* as 0-level orisons, and *cure light wounds*, *feather step*[APG], and the domain spell *obscuring mist* for her 1st level spells. She also picks up new skill ranks in Heal, Knowledge (nature), Survival, and Swim. At 3rd level, Ondirra takes another level in druid, becoming fully amphibious and enabling her to breathe water or air. She also gains *light* and *alter winds*[APG] as newly prepared spells, Agile Maneuvers as a combat feat, and new ranks in Climb, Knowledge (geography), Perception, and Swim. At 4th level, Ondirra increases her Wisdom by 1 and takes another level as a flowing monk. She gains the unbalancing counter ability in place of a bonus feat, increases her defensive abilities with evasion, and picks up new ranks in Acrobatics, Intimidate, Stealth, and Swim.

Roleplaying Ideas

- Ondirra's past includes martial training with an ex-assassin from her native port. This mentor was hunted and slain as a heretic, and Ondirra lives in fear that the same killers will track her down and slay her, as well. This makes the undine suspicious of any newcomers she encounters, and she always hides her identity when going ashore by disguising herself with her flesh chameleon ability.
- The deep reverence Ondirra holds for the ocean and the natural cycle of life gives her a unique outlook. Every conflict becomes another fight for survival and she meets it head on, her normally calm demeanor exploding into a shark-like savagery heightened by the sight and scent of blood.
- Ondirra soothes the aches and pains of her body every day by going swimming, trusting in her hydrated vitality to help her recover. She holds her breath while meditating underwater for several minutes, always emerging with a renewed energy and endurance.

Scaling the PC

Under a 15-point buy, Ondirra reduces her Constitution and Intelligence by 2. This lowers her Fortitude save and hit points by 1, and also removes her skill rank in Disguise.



Rookroost

"Rookroost" Evon Bloodbeak

"If there's gold on this ship, I'll have it even if I've gotta pry it out of your teeth! And if you lied to me about it, I'll leave the rest of you for the sharks. Somebody's gotta keep'em fed. Might as well be you. If you're thinking different—and you wanna test your luck—now's the time to settle it with a blade in your hand. But be warned, fool. I'm not afraid to bleed, and I'm not afraid to kill. I've done my share of it. And I've seen you about. Braggin' on your dueling skills and challengin' your lessers. Your swordsmanship ain't nearly good enough. That's because I don't just fight to win. I fight to *kill*! And if you lose, it won't just be you I throw overboard. Your whole damn crew will be following you over the rail."

—a terrifying threat from the eternally greedy and bloodthirsty tengu pirate, Evon Bloodbeak

"ROOKROOST" EVON BLOODBEAK

Male tengu[ARG] rogue (swashbuckler[APG]) 1

NE Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +6

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** +0

Offense

Spd 30 ft.

Melee rapier +3 (1d6+2/18–20), bite –2 (1d3+1) or boarding axe +3 (1d6+2/x3), bite –2 (1d3+1)

Ranged shortbow +3 (1d6/x3)

Special Attacks killer, natural weapon, sneak attack +1d6

Statistics

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

Base Atk +0; **CMB** +2; **CMD** 15

Feats Martial Weapon Proficiency (boarding axe)[B], Weapon Finesse

Skills Acrobatics +6, Appraise +7, Bluff +5, Climb +5, Disable Device +6, Fly +3, Perception +6 (+7 to find concealed or secret objects, doors, and traps), Profession (sailor) +4, Sleight of Hand +6, Stealth +8; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Common, Polglut[L], Sylvan, Tengu

SQ eye for plunder, glide[ARG], martial training, sneaky, swordtrained

Combat Gear alchemist's fire; **Other Gear** studded leather armor, rapier, boarding axe, shortbow with 20 arrows, backpack, bedroll, belt pouch, caltrops (2 bags), flint and steel, thieves' tools, trail rations (3 days), traveler's outfit, waterskin, whetstone, 9 gp, 3sp, 8 cp

Special Abilities

Eye for Plunder (Ex) Evon has always had a keen eye for the glitter of gold, and he's raided enough merchant ships to have a feel for where the most valuable plunder is hidden. He gains a +1 trait bonus on Appraise checks and Perception checks to find concealed or secret objects (including secret doors and traps). In addition, he begins the campaign with a selection of mundane trade goods worth 50 gp which he scrounged together during his first day aboard ship.

Glide (Ex) Evon can use his feathered arms to glide by making a DC 15 Fly check. This allows him to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, he may also make an additional DC 15 Fly check to move 5 feet laterally for every 20 feet he falls. This racial trait replaces gifted linguist.

Killer (Ex) Evon made his first kill at a young age and found the task of murder and swordplay to his liking. He takes particular pride in a well-placed blow, and deals additional damage equal to his weapon's critical hit modifier whenever he scores a successful critical hit with a weapon. This additional damage is added to the final total, and is not multiplied by the modifier itself. This extra damage is a trait bonus.

Background

Evon Bloodbeak (EHV-uhn BLUHD-beek) has always lusted for battle and gold. The orphaned son of tengu immigrants from the Far East, he dreamt of transcending his lowly beginnings by seizing power through piracy and force of arms. During his early years, he struggled to make it on his own, growing up among seedy shantytowns and dockside dives. He naturally turned to crime to survive, and joined his first pirate ship when he was only 15. A practiced swordsman, he's already made a mark for himself, scarring, maiming, and killing several would-be toughs to climb higher in his mercenary pecking order.

Three weeks ago, Evon helped his friends raid a wealthy coastal settlement on a distant island. Though the plunder proved lucrative, their ship became damaged by a freak storm before they could make port again. Heavily-damaged and listing badly while taking on water, they barely made landfall, and the ship has lain in dry dock for several days to make repairs. The downtime gave Evon an excuse to temporarily part ways to enjoy his ill-gotten gains in the gambling houses and taverns further inland. While looking for trouble, he drank enough to loosen his tongue, boasting of his accomplishments and threatening those who disrespected him. His inebriated state caused him to miss the drug slipped into his drink, and it knocked him out cold. When Evon awakened, he found himself aboard an entirely new ship, press-ganged into a band of pirates where he held no status. More determined than ever, the tengu has finally tired of taking orders from others, and he'd like nothing more than to stage a coup and claim the ship as his own—a matter he intends to pursue once he secures enough trustworthy allies.

Physical Description

Evon resembles a jet-black, humanoid crow with oily, dark feathers and powerful talons. With his hunched posture, he stands just 5 feet tall, and his hollow bones give him a weight of only 92 lbs. Despite his small frame, he remains physically fit, carrying a number of weapons in addition to his studded leather armor, including a shortbow and quiver of arrows on his back and a rapier and wicked-looking boarding axe belted at his waist. To set himself apart from other tengus, Evon likes to paint his broad beak with the blood of his enemies, believing it gives him a more fearsome aspect in battle. At 19 years old, he's more than ready to carve his way to the top.

Personality

Evon has the instincts of a predator, always eager to draw blood whether with his weapons or beak. He has a strong desire to prove himself the best at swordplay and martial combat, gliding into any melee so he can take down his enemies with a well-placed strike. He's also filled with avarice, possessing a keen instinct for acquiring and evaluating the most valuable loot. He often quarrels with those who would seek to deprive him of the shiny baubles he covets. And he doesn't mind a bit of deception or skullduggery to take what he wants. One day, he'd like nothing more than to acquire a ship and crew loyal only to himself and then raid the seas as one of the most bloodthirsty pirates in history.

Advancement

Evon splits time advancing as a swashbuckler rogue and a free hand fighter, eschewing two-weapon techniques to perfect his skill with the rapier alone. At 2nd level, he takes his first level as a fighter with the free hand fighter[APG] archetype. He also acquires new skill ranks in Bluff, Intimidate, Stealth, and Swim, and gains the Weapon Focus feat with his rapier. At 3rd level, he takes another level in rogue, picking up evasion and the combat trick rogue talent to acquire Combat Expertise. He also gains new skill ranks in Acrobatics, Bluff, Climb, Disable Device, Fly, Intimidate, Knowledge (local), Perception, Sleight of Hand, Stealth, and Swim. And he selects Improved Feint as his bonus feat to further his ability to execute sneak attacks in the midst of a fight. At 4th level, Evon increases his Dexterity by 1 and takes another level as a fighter, gaining the deceptive strike ability. He also raises his skill ranks in Bluff, Intimidate, Perception, and Stealth, and he acquires the Dazzling Display feat to better frighten those who witness his skill with a blade. As Evon continues advancing in experience, he alternates levels in rogue and fighter, using his rogue talents and bonus feats to continue improving his abilities with making foes flat-footed in combat. He also acquires the racial feats Blood Beak[ARG] and Tengu Wings[ARG] to strike further his combat options. Once he acquires the necessary prerequisites, he may also consider taking levels in the assassin prestige class.

Roleplaying Ideas

- Evon's unending appetite for plunder leads him to pursue every ill-gotten gain. From simple pickpocketing and clandestine burglary to active piracy and chasing down rumors of buried treasure and valuable artifacts, his greed knows no bounds. He may even filch small items from his adventuring companions, provided he can quickly fence them.
- Because of his long-term goals and innate avarice, Evon is the most likely adventurer to sponsor or lead a mutiny, always eager to gather more power to himself or overthrow those he resents or questions.
- Evon has an active desire to make a name for himself as a pirate with unmatched swordsmanship. On the rare occasions he doesn't outright kill an opponent during a performance challenge or duel, he likes to carve the symbol of a crow in the flesh of his victims so their scars can spread word of his prowess.

Scaling the PC

Under a 15-point buy, Evon reduces his Strength and Charisma by 2. This lowers his melee damage and Bluff skill score by 1.



Silvio Devaulis

Silvio "Silvertongue" Devaulis

"I may be showin' my age, friend...and a bit o' wear and tear fer an old sea dog on one leg. But don't be mistakin' that fer weakness. I can still put a bolt through yer thick skull from a fair range. And odds are, ya won't even see it comin'. Now, I hear yer also the one with a map ta some buried treasure. Yer crew's been talkin' about it in every ale-swillin' dive on the docks, and it's a shame ya didn't think to invite a few more o' us skilled, capable, *trustworthy* mariners ta share in yer enterprise. That kind o' slight got me and the boys here talkin' it over, and we be thinkin' it might be best if we just relieve ya o' that map and take the treasure fer ourselves. If'n ya hand it over without a fuss, we'll part ways on good terms. But if'n ya keep it from us, I'm afraid we can't be guaranteein' yer safety on this lovely, starry night."

—an opportune moment engineered by the ever-enterprising, silver-tongued pirate, Silvio Devaulis

SILVIO "SILVERTONGUE" DEVAULIS

Male middle-aged human oracle 1

CN Medium humanoid (human)

Init +2; **Senses** Perception +1

Defense

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +2, **Will** +3

Offense

Spd 20 ft. (30 ft. base speed)

Melee light mace +1 (1d6+1) or dagger +1 (1d4+1/19–20)

Ranged light crossbow +2 (1d8/19–20) or dagger +2 (1d4+1/19–20)

Special Attacks +1 on damage rolls vs. sharks and aquatic animals

Oracle Spells Known (CL 1st; concentration +4)

1st (4/day)—*command* (DC 14), *cure light wounds*, *obscuring mist*

0 (at will)—*detect magic*, *ghost sound* (DC 13), *guidance*, *light*, *mage hand*, *stabilize*

Mystery waves

Statistics

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

Base Atk +0; **CMB** +1; **CMD** 13

Feats Point-Blank Shot, Precise Shot

Skills Bluff +10, Diplomacy +9, Knowledge (nature) +6, Profession (sailor) +5, Sense Motive +5, Swim +2; **Racial Modifiers** +2 Bluff, +2 Diplomacy

Languages Aquan, Common, Polglut[L]

SQ fast-talker, oracle's curse (haunted), peg leg, revelations (water sight), silver tongued[ARG]

Gear armored coat[APG], light mace, dagger, light crossbow w/ 20 bolts, backpack, bedroll, belt pouch, fishhook, flint and steel, hooded lantern, ink (1 vial), ink pen, map case, oil (2 flasks), paper (5 sheets), peg leg, trail rations (5 days), traveler's outfit, tricorn hat, waterskin, whetstone, wooden holy symbol, 3 pp, 1 gp, 4 sp, 8 cp

Special Abilities

Fast-Talker (Ex) Silvio always found trouble as a child and quickly developed a silver tongue to extricate himself from situations when caught. He gains a +1 trait bonus on Bluff checks, and Bluff is always a class skill for him.

Peg Leg (Ex) During his years at sea, one of Silvio's legs was bitten off below the knee by a shark, and he replaced it with a wooden peg leg. He's long since gotten used to the prosthesis and takes none of the normal penalties from having a peg leg. He's also learned to deal with the pain of the injury, gaining a +1 trait bonus on Fortitude saves. Since his accident, however, he's hated sharks and other sea predators with a passion, granting him a +1 trait bonus on damage rolls against sharks and animals with the aquatic subtype.

Silver Tongued (Ex) Silvio is exceptionally adept at subtle manipulation and putting even sworn enemies at ease. He gains a +2 bonus on Diplomacy and Bluff checks. In addition, when he uses Diplomacy to shift a creature's attitude, he may shift it up to three steps rather than just two. This racial trait replaces skilled.

Background

Silvio Devaulis (SIHL-vee-OH duh-VAW-lus) earned the nickname "Silvertongue" by successfully arguing his innocence—and that of his entire crew—when an imperial corsair boarded his ship and accused them of engaging in piracy. Guilty as sin, he bluffed his way through the zealous captain's questions and even convinced him to resupply their ship's stores for a supposed long-term journey along the northern trade route. He and his men celebrated their success and proceeded to raid three different merchant ships the next morning, causing his legend to grow even more.

Regrettably, however, Silvio's fortunes have always had a tendency to rise and fall at the whims of the Pirate Queen. Subsequent forays proved less successful and brought him into conflict with the same curse-worthy imperials. This time, they captured his ship and hanged his crew. Silvio himself barely saved his own life by convincing the captain to strand him on a desert island instead—all so he could 'contemplate' his misdeeds while slowly starving to death. His luck turned once more when debris floated ashore from a recently sunken trader ship. He used its driftwood to make a raft so he could reach civilization again.

Destitute and crest-fallen, it took a year for Silvio to work his way out of the gutter. He convinced a merchant captain to take him on, all while making plans to influence his down-trodden sailors to mutiny and select him as their new captain. He shared this idea over drinks at a local tavern, but offended the sailors who knocked him unconscious in disgust. Things became hazy after that, but someone dragged him from the bar and onto a ship at the docks. When Silvio came to, he found himself press-ganged among several new pirate 'recruits'—a fitting enough irony which Silvio intends to turn in his favor.

Physical Description

Silvio is a bit heavyset for a 44-year old man with so much sailing experience, weighing 215 lbs., while standing 5 feet, 9 inches tall. He proves nimble despite his girth and the worn-down peg leg he hobbles around on. His primary ensemble includes a stylish, armored coat which he can slip on more easily when expecting trouble. He also counts a well-crafted crossbow and light mace among his most prized possessions, but, in truth, his vanity holds the highest value to him. While he keeps his gear in good repair, he also meticulously combs his scraggly hair and heavy beard each morning before donning his handsome, tricorn hat with its signature red plume.

Personality

Silvio is quite simply a skilled conversationalist, experienced sailor, and all around scallywag. He exults in outsmarting those he considers worthy challenges for his keen intellect and underhanded schemes, and he handsomely rewards those he can influence into helping him with such endeavors. Life is a high-stakes game to him, played out on the challenging seas and mysterious ports of call. Whether looting the holds of trading ships, reclaiming buried treasure, or crossing swords while engaging in a battle of wits with his enemies, he's almost always a step ahead of everyone, calling upon the divine aid of the Pirate Queen to see him through life's challenges.

Advancement

As he gains experience, Silvio advances both as an oracle and an investigator[ACG], combining his superstitious quasi-religion with the well-studied practicality of science and alchemy. At 2nd level, he takes his first level as an investigator with the mastermind archetype. This gives him new skill ranks in Appraise, Bluff, Craft (alchemy), Diplomacy, Disable Device, Intimidate, Perception, and Sleight of Hand. He also gains the mastermind's inspiration and quiet word abilities, while preparing alchemy extracts for *shield* and *true strike*. At 3rd level, he takes another level in oracle, adding *purify food and drink* and *touch of the sea*[APG] to his known spells. He gains new ranks in Diplomacy, Knowledge (arcana), Knowledge (religion), Sense Motive, Spellcraft, and Use Magic Device. He also adds Rapid Reload as a new bonus feat to increase his proficiency with crossbows. At 4th level, Silvio increases his Dexterity by 1 while adding another level as an investigator. This grants him the poison lore ability so he can add toxins to his crossbow bolts, and he gains new skill ranks in Bluff, Craft (alchemy), Diplomacy, Disable Device, Intimidate, Perception, Stealth, and Use Magic Device. He also prepares *expeditious retreat* as an additional extract to increase his mobility in times of need. If the campaign introduces gunpowder, Silvio also pursues the Exotic Weapon Proficiency (firearms) and Amateur Gunslinger feats to replace his crossbow with a brace of pistols.

Roleplaying Ideas

- Silvio excels in putting everyone at ease. Even in the middle of a heated argument or disagreement, he finds the right words or right motivation to turn such moments to his advantage. A natural leader, he hopes to someday captain another ship of his own so he can continuing playing the games of manipulation he enjoys—whether escaping those pursuing him or simply keeping one step ahead of a larcenous, mutinous crew.
- Legendary secrets, myths, and treasure always draw Silvio's interest. Whether divine, arcane, or natural in origin, he enjoys solving mysteries and being the first to reclaim or discover something distinctive and valuable. This could bring him into competition with fellow adventurers like Cathran Tyvirian and Evon Bloodbeak.
- Silvio's oracle curse derives from the moods and whimsy of the Goddess of Piracy, Strife, and Trickery. Malevolent spirits serving the Pirate Queen frequently follow him, causing minor mishaps and strange occurences designed to vex and test him. He reads and reacts to these manifestations as best he can, but his relationship with the goddess remains as stormy as the sea.

Scaling the PC

Under a 15-point buy, Silvio reduces his Strength and Wisdom by 2, and his Intelligence by 1. This lowers his melee damage, Will save, and any corresponding skill scores by 1. He also loses one bonus language and his skill rank in Swim.



Jaren Torrenato

Taren Torrenato

"There's an entire ocean between me and my countrymen, but still they chase after me. I've been branded a murderer, a thief, and now a pirate. All unintended and undeserved. Instead, I just think of myself as the unluckiest person alive. Despite that, at least I *am* alive. A wise woman in port once told me she remembered my family, and even shared a berth with us on the crossing to our homeland. She recalled the night I was born at sea—one of the stormiest on record. They say it was a sign—a blessing from the Pirate Queen herself. Given all that's happened to me, I can't help but wonder if *she's* the source of my bad luck. If so, it's time I did something to change that. And if it means being a pirate and honoring her ways, so be it."

—ruminations of misery and determination from Taren Torrenato, reluctant pirate and fugitive

6



TAREN TORRENATO

Male human gunslinger (buccaneerARG) 1

CN Medium humanoid (human)

Init +5; **Senses** Perception +6

Defense

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1

Offense

Spd 30 ft.

Melee rapier +4 (1d6+1/18–20) or dagger +4 (1d4+1/19–20)

Ranged pistol +4 (1d6/x4) or dagger +4 (1d4+1/19–20)

Special Attacks grit (2)

Statistics

Str 13, **Dex** 16, **Con** 13, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 16

Feats Dodge, Gunsmithing, Sea Legs [UC], Weapon Finesse

Skills Acrobatics +5, Bluff +6, Climb +3, Craft (alchemy) +5, Knowledge (engineering) +5, Perception +6, Profession (sailor) +8, Swim +5; **Racial Modifiers** +2 Profession (sailor), +2 Swim

Languages Common, Polglut[L]

SQ deeds (deadeye, gunslinger's dodge, seadog's gait), exile, gunsmith, heart of the sea, pirate queen's blessing

Gear leather armor, rapier, dagger, battered pistol with 30 bullets, backpack, blanket, flint and steel, gunsmith's kit, hooded lantern, oil (2 flasks), powder horn with 10 doses of black powder, trail rations (3 days), traveler's outfit, tricorn hat, waterskin, whetstone, 7 pp, 3 gp, 7 sp, 8 cp

Special Abilities

Exile (Ex) Due to an altercation resulting in unintentional murder charges, Taren was forced to flee his homeland. His enemies still pursue him, making him extremely paranoid while honing his reactions to possible danger. As a result, he gains a +2 trait bonus on Initiative checks.

Heart of the Sea (Ex) Taren has always felt drawn to the sea, granting him a +2 racial bonus on Profession (sailor) and Swim checks. These skills are always class skills for him, and he can hold his breath twice as long as normal. This racial trait replaces skilled.

Pirate Queen's Blessing (Ex) Taren was born at sea on an auspicious, stormy day. Old salts and sea dogs knowingly say the Pirate Queen has marked him for a greater destiny—even if it's included plenty of hardship along the way. Taren doesn't put much stock in such claims, but he's always felt more at home on the sea, and his keen eyes can easily pick out a sail on the distant horizon. As a result, he gains a +1 trait bonus on Perception checks and Profession (sailor) checks. In addition, once per week he can reroll a Profession (sailor) check and take the higher result (but he must announce he's using this ability before the results of the check are known).

Background

Taren Torrenato (TAYR-in TOR-uh-nah-TOH) once made his home in a land of industry and invention far across the sea where he grew up tending his father's smithy and ironworks, manufacturing the necessary components for firearms and gunpowder. Over time, he became proficient with his own creations, garnering a reputation as a better than average marksman and a crackshot with a pistol. His success ultimately led to youthful boasting and rivalries with his jealous siblings—three brothers and a sister. An unexpected argument on his oldest brother's birthday caused a gunshot while wrestling over a loaded gun which took the latter's life. Witnesses claimed Taren intentionally shot him and he fled rather than face trial.

Taren's flight took him to the Pirate Isles, a region as far away from home as he could imagine. He'd always found the sea to his liking, and never realized he had such a knack for sailing until he worked his way there as part of a merchant crew. He kept the gun he and his brother had argued over—a one-of-a-kind prototype which he stashed with his meager belongings, intending to keep it hidden to avoid drawing attention to himself. Unfortunately, their trader ship came under heavy attack and Taren was pressed into defending himself. His gun skills helped turned the battle, but stories of his heroics reached the ears of mercantile interests back home. Their agents have since sought to hunt him down in an effort to retrieve the weapon and bring him to justice. While trying to avoid them, Taren ran afoul of a press-gang operation which landed him as the newest crew member on a pirate ship. Their illicit activities have only added to his disrepute, and now Taren fears he'll never clear his name.

Physical Description

Taren wears the tight-fitting trousers and long-sleeved doublet of his native homeland, as well as a pair of leather boots and matching tricorn hat to keep his shoulder-length brown hair in check. Just 20 years old, his steel-gray eyes have already seen a number of ports of call across the sea lanes and tradeways. He stands 6 feet tall and weighs 175 lbs., clean-shaven for all but a simple goatee and shortened sideburns. A battered pistol and powder horn hang next to an ornate rapier belted at his waist. And he also wears a suit of hand-tooled, studded leather armor to protect himself, in addition to a narrow bracer embossed with the image of a growling lion's head on his left arm.

Personality

Taren always has a determined look about him, intently focused on the task at hand to assure he and his friends experience the best possible outcome when facing any challenge. If idle, his hands often stray to the hilt of his rapier and the musket he designed at his father's smithy. He rarely talks about the life he left behind, searching instead for a new home as he follows the open sea to distant lands and cultures. He longs to meet someone like himself, starting over in an effort to leave their past behind. Any friends he makes while sailing the seas earn his undying support, as he stands ready to come their aid any way he can. But he's looked after himself for so long, he finds it difficult to trust the motives of those around him unless they've been through mutual struggles first.

Advancement

Taren advances as a gunslinger using the buccaneer archetype with each new level, while always increasing his skill ranks in Bluff and Perception. At 2nd level, he also adds ranks in Acrobatics, Climb, and Intimidate, while augmenting his luck with the liquid courage ability as a buccaneer. At 3rd level, he acquires new deeds for gunslinger's initiative, pirate's jargon, and utility shot. He also selects the Rapid Reload feat and gains new skill ranks in Acrobatics, Intimidate, and Swim. If he's amassed enough personal wealth, he seeks to upgrade his pistol to a masterwork firearm, as well. At 4th level, Taren increases his Strength by 1 to increase his carrying capacity and damage output in battle. He also adds Point-Blank Shot as a bonus combat feat, increases his skill ranks in Intimidate, Knowledge (geography), and Knowledge (local), and he upgrades his armor to masterwork studded leather.

Roleplaying Ideas

- Taren sometimes drinks away the troubles of his past, leading some to question his focus. Strangely enough, alcohol has the opposite effect on him, steeling his nerves, sharpening his aim, and leaving him more emboldened than ever when it comes to confrontations and risky endeavors.
- Tenacious agents from Taren's homeland still search for him in an effort to bring him home to stand trial for his crimes, but their true desire is the weapon design he carries with him. These single-minded bounty hunters could join forces with any enemies Taren makes over the course of the campaign, bringing more danger to the lives of him and his friends.
- Taren has an eye for the ladies, and a pleasing demeanor about him which more easily draws their attention. Companions like Miri, Cathran, or even the undine Ondirra could develop romantic feelings toward him. In the case of Cathran, this could also lead to a jealous rivalry between Taren and Aethan.
- The pistol Taren stole from his father's smithy means more to him than anything. Aside from a memento of his past, he also sees it—and firearms, in general—as the key to making a new life for himself in the Pirate Isles. He obsesses about maintaining and caring for the weapon, continuously experimenting with replica designs and ammunition while also helping train his friends and fellow crew in the use of such weapons. This may lead to in-game reasons for his adventuring companions to take proficiency in firearms as well as the Amateur Gunslinger feat.

Scaling the PC

Under a 15-point buy, Taren reduces his Intelligence and Wisdom by 2, and Strength by 1. This lowers his melee damage, Will save, and corresponding skill scores by 1. He also loses his bonus language and skill rank in Craft (alchemy).

What Do You Do with a Pygmy Halfling?

To the tune of "What Do You Do with a Drunken Sailor"

What do you do with a pygmy halfling? (x3)
Early in the morning?

Way, hey, and up he rises (x3)
Early in the morning.

Take his pipe and his tiny bow sling (x3)
Early in the morning.

Way, hey, and up he rises (x3)
Early in the morning.

What do you do with a cocky half-elf?
Steal the tomes from his dusty bookshelf...

What do you do with a drunken half-orc?
Run him out with a rusty pitchfork...

What do you do with a greedy he-dwarf?
Sell his gold at the nearest big wharf...

What do you do with a lazy human?
Switch him out for a loyal crewman...

Chapter 7: Pirate Codex

The following stat blocks represent common archetypes for pirate-based campaigns, including pirates as well as naval officers and soldiers.



ARCANE NAVIGATOR CR 5

XP 1,600

Human expert 1/wizard (evoker) 5

N Medium humanoid (human)

Init +5; **Senses** Perception +12

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 34 (6 HD; 5d6+1d8+12)

Fort +4, **Ref** +3, **Will** +8

Offense

Speed 30 ft.

Melee dagger +2 (1d4/19–20)

Special Attacks intense spells (+2 damage)

Arcane School Spell-Like Abilities (CL 5th; concentration +10)

8/day—*force missile* (1d4+2)

Evoker Spells Prepared (CL 5th; concentration +10)

3rd—*fireball* (DC 20), *fly*, *wind wall*

2nd—*glitterdust* (DC 17), *gust of wind* (DC 19), *minor image* (DC 17), *mirror image*

1st—*alter winds*[APG] (DC 16), *burning hands* (DC 18), *color spray* (DC 16), *ear-piercing scream*[UM] (DC 18), *feather fall*, *silent image* (DC 16)

0 (at will)—*dancing lights*, *ghost sound* (DC 15), *mage hand*, *message*

Opposition Schools enchantment, necromancy

Statistics

Str 10, **Dex** 13, **Con** 14, **Int** 20, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 13

Feats Alertness[B], Craft Wand, Craft Wondrous Item, Greater Spell Focus (evocation), Improved Initiative, Scribe Scroll, Spell Focus (evocation)

Skills Acrobatics +13, Climb +5, Craft (ships) +11, Fly +10, Knowledge (arcana, local, nature) +10, Knowledge (engineering, geography) +14, Perception +12, Profession (sailor) +10, Sense Motive +3, Spellcraft +14, Survival +6, Swim +5

Languages Aquan, Auran, Common, Draconic, Elven

SQ arcane bond (monkey familiar, hp 17)

Combat Gear *scroll of fly*, *scroll of spider climb*, *scroll of touch of the sea*[APG], *wand of expeditious retreat* (10 charges), *wand of mage armor* (10 charges), *wand of magic missile* (CL 5th, 40 charges), *wand of protection from evil* (10 charges), *wand of shield* (10 charges), *wand of vanish*[APG] (10 charges); **Other Gear** dagger, *cloak of resistance +1*, *headband of vast intelligence +2*, spell component pouch, spellbook containing all prepared spells and all cantrips, plus *monkey fish*[ACG], *touch of the sea*[APG], and *wave shield*[ACG]

This canny arcanist combines nautical know-how with a readiness to bring his magical powers to bear against any threat to his ship, whether to attack or to defend.

ARTILLERIST CR 4

XP 1,200

Half-elf expert 1/fighter 4

N Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +10

Defense

AC 21, touch 13, flat-footed 18 (+7 armor, +3 Dex, +1 shield)

hp 36 (5 HD; 4d10+1d8+10)

Fort +6, **Ref** +5, **Will** +4 (+1 vs. fear); +2 vs. enchantments

Immune sleep

Offense

Speed 20 ft. (30 ft. base)

Melee spiked gauntlet +5 (1d4+1)

Ranged masterwork repeating heavy crossbow +9 (1d10/19–20)

Statistics

Str 13, **Dex** 16, **Con** 12, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 18

Feats Duck and Cover[APG], Exotic Weapon Proficiency (light ballista), Exotic Weapon Proficiency (repeating heavy crossbow), Siege Engineer[UC], Siege Gunner[UC], Skill Focus (Knowledge [engineering])[B], Weapon Focus (repeating heavy crossbow)

Skills Climb +5, Craft (siege engines) +13, Knowledge (engineering) +13, Perception +10, Profession (sailor) +5, Profession (siege engineer) +8, Swim +5; **Racial Modifiers** +2 Perception

Languages Aquan, Common, Elven, Infernal, Pharaonic[L]

SQ armor training 1, elf blood

Combat Gear *oils of magic weapon* (2), *potions of cure light wounds* (2), alchemist's fire; **Other Gear** *+1 chainmail*, masterwork buckler, masterwork repeating heavy crossbow with 20 bolts, spiked gauntlet, *cloak of resistance +1*, masterwork siegecrafting tools, 8 gp

These skilled warriors are expert technicians with the operation and repair of their ship's heavy weapons, but are also skilled fighters at need when called upon to repel boarders in close combat.

ARTILLERIST, MASTER CR 7

XP 3,200

Male half-elf expert 4/fighter (tactician[UC]) 6

N Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +17

Defense

AC 24, touch 13, flat-footed 21 (+7 armor, +3 Dex, +4 shield)

hp 71 (10 HD; 6d10+4d8+20)

Fort +9, **Ref** +8, **Will** +10; +2 vs. enchantments

Offense

Speed 30 ft.

Melee spiked gauntlet +8/+3 (1d4–1)

Special Attacks tactician (Shake It Off[APG], 1/day, 6 rounds)

Tactics

Before Combat Master artillerists focus on managing the artillerist batteries under their command, keeping them ready for combat. In a battle alert, they use *magic weapon* on the siege weapons they command, and may use their *scroll of see invisibility* as well.

During Combat Master artillerists defend their siege weapons and crews, helping them to recover from failed saves with their tactician ability. When groups of enemies gather, they use wands of *glitterdust* and *fireball*, or switch to *wand of magic missile* against targets that are spread out.

Morale If brought below 10 hit points, or if their artillerist battery has been slain, a master artillerist surrenders or flees.

Statistics

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

Base Atk +9; **CMB** +8; **CMD** 21

Feats Exotic Weapon Proficiency (light ballista), Missile Shield[APG], Master Siege Engineer[UC], Shield Focus, Shake It Off[APG], Siege Commander[UC], Siege Engineer[UC], Siege Gunner[UC], Skill Focus (Knowledge [engineering])[B], Skill Focus (Use Magic Device)

Skills Acrobatics +10, Climb +5, Craft (alchemy) +10, Craft (siege engine) +16, Disable Device +10, Knowledge (engineering) +22, Knowledge (local) +10, Perception +17, Profession (sailor) +6, Profession (siege engineer) +10, Spellcraft +16, Use Magic Device +19; **Racial Modifiers** +2 Perception

Languages Aquan, Common, Goblin, Polglut

SQ armor training 1, elf blood, tactical awareness +2

Combat Gear *scrolls of cure light wounds* (4), *scroll of see invisibility*, *wand of magic weapon* (CL 1, 10 charges), *wand of magic missile* (CL 9, 10 charges), *wand of make whole* (10 charges), *wand of fireball* (CL 5, 10 charges), *wand of glitterdust* (CL 3, 10



charges); **Other Gear** *+1 breastplate, +1 heavy wooden shield, cloak of resistance +2*, 593 gp

This highly trained expert combines the martial with the mathematical to find the proper range to launch devastating salvos against enemy vessels and fortifications. They supervise junior artillerists and rally sailors and soldiers alike in marine clashes.

ARTILLERIST BATTERY, HEAVY CR 7

XP 3,200

NE Medium humanoid (human, troop)

Init +5; **Senses** Perception +6

Defense

AC 21, touch 15, flat-footed 16 (+3 armor, +5 Dex, +3 natural)

hp 85 (10d8+40)

Fort +10, **Ref** +8, **Will** +8

Defensive Abilities gunports, troop traits

Offense

Speed 30 ft.

Melee troop +8 (2d6+1)

Ranged 2 heavy artillery (see below) or 4 heavy crossbows +12 (1d10/19-20)

Special Attacks broadside

Statistics

Str 13, **Dex** 20, **Con** 16, **Int** 14, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +8; **CMD** 23

Feats Exotic Weapon Proficiency (any one siege weapon), Iron Will, Siege Engineer[UC], Siege Gunner[UC], Toughness

Skills Climb +5, Craft (siege weapons) +12, Knowledge (engineering) +13, Perception +14, Profession (siege engineer) +15, Swim +5

Special Abilities

Broadside (Ex) An artillerist battery can shoot a volley of missiles as a standard action. With a cannon or ballista, this affects two 150-foot-long lines or three 50-foot-long lines, each dealing the weapon's listed bludgeoning or piercing damage to all creatures or objects in the line (DC 20 Reflex half).

With a bombard, catapult, or springal, the battery can instead target three cylindrical bursts, 30 feet high and with a 10-foot radius. The target areas must be within the weapon's first range increment but at least 50 feet away. All creatures and objects in the targeted area take the listed bludgeoning or piercing damage for the weapon (DC 20 Reflex half).

If the areas of an artillerist battery's broadside overlap, creatures in the overlapping area save and take damage only once; however, the save DC is increased by 2 in the overlapping area. Firedrakes cannot make broadside attacks. The save DC is Dexterity-based.

Emplacement (Ex) As a light artillerist battery, except heavy siege weapons cannot be moved once assembled on the battlefield. Moving such weapons requires disassembling them and/or attaching a team of draft animals, as described in *Pathfinder Roleplaying Game Ultimate Combat*.

Gunports (Ex) As a light artillerist battery.

Heavy Artillery (Ex) An artillerist battery is equipped with heavy siege weapons, typically crewing several of the following weapons with such skill and speed that they can make multiple attacks per round. Typical weapons for an artillerist battery include:

- *Ballista, heavy* +12 (4d8/19-20), range 180 ft.
- *Bombard, heavy* (7d6/x4), range 150 ft. (minimum 50 ft.; indirect fire)
- *Cannon, fiend's mouth* +12 (8d6/x4), range 150 ft.
- *Catapult, standard* (6d6), range 200 ft. (minimum 50 ft.; indirect fire)
- *Firedrake* (6d6 fire), range 60 ft., 60-ft. cone-shaped burst
- *Springal, arrow* (3d8), range 100 ft. (minimum 50 ft.; indirect fire), 15-ft.-radius burst
- *Springal, rocket* (3d10), range 100 ft. (minimum 50 ft.; indirect fire), 15-ft.-radius burst
- *Trebuchet, standard* (6d6), range 300 ft. (minimum 150 ft.; indirect fire)

ARTILLERIST BATTERY, LIGHT CR 5

XP 1,600

NE Medium humanoid (goblinoid, troop)

Init +4; **Senses** Perception +6

Defense

AC 18, touch 14, flat-footed 15 (+2 armor, +4 Dex, +2 natural)

hp 60 (8d8+24)

Fort +9, **Ref** +6, **Will** +5

Defensive Abilities gunports, troop traits

Offense

Speed 30 ft. or 10 ft.



Melee troop +6 (2d6)

Ranged 2 light artillery (see below) or 4 light crossbows +10 (1d8/19-20)

Special Attacks broadside

Statistics

Str 11, **Dex** 18, **Con** 16, **Int** 14, **Wis** 13, **Cha** 10

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

Feats Exotic Weapon Proficiency (any one siege weapon), Iron Will, Siege Engineer[UC], Siege Gunner[UC]

Skills Climb +5, Craft (siege weapons) +12, Knowledge (engineering) +13, Perception +12, Profession (siege engineer) +13, Swim +5

Special Abilities

Broadside (Ex) An artillerist battery can shoot a volley of missiles as a standard action. With a cannon or ballista, this affects two 100-foot-long lines, dealing the weapon's listed bludgeoning or piercing damage to all creatures or objects in the line (DC 18 Reflex half).

With a bombard, catapult, or springal, the battery can instead target two cylindrical bursts, 30 feet high and with a 10-foot radius. The target areas must be within the weapon's first range increment but at least 50 feet away. All creatures and objects in the targeted area take the listed bludgeoning or piercing damage for the weapon (DC 18 Reflex half).

If the areas of an artillerist battery's broadside overlap, creatures in the overlapping area save and take damage only once; however, the save DC is increased by 2 in the overlapping area. Firedrakes cannot make broadside attacks. The save DC is Dexterity-based.

Emplacement (Ex) Light artillery can be moved around the battlefield, but moving with artillery reduces the troop's speed to 10 feet, and they cannot move through spaces less than 10 feet wide. A troop can move independently of its siege weapons at its full normal speed. If they do this, the weapons themselves form an *emplacement* that occupies a 20-foot-square area. This area is considered difficult terrain for anyone creature that does not have at least 5 ranks of Profession (siege engineer). The troop can return to the emplacement whenever it wishes. If half or less of the battery's space overlaps the emplacement's, the troop can only make half its normal number of broadside or light artillery attacks. If none of its spaces overlap the emplacement, it cannot use these abilities at all.

Gunports (Ex) An artillerist battery is sometimes deployed on top of a building or on the upper deck of a ship. The gunwales and battlements of such emplacements afford them cover against ranged or melee attacks coming from the same or lower elevation, but no cover against attacks coming from above or that are made with other siege weapons. Giant-hurled boulders and similar massive weapons are considered siege weapons for this purpose.

An artillerist battery within a fortification with a roof, or below decks on a warship, gains improved cover against ranged attacks (unless made with siege weapons or similar attacks) and cover against melee attacks made by characters climbing or flying outside of the building or ship or otherwise with the ability to reach them.

Light Artillery (Ex) An artillerist battery is equipped with light siege weapons, typically crewing several of the following weapons with such skill and speed that they can make multiple attacks per round. Typical weapons for an artillerist battery include:

- *Ballista*, light +11 (3d8/19-20), range 120 ft.
- *Bombard* (5d6/x4), range 100 ft. (minimum 50 ft.; indirect fire)
- *Cannon* +11 (6d6/x4), range 100 ft.
- *Catapult, light* (4d6), range 150 ft. (minimum 50 ft.; indirect fire)
- *Firedrake* (6d6 fire), range 60 ft., 60-ft. cone-

shaped burst

Springal, arrow (3d8), range 100 ft. (minimum 50 ft.; indirect fire), 15-ft.-radius burst

ARTILLERIST BATTERY, ELITE BALLISTA CR 11

XP 12,800

NE Medium humanoid (human, troop)

Init +6; **Senses** Perception +22

Defense

AC 24, touch 16, flat-footed 18 (+2 armor, +6 Dex, +5 natural, +1 shield)

hp 142 (15d8+75)

Fort +9, **Ref** +16, **Will** +6

Defensive Abilities gunports, troop traits

Offense

Speed 30 ft.

Melee troop +14 (3d6+3)

Ranged 3 heavy artillery (see below) or 6 heavy crossbows +18 (1d10+1/19-20)

Space 20 ft.; **Reach** 5 ft.

Special Attacks broadside (DC 25)

Tactics

During Combat Elite artillerist batteries are highly trained long-distance death dealers, maintain a steely resolve under heavy fire and concentrating their broadsides on flying opponents or obvious threats, or readying actions to launch grenade volleys at charging opponents. In the absence of armor, troops seek any scrap of cover they can earn—particularly trenches, fortifications, and walls.

Morale A troop disperses when reduced to 0 hit points or fewer.

Statistics

Str 16, **Dex** 23, **Con** 18, **Int** 14, **Wis** 12, **Cha** 11

Base Atk +11; **CMB** +14; **CMD** 33

Feats Ability Focus (broadside), Deadly Aim, Exotic Weapon Proficiency (heavy ballista), Improved Critical (heavy ballista), Siege Engineer[UC], Siege Gunner[UC], Toughness, Weapon Focus (heavy ballista)

Skills Climb +10, Craft (siege weapons) +15, Knowledge (engineering) +17, Perception +19, Profession (siege engineer) +19, Swim +10

Languages Common

Special Abilities

Broadside (Ex) An elite artillerist battery can shoot a volley of ballista bolts as a standard action. With a cannon or ballista, this affects four 100-foot-long lines or two 200-foot-long lines, dealing the ballista's listed piercing damage to all creatures or objects in the line (DC 25 Reflex half).

If the areas of an elite artillerist battery's broadside overlap, creatures in the overlapping area save and take damage only once; however, the save DC is increased by 2 in the overlapping area. The save DC is Dexterity-based and includes the battery's Ability Focus (broadside) feat.

Emplacement (Ex) As a heavy artillerist battery.

Gunports (Ex) As a light artillerist battery.

Heavy Artillery (Ex) An elite artillerist battery is equipped with heavy siege weapons, typically crewing several of the following weapons with such skill and speed that they can make multiple attacks per round. Typical weapons for an artillerist battery include:

Ballista, heavy +19 (4d8+1/17-20), range 180 ft.

Special Ammunition (Ex) Elite artillerist use magical ammunition and *oil of magic weapon* to grant their siege weapons a +1 enhancement bonus. In addition, they may be armed with specialized ammunition, such as the following: ???

ARTILLERIST BATTERY, ELITE CANNON CR 11

XP 12,800

NE Medium humanoid (human, troop)

Init +6; **Senses** Perception +22

Defense

AC 24, touch 16, flat-footed 18 (+2 armor, +6 Dex, +5 natural, +1 shield)

hp 142 (15d8+75)

Fort +9, **Ref** +16, **Will** +6

Defensive Abilities gunports, troop traits

Offense

Speed 30 ft.

Melee troop +14 (3d6+3)



Ranged 3 heavy artillery (see below) or 6 muskets +18 (1d12+1/x4)

Space 20 ft.; **Reach** 5 ft.

Special Attacks broadside (DC 25)

Tactics

During Combat Elite artillerist batteries are highly trained long-distance death dealers, maintain a steely resolve under heavy fire and concentrating their broadsides on flying opponents or obvious threats, or readying actions to launch grenade volleys at charging opponents. In the absence of armor, troops seek any scrap of cover they can earn—particularly trenches, fortifications, and walls.

Morale A troop disperses when reduced to 0 hit points or fewer.

Statistics

Str 16, **Dex** 23, **Con** 18, **Int** 14, **Wis** 12, **Cha** 11

Base Atk +11; **CMB** +14; **CMD** 33

Feats Ability Focus (broadside), Cannon Master[ISC], Exotic Weapon Proficiency (fiend's mouth cannon), Improved Critical (fiend's mouth cannon), Siege Engineer[UC], Siege Gunner[UC], Toughness, Weapon Focus (fiend's mouth cannon)

Skills Climb +10, Craft (siege weapons) +15, Knowledge (engineering) +17, Perception +19, Profession (siege engineer) +25 (+19 for cannon or ballista battery), Swim +10

Languages Common

Special Abilities

Broadside (Ex) An elite artillerist battery can shoot a volley cannon shot as a standard action, affecting four 100-foot-long lines or two 200-foot-long lines, dealing the cannon's listed piercing damage to all creatures or objects in the line (DC 25 Reflex half).

If the areas of an elite artillerist battery's broadside overlap, creatures in the overlapping area save and take damage only once; however, the save DC is increased by 2 in the overlapping area. The save DC is Dexterity-based and includes the battery's Ability Focus (broadside) feat.

Emplacement (Ex) As a heavy artillerist battery.

Gunports (Ex) As a light artillerist battery.

Heavy Artillery (Ex) An elite artillerist battery is equipped with heavy siege weapons, typically crewing several of the following weapons with such skill and speed that they can make multiple attacks per round. Typical weapons for an artillerist battery include:

Cannon, fiend's mouth +19 (8d6+1/19-20/x4), range 150 ft.

Special Ammunition (Ex) Elite artillerist use magical ammunition and *oil of magic weapon* to grant their siege weapons a +1 enhancement bonus. In addition, they may be armed with specialized ammunition, such as the following: ???

ARTILLERIST BATTERY, ELITE INDIRECT CR 11

XP 12,800

NE Medium humanoid (human, troop)

Init +6; **Senses** Perception +22

Defense

AC 25, touch 17, flat-footed 18 (+2 armor, +6 Dex, +1 dodge, +5 natural, +1 shield)

hp 142 (15d8+75)

Fort +13, **Ref** +11, **Will** +8

Defensive Abilities gunports, troop traits

Offense

Speed 30 ft.

Melee troop +14 (3d6+3)

Ranged 3 heavy artillery (see below) or 6 heavy crossbows +18 (1d10+1/19-20)

Space 20 ft.; **Reach** 5 ft.

Special Attacks broadside (DC 25)

Tactics

During Combat Elite artillerist batteries are highly trained long-distance death dealers, maintain a steely resolve under heavy fire and concentrating their broadsides on flying opponents or obvious threats, or readying actions to launch grenade volleys at charging opponents. In the absence of armor, troops seek any scrap of cover they can earn—particularly trenches, fortifications, and walls.

Morale A troop disperses when reduced to 0 hit points or fewer.

Statistics

Str 16, **Dex** 23, **Con** 18, **Int** 14, **Wis** 12, **Cha** 11

Base Atk +11; **CMB** +14; **CMD** 33

Feats Ability Focus (broadside), Dodge, Exotic Weapon Proficiency (any one siege weapon), Iron Will, Siege Engineer[UC], Siege Gunner[UC], Skill Focus (Profession [siege engineer]), Toughness

Skills Climb +10, Craft (siege weapons) +15, Knowledge (engineering) +17, Perception +19, Profession (siege engineer) +25 (+19 for cannon or ballista battery), Swim +10

Languages Common

Special Abilities

Broadside (Ex) An elite artillerist battery using indirect fire can target four cylindrical bursts, 30 feet high and with a 10-foot radius. The target areas must be within the weapon's first range increment but at least 50 feet away. All creatures and objects in the targeted area take the listed bludgeoning or piercing damage for the weapon (DC 25 Reflex half).

If the areas of an elite artillerist battery's broadside overlap, creatures in the overlapping area save and take damage only once; however, the save DC is increased by 2 in the overlapping area. Firedrakes cannot make broadside attacks. The save DC is Dexterity-based and includes the battery's Ability Focus (broadside) feat.

Emplacement (Ex) As a heavy artillerist battery.

Gunports (Ex) As a light artillerist battery.

Heavy Artillery (Ex) An elite artillerist battery is equipped with heavy siege weapons, typically crewing several of the following weapons with such skill and speed that they can make multiple attacks per round. Typical weapons for an artillerist battery include:

- *Bombard, heavy* (7d6+1/x4), range 150 ft. (minimum 50 ft.; indirect fire)
- *Catapult, standard* (6d6+1), range 200 ft. (minimum 50 ft.; indirect fire)
- *Firedrake* (6d6 fire), range 60 ft., 60-ft. cone-shaped burst
- *Springal, rocket* (3d10+1), range 100 ft. (minimum 50 ft.; indirect fire), 15-ft.-radius burst
- *Trebuchet, heavy* (8d6), range 400 ft. (minimum 200 ft.; indirect fire)

Special Ammunition (Ex) Elite artillerist use magical ammunition and *oil of magic weapon* to grant their siege weapons a +1 enhancement bonus. In addition, they may be armed with specialized ammunition, such as the following: ???

BLACK FLAG BUCCANEER CR 16

XP 76,800

Human gunslinger (buccaneer[ARG]) 17

N Medium humanoid (human)

Init +8; **Senses** Perception +25

Defense

AC 23, touch 16, flat-footed 17 (+5 armor, +6 Dex, +2 shield)

hp 149 (17d10+51)

Fort +14, **Ref** +18, **Will** +10; +2 vs. mental control

Defensive Abilities evasion, improved uncanny dodge, uncanny dodge

Offense

Speed 30 ft.

Melee masterwork rapier +18/+13/+8/+3 (1d6/18–20)

Ranged *+1 human-bane distance reliable pepperbox* +25/+20/+15/+10 (1d8+7/19–20/x4) or *+1 pepperbox* +25/+20/+15/+10 (1d8+7/19–20/x4)

Special Attacks deeds (bleeding wound [6], captain's curse [DC 31], dead shot, deadeye, evasive, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, menacing shot [DC 19], pirate's jargon [DC 22], rope swing, seadog's gait, slinger's luck, startling shot, targeting, utility shot), grit (4), grog (2), gun training (pepperbox, +6)

Statistics

Str 10, Dex 22, Con 14, Int 8, Wis 12, Cha 18

Base Atk +17; CMB +17; CMD 33

Feats Alertness[B], Combat Reflexes, Deadly Aim, Greater Snap Shot[UC], Gunsmithing[UC], Improved Critical (pepperbox), Improved Snap Shot[UC], Iron Will, Point-Blank Shot, Quick Draw, Rapid Reload (pepperbox), Rapid Shot, Sea Legs[BUC], Signature Deed (deadeye)[UC], Snap Shot[UC], Sword and Pistol[BUC], Two-Weapon Fighting, Weapon Focus (pepperbox)

Skills Acrobatics +31 (+48 when climbing or swinging on a rope), Bluff +12, Climb +8 (+25 when climbing or swinging on a rope), Intimidate +15, Perception +25, Profession (sailor) +20, Sense Motive +3, Survival +5 (+7 to avoid becoming lost), Swim +10

Languages Common

SQ exotic pet (monkey), gunsmith, liquid courage, raider's riposte

Combat Gear *deadshot vest*[UE], *potion of cure light wounds*, *potion of vanish*; **Other Gear** *+1 mithral chain shirt*, *+1 mithral buckler*, *+1 human-bane distance reliable pepperbox*, *+1 pepperbox*, entangling shot alchemical cartridges (3), flare cartridges (3), masterwork rapier, paper cartridges (60), *belt of incredible dexterity +4*, *cloak of resistance +2*, *headband of alluring charisma +2*, *wayfinder with clear spindle ioun stone*, bottle of rum

This storied buccaneer is a pirate whom other pirates fear, with a legendary name and an ensign that causes crews to panic when they see it on the



horizon. His treasures are awe-inspiring, but so too are his wrath and his thirst for grog and plunder.

BLOODTHIRSTY BUCCANEERS CR 11

XP 12,800

NE Medium humanoid (human, troop)

Init +11; **Senses** Perception +6

Defense

AC 27, touch 18, flat-footed 19 (+3 armor, +7 Dex, +1 dodge, +6 natural)

hp 152 (16d8+80)

Fort +14, **Ref** +12, **Will** +8; +2 vs. fear and mind-affecting effects

Defensive Abilities evasion, improved evasion, uncanny dodge

Offense

Speed 30 ft., climb 20 ft.

Melee troop +16 (4d6+4 plus 1d4 bleed)

Ranged 4 masterwork composite longbow +20 (1d8+4/x3)

Special Attacks sneaking surround

Statistics

Str 18, **Dex** 25, **Con** 18, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +12; **CMB** +16; **CMD** 33

Feats Dodge, Improved Initiative, Iron Will, Mobility, Point-Blank Shot, Precise Shot, Sea Legs[UC], Skill Focus (Profession [sailor]), Toughness

Skills Acrobatics +20, Climb +10, Knowledge (local) +4, Perception +6, Profession (sailor) +20, Sense Motive +5, Stealth +10, Swim +10

SQ good for what ails you, in the rigging, salty sailors

Special Abilities

Good for What Ails You (Su) Bloodthirsty buccaneers carry bottles of rum spiked with healing potions of varying types. Three times per day as a standard action, the troop can gain the benefits of a *potion of cure serious wounds*, *potion of lesser restoration*, *potion of neutralize poison*, or *potion of remove fear* affecting the entire troop.

In the Rigging (Ex) Bloodthirsty buccaneers have a climb speed of 20 feet when climbing ropes, nets, anchor chains, and similar nautical surfaces. When using a rope to assist them in a jump, such as swinging from one ship to another, the troop treats that as a running jump and gains a +5 bonus on the Acrobatics check. They likewise gain a +5 bonus on Acrobatics checks to balance on beams, spars, ropes, and masts. When making ranged attacks against targets within 30 feet, they ignore cover or concealment (but not total cover or total concealment) provided by intervening masts, ropes, nets, sails, and other creatures.

Salty Sailors (Ex) Bloodthirsty buccaneers are veteran raiders inured to the difficulties of the sea. The troop gains a +2 bonus on saving throws against becoming nauseated or sickened and against mind-affecting effects, and once per day when the troop fails a saving throw that would cause it to become nauseated or sickened, it can reroll the save, taking the second result even if worse than the first.

Sneaking Surround (Ex) Bloodthirsty buccaneers are

experts at sneaking up on foes and maneuvering to them from every side at once. Any flat-footed creature or creature denied its Dexterity modifier to AC takes 4d6 additional points of damage from each successful attack by the buccaneers. Any creature sharing the space of a buccaneer troop at the end of its turn likewise takes this additional damage if any portion of the troop's space is on two opposite sides of its own space. This is precision damage.

CANNONEER CR 3

XP 800

Human gunslinger (siege gunner[UC]) 4

N Medium humanoid (human)

Init +3; **Senses** Perception +8

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 30 (4d10+4)

Fort +5, **Ref** +7, **Will** +2

Offense

Speed 30 ft.

Melee cutlass +4 (1d6/18–20)

Ranged *+1 dragon pistol* +8 (1d6+1/x4)

Special Attacks deeds (gunslinger's dodge, pistol-whip, quick clear, scatter shot, targeted blast, utility shot), grit (4)

Statistics

Str 10, **Dex** 16, **Con** 13, **Int** 16, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +4; **CMD** 17

Feats Far Shot, Gunsmithing[B], Point-Blank Shot, Rapid Reload (dragon pistol), Siege Engineer[B]

Skills Acrobatics +10, Climb +7, Craft (alchemy) +10, Craft (firearms) +10, Heal +5, Knowledge (engineering) +12, Knowledge (local) +10, Perception +8, Survival +5, Swim +5

Languages Aquan, Common, Goblin, Tribal[L]

SQ gunsmith

Gear masterwork studded leather, *+1 dragon pistol*, 2 dragon's breath cartridges, 1 entangling shot cartridge, 1 flare cartridge, 10 bullets, 10 pellet cartridges, powder horns (2) with black powder (20), cutlass, gunsmith's kit

These rare specialists man shoreward batteries and shipboard broadsides, crewing cannons of every size. They are also skilled with sidearms when threatened in close combat.

COMMON PIRATE CR 3

XP 800

Male humanoid rogue (pirate) 4

NE Medium humanoid (human)

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

Defense

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 33 (4d8+12)

Fort +4, **Ref** +9, **Will** +3; +1 vs. fear and mind–affecting effects

Defensive Abilities evasion, uncanny dodge

Offense

Speed 30 ft.

Melee masterwork short sword +8 (1d6+1/19–20)

Ranged masterwork composite shortbow +8 (1d6+1/x3)

Special Attacks sneak attack +2d6

Statistics

Str 13, **Dex** 18, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 18

Feats Point-Blank Shot, Precise Shot, Sea Legs[UC], Weapon Finesse

Skills Acrobatics +13, Climb +10, Knowledge (local) +6, Perception +8, Profession (sailor) +8, Sense Motive +8, Stealth +11, Swim +10

SQ rogue talents (rope master[UC])

Combat Gear *potion of cure light wounds*, *potion of invisibility*, 3 *+1 arrows*; **Other Gear** masterwork studded leather, masterwork short sword, masterwork composite shortbow, with 20 arrows, *cloak of resistance +1*, 52 gp

CRAFTSMEN CR 1/2

XP 200

Hp 9

Craftsmen use farmer[GMG] statistics, but they have one Craft and one Profession skill, with Skill Focus in one of them.

DARING SWASHBUCKLER CR 6

XP 2,400

Human swashbuckler[ACG] 7

CN Medium humanoid (human)

Init +6; **Senses** Perception +10

Defense

AC 23, touch 16, flat-footed 17 (+5 armor, +4 Dex, +2 dodge, +2 shield)



hp 50 (7d10+10)

Fort +3, **Ref** +9, **Will** +2

Defensive Abilities charmed life (4/day), nimble +2

Offense

Speed 30 ft.

Melee *+1 cold iron cutlass* +14 (1d6+6+7 precision/15-20)

Ranged darkwood light crossbow +12 (1d8/19-20)

Special Attacks deeds (derring-do, dodging panache, kip up, menacing swordplay, opportune parry and riposte, precise strike, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (5), swashbuckler weapon training +1

Statistics

Str 8, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +6 (+8 to disarm); **CMD** 22 (24 vs. disarm)

Feats Combat Expertise, Combat Reflexes, Extra Panache[ACG], Improved Disarm, Slashing Grace[ACG], Weapon Focus (cutlass)[B]

Skills Acrobatics +14, Climb +3, Diplomacy +12, Escape Artist +8, Intimidate +6, Knowledge (local) +11, Perception +10, Perform (oratory) +6, Profession (sailor) +10, Sense Motive +4, Sleight of Hand +8, Swim +3

Languages Aquan, Common

SQ swashbuckler finesse

Combat Gear *feather token (anchor)*, *potion of cure light wounds*, *potion of invisibility*; **Other Gear** *+1 mithral chain shirt*, *+1 buckler*, *+1 cold iron cutlass*, dagger (3), darkwood light crossbow with 10 bolts, *bottle of messages*[APG] (containing cryptic instructions to hidden treasure, "Where earth splits and ashes fall, smoke rises over the sea, falling on islands three, follow blood-signs on shark's tooth, and rich ye be"), bottle of cheap rum, 48 gp

This swashbuckling pirate captain has recently gained the acknowledgment of a powerful assembly in the Pirate Isles, and she is itching to prove herself. A devout follower of the Pirate Queen, she will loot first and ask questions later. Those who allow her to take their plunder without significant resistance may be sent on their way, but she is more than willing to sell those who take up arms against her as slaves. She prefers to capture her opponents alive rather than killing them, seeing their deaths as a waste of profit.

DRUNKARDS CR 1

XP 400

Hp 23[GMG]

DRUNKEN RABBLE CR 3

XP 800

CN Medium humanoid (human, troop)

Init +2; **Senses** Perception +22

Defense

AC 18, touch 13, flat-footed 15 (+2 armor, +3 Dex, +3 natural)

hp 45 (6d8+18)

Fort +8, **Ref** +4, **Will** +4; +2 vs. charm and fear, -2 vs. confusion and insanity

Defensive Abilities troop traits

Offense

Speed 30 ft.

Melee troop +6 (2d4+2)

Space 20 ft.; **Reach** 5 ft.

Special Attacks malicious mischief (DC 15)

Tactics

During Combat These disorganized ruffians are belligerent and destructive but disorganized and incapable of coherent action.

Morale A troop disperses when reduced to 0 hit points or fewer.

Statistics

Str 14, **Dex** 15, **Con** 16, **Int** 9, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 34

Feats Ability Focus (broadside), Combat Reflexes, Dodge, Great Fortitude, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Climb +6, Intimidate +8, Perception +3, Profession (typically sailor or soldier) +4

Languages Common

SQ drunk and disorderly, mismatched weapons

Special Abilities

Drunk and Disorderly (Ex) A drunken rabble is often intoxicated and its members are easily distracted and prone to fighting among themselves or making sudden and erratic changes of direction as they push and shove each other. As a result, their troop attack has a 20% miss chance against any opponent they attack; this is not based on concealment, but simply them not bothering to attack an enemy in their midst. Their disorderly nature grants them a +4 bonus on Intimidate checks, and the DC of Acrobatics and Stealth checks within 5 feet of a drunken rabble is increased by 5. A drunken rabble gains a +2 morale bonus on saving throws against charm and fear effects but a -2 penalty on saves against *confusion* or insanity effects.

Malicious Mischief (Ex) A creature damaged by a drunken rabble's troop attack must succeed on a DC 15 Reflex save. If the save fails, the rabble can attempt a combat maneuver check against that creature as a free action. Roll a d6 to determine the type of combat maneuver the rabble uses:

- 1—bull rush
- 2—dirty trick
- 3—disarm
- 4—steal
- 5—sunder
- 6—trip

This combat maneuver does not provoke attacks of opportunity. The save DC is Dexterity-based.

Mismatched Weapons (Ex) A drunken rabble fights with an assortment of knives, clubs, fists, broken bottles, smashed furniture, torches, and similar weapons. Their troop attack deals less damage than a standard troop, but it deals bludgeoning, piercing, and slashing damage.

EXILED TRITON CONJURER CR 6

XP 2,400

Triton witch (sea witch[UM]) 5

N Medium outsider (native, water)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +13

Defense

AC 17, touch 13, flat-footed 15 (+1 deflection, +2 Dex, +4 natural)

hp 58 (5d6+3d10+25)

Fort +8, **Ref** +5, **Will** +10

Offense

Speed 5 ft., swim 40 ft.

Melee masterwork trident +6 (1d8)

Ranged heavy crossbow +7 (1d10/19-20)

Special Attacks hexes (cackle, evil eye, slumber, *water lung*[UM])

Spell-Like Abilities (CL 7th; concentration +7)

1/day—*summon nature's ally II* (small water elemental or 1d3 dolphins only)

Witch Spells Prepared (CL 5th; concentration +9)

3rd—*bestow curse* (DC 17), *summon monster III*

2nd—*glitterdust* (DC 17), *levitate*, *summon monster II*

1st—*command* (DC 15), *ill omen*[APG], *obscuring mist*, *touch of the sea*[APG]

0 (at will)—*detect magic*, *guidance*, *message*, *touch*

of fatigue (DC 14)

Patron Water

Statistics

Str 10, **Dex** 14, **Con** 16, **Int** 18, **Wis** 15, **Cha** 11

Base Atk +5; **CMB** +5; **CMD** 18

Feats Alertness[B], Augment Summoning, Extra Hex (2), Spell Focus (conjuration)

Skills Diplomacy +11, Knowledge (arcana, nature, planes) +14, Perception +13, Sense Motive +13, Spellcraft +14, Stealth +13, Survival +13, Swim +11

Languages Aklo, Aquan, Auran, Common, Sylvan

SQ know direction, sea creature empathy +5, witch's familiar (blue ringed octopus[UM] named Oliver; knows all prepared and 0-lvl spells plus *air bubble*[UC], *charm person*, *comprehend languages*, *mage armor*, *summon monster I*, *unseen servant*, *gust of wind*, *hold person*)

Combat Gear *pearl of power (1st)*, *potion of invisibility*, waterproof whalebone scrimshaw scrolls (*scroll of alter self*, *scroll of delay poison*, *scroll of identify*, *scroll of mount*, *scroll of obscuring mist*, *scroll of unseen servant*, *scroll of web*), *wand of cure light wounds* (25 charges), *wand of mage armor* (20 charges)

Other Gear heavy crossbow with 50 bolts, masterwork trident, *cloak of resistance +1*, *ring of protection +1*, 30 gp

While many tritons are good aligned, this witch is an outcast from triton society who grudgingly has had to learn to work together with land dwellers. This triton may serve as a seagoing scout, investigating wrecks in company with summoned allies.

FREEBOOTING GAMBLER CR 3

XP 800

Elf ranger (freebooter) 4

N Medium humanoid (elf)

Init +4 (+6 while in water terrain); **Senses** low-light vision; Perception +10 (+12 while in water terrain)

Aura freebooter's bane (1 ft.)

Defense

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 34 (4d10+8)

Fort +5, **Ref** +8, **Will** +2; +2 vs. enchantments

Immune sleep

Offense

Speed 30 ft.

Melee masterwork longsword +6 (1d8+1/19-20)

Ranged darkwood composite longbow +9 (1d8+1/x3)

Special Attacks combat style (archery)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*gravity bow*[APG]

Statistics

Str 13, **Dex** 18, **Con** 12, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 19

Feats Endurance[B], Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +4, Handle Animal +3, Heal +10, Knowledge (geography) +8 (+10 while in water terrain), Perception +10 (+12 while in water terrain), Profession (gambler) +7, Profession (sailor) +7, Stealth +10 (+12 while in water terrain), Survival +8 (+10 while in water terrain), Swim +11; **Racial Modifiers** +2 Perception, +4 Swim

Languages Common, Elven, Goblin

SQ favored terrain (water +2), *freebooter's bond*, spirit of the waters[APG], track +2, wild empathy +3

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*, *scroll of animal messenger*, *scroll of endure elements*, *scroll of speak with animals*, healer's kit; **Other Gear** masterwork chain shirt, darkwood composite longbow (+1 Str) with 100 arrows, masterwork longsword, *elixir of vision*, *traveler's any-tool*[UE], set of dice (10), set of superior-quality loaded dice[UE], 54 gp

This vagabond sailor lives by his wits and his luck and rarely remains with any crew for the long haul, preferring to skip from vessel to vessel and port to port always in search of the next big score or run of luck (or perhaps fleeing a deal or a game gone bad).

GOBLIN GRENADIER CR 7

XP 3,200

Goblin alchemist (grenadier) 8

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 21, touch 15, flat-footed 17 (+5 armor, +4 Dex, +1 shield, +1 size)

hp 63 (8d8+24)

Fort +9, **Ref** +11, **Will** +4; +2 vs. fire spells

Resist fire 5

Offense

Speed 30 ft.

Melee dagger +6/+1 (1d3–1/19–20)

Ranged bomb +12/+7 (4d6+4 fire) or darkwood longbow +12/+7 (1d6–1/x3) or tanglefoot bomb +12/+7 (entangle)

Special Attacks bomb 12/day (4d6+4 fire, DC 18)

Alchemist Extracts Prepared (CL 8th; concentration +12)

3rd—*fly*, *heroism*, *lightning lash bomb admixture*[UC]

2nd—*bear's endurance*, *cure moderate wounds*, *fire breath* (DC 16), *protection from arrows*, *vomit swarm*[APG]

1st—*ant haul*[APG] (DC 15), *bomber's eye*[APG], *expeditious retreat*, *shield*, *touch of the sea*[APG] (DC 15)

STATISTICS

Str 8, **Dex** 18, **Con** 14, **Int** 18, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +4; **CMD** 18

Feats Fire Tamer[ARG], Flame Heart[ARG], Martial Weapon Proficiency (longbow), Point-Blank Shot, Precise Shot, Throw Anything

Skills Acrobatics +12, Craft (alchemy) +15 (+23 to create alchemical items), Craft (traps) +15, Disable Device +14, Knowledge (arcana, nature) +10, Linguistics +7, Perception +12, Ride +8, Sleight of Hand +8, Spellcraft +10, Stealth +23, Survival +12; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Aquan, Common, Draconic, Goblin, Ignan, Orc, Tribal[L]

SQ alchemical weapon, alchemy (alchemy crafting +8), directed blast, discoveries (explosive bomb, fast bombs, rocket bomb[ARG], tanglefoot bomb[UM]), mutagen (+4/–2, +2 natural, 80 minutes), precise bombs [4 squares], swift alchemy

Combat Gear *potions of cure light wounds* (2), *potions of vanish* (2), acid (3), bottled lightning[UE] (2), itching powder[UE] (2), smokesticks (2), tanglefoot bag, thunderstone; **Other Gear** *+1 mithral chain shirt*, mithral buckler, dagger, darkwood longbow with 20 arrows, *cloak of resistance +1*, *handy haversack*, *+2 headband of vast intellect +2* (Acrobatics), formula book, masterwork thieves' tools, masterwork trapmaking tools, 17 gp

These savage specialists are devastatingly destructive to their enemies and revered as veritable gods by their pyromaniac goblin kin, but they can be invaluable assault troops that leave enemy ships a flaming wreck.



HAG SPY CR 9

XP 4,800

Advanced green hag assassin 3

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 90 ft.; Perception +15

DEFENSE

AC 28, touch 14, flat-footed 28 (+4 Dex, +10 natural, +4 armor)

hp 125 (9d10+3d8+63)

Fort +12, **Ref** +13, **Will** +10; +1 vs. poison

Defensive Abilities *mind blank*, uncanny dodge; **SR** 17

OFFENSE

Speed 30 ft., swim 30 ft.

Melee *+1 conductive rapier* +22/+17/+12 (1d6+11/15-20), or 2 claws +21 (1d4+10 plus weakness), or *+1 conductive rapier* +20/+15/+10 (1d6+11/15-20) and claw +19 (1d4+5 plus weakness)

Ranged masterwork composite shortbow +16/+11/+6 (1d6+10/x3)



Special Attacks death attack (DC 17), sneak attack +2d6

Spell-Like Abilities (CL 9th, concentration +14)

Constant—*pass without trace*, *tongues*, *water breathing*

At will—*alter self*, *dancing lights*, *ghost sound* (DC 15), *invisibility*, *pyrotechnics* (DC 17), *tree shape*, *whispering wind*

TACTICS

Before Combat Hag spies convene in covens every day to use *mind blank* on themselves. They may patrol singly, moving about invisibly, usually studying enemies engaged in combat with others before moving in for a death attack. They also use *alter self* to change their appearance frequently, especially if they notice an enemy noticing them while invisible.

During Combat Hag spies working independently try to begin combat with a death attack. If allies are available to help flank, they make flanking full attacks, channeling their greater weakness ability through their *conductive* rapier on the first hit each round. If alone and unable to isolate a foe, they use hit-and-run tactics, turning invisible after attacking and their *scroll of expeditious retreat* to move more quickly, or using *alter self* to assume a winged form and fly out of reach. If enemies seem strong in combat, they use their *scrolls* to boost their defenses.

If encountered as a coven, hag spies attempt to trap martial foes in a *forcecage* or separate them with a *mirage arcana* and then focus their attacks on spellcasters or lightly armored foes, either in melee or with *baleful polymorph*.

Morale If brought below 20 hit points, hag spies use *invisibility* or Stealth to flee.

STATISTICS

Str 30, **Dex** 19, **Con** 20, **Int** 18, **Wis** 14, **Cha** 20

Base Atk +11; **CMB** +21; **CMD** 35

Feats Alertness, Blind-Fight, Deceitful, Great Fortitude, Improved Critical (rapier), Two-Weapon Fighting

Skills Acrobatics +14, Bluff +20, Disable Device +13, Disguise +20, Knowledge (arcana) +13, Perception +21, Sense Motive +10, Stealth +19, Swim +24, Use Magic Device +20

Languages Aklo, Common, Giant

SQ mimicry, poison use

ECOLOGY

Environment temperate marshes

Organization solitary or coven (3 hags of any kind)

Treasure standard (*+1 conductive*[UE] *rapier*, *+1 cloak of resistance*, masterwork chain shirt, masterwork thieves' tools, masterwork composite shortbow, 20 arrows, *scroll of expeditious retreat*, *scroll of shield*, *scroll of protection from good*, *scroll of cure light wounds* (3))

SPECIAL ABILITIES

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

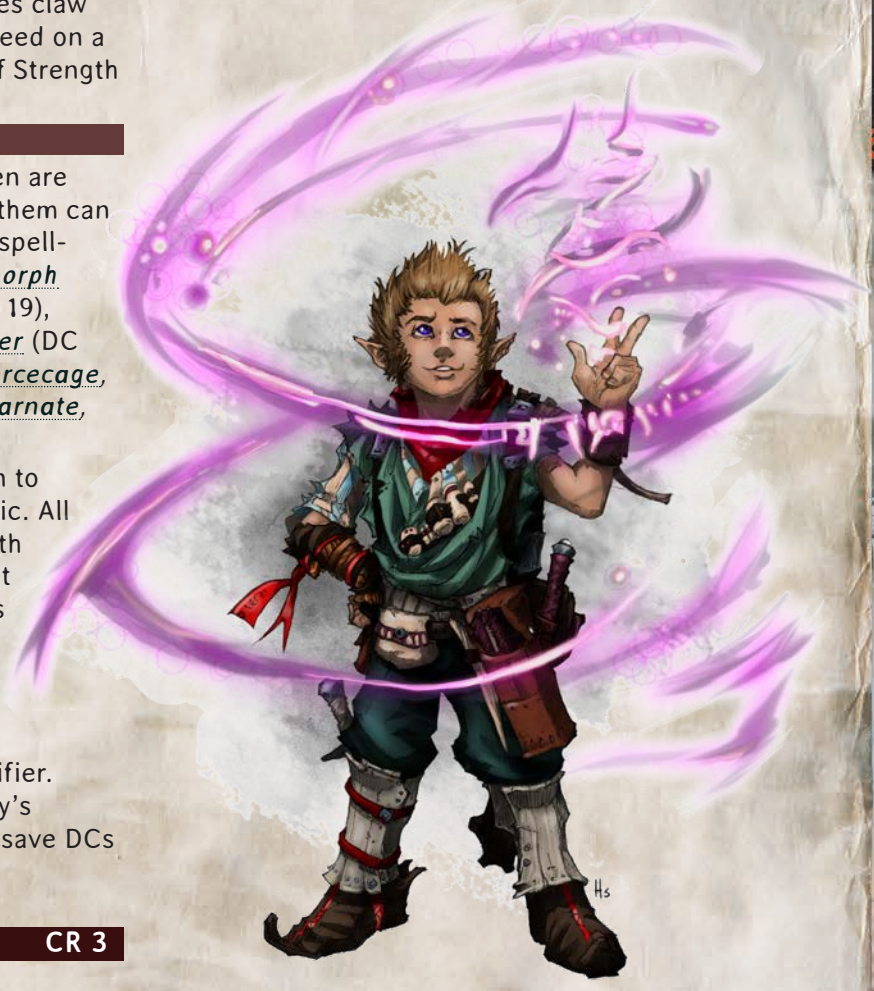
Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action and cannot be

attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Coven Abilities

Whenever all three hags of a particular coven are within 10 feet of one another, all three of them can work together to use any of the following spell-like abilities: *animate dead*, *baleful polymorph* (DC 20), *blight* (DC 19), *bestow curse* (DC 19), *clairaudience/clairvoyance*, *charm monster* (DC 19), *commune*, *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 20), *reincarnate*, *speak with dead*, *veil* (DC 21), *vision*.

All three hags must take a full-round action to take part in this form of cooperative magic. All coven spell-like abilities function at CL 9th (or at the highest CL available to the most powerful hag in the coven). The save DCs are Charisma-based, and function as if with a Charisma score of 16 unless one of the hags has a higher Charisma score, in which case the spell-like ability DCs are adjusted by that hag's Charisma modifier. A coven led by a hag spy uses the hag spy's Charisma of 20, which is reflected in the save DCs above.



HALFLING STORMBRINGER CR 3

XP 800

Halfling sorcerer 4

CE Small humanoid (halfling)

Init +3; **Senses** Perception +1

Defense

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 24 (4d6+8)

Fort +4, **Ref** +6, **Will** +5; +2 vs. fear

Defensive Abilities stormchild; **Resist** electricity 5, sonic 5

Offeense

Speed 30 ft.

Melee spear +2 (1d6-1/x3)

Ranged masterwork light crossbow +7 (1d6/19-20)

Bloodline Spell-Like Abilities (CL 4th; concentration +8)

7/day—thunderstaff

Sorcerer Spells Known (CL 4th; concentration +8)

2nd (4/day)—*aggressive thundercloud*[ACG] (DC 18)

1st (7/day)—*color spray* (DC 15), *ear-piercing scream*[UM] (DC 17), *obscuring mist*, *shocking grasp*

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *ray of frost*

Bloodline stormborn[APG]

Statistics

Str 8, **Dex** 16, **Con** 13, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +2; **CMB** +0; **CMD** 13

Feats Combat Casting, Eschew Materials, Spell Focus (evocation)

Skills Appraise +8, Bluff +11, Knowledge (arcana, nature) +5, Perception +1, Profession (sailor) +3, Spellcraft +5, Stealth +7; **Racial Modifiers** +2 Perception

Languages Common, Elven, Halfling

SQ bloodline arcana (+1 to save DC of spells with electricity or sonic descriptor), fleet of foot[APG]

Combat Gear *potion of cure moderate wounds*, *scroll of eagle's splendor*, *scroll of fog cloud*, *scroll of invisibility*, *scroll of minor image*, *scroll of shield*, acid (2), alchemist's fire (2), tanglefoot bag; **Other Gear** masterwork light crossbow with 30 bolts, spear, *cloak of resistance +1*, 25 gp



This sorcerer's moods shift with the weather; the blacker the skies, the wider her smile. She sees herself as living artillery, and a mouthpiece for the storm's fury.

IMPERIAL COMMANDER CR 8

XP 4,800

Female human bard (sea singer[APG]) 9

NE Medium humanoid (human)

Init +2; **Senses** Perception +14

Defense

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 71 (9d8+27)

Fort +6, **Ref** +9, **Will** +7; +4 vs. air and water effects or effects that would cause her to slip, trip, or be knocked prone.

Offense

Speed 30 ft.

Melee dagger +5/+0 (1d4–1/19–20)

Ranged dagger +8 (1d4–1/19–20)

Special Attacks bardic performance 23 rds/day (move action; dirge of doom, distraction, fascinate [DC 17], inspire courage +2, inspire greatness, sea shanty, still water, whistle the wind)

Bard Spells Known (CL 9th; concentration +12)

3rd (4/day)—*blink*, *good hope*, *haste*, *purging finale*[APG] (DC 16)

2nd (5/day)—*eagle's splendor*, *gallant inspiration*[APG] (DC 15), *minor image* (DC 15), *mirror image*

1st (6/day)—*charm person* (DC 14), *grease* (DC 14), *remove fear*, *saving finale*[APG] (DC 14), *vanish*[APG] (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *mending*, *message*, *summon instrument*

Tactics

Before Combat Naval ensigns precast *mirror image* and *protection from arrows* on themselves, and *good hope* on themselves and allies, adding *blink* and *shield* when combat appears imminent (not included in stat block).

During Combat Naval ensigns activate bardic performance and then cast *haste* or other spells or make sniping attacks with wands while Lingering Performance lasts, reactivating performance thereafter. They alternate inspire courage and dirge of doom (if two ensigns are present, they activate both). Their familiar uses its wands and telepathically relays information to other imps and officers.

Statistics

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

Base Atk +6; **CMB** +5; **CMD** 17 (19 vs. grapple, 19 vs. overrun, 19 vs. trip)

Feats Alertness[B], Evolved Familiar[UM] (skilled), Improved Familiar, Lingering Performance[APG], Point-Blank Shot, Precise Shot, Skill Focus (Use Magic Device)

Skills Acrobatics +6, Climb +13, Diplomacy +13, Knowledge (engineering) +6, Knowledge (geography) +18, Knowledge (local, nature) +11, Linguistics +10, Perception +14, Perform (wind) +15, Profession (sailor) +12, Sense Motive +6, Spellcraft +6, Stealth +14, Swim +1, Use Magic Device +18

Languages Aquan, Auran, Common, Infernal

SQ familiar, lore master 1/day, sea legs, world traveler +4

Combat Gear scroll of *create treasure map*[APG], scroll of *expeditious retreat*, scroll of *feather fall*, scroll of *protection from arrows*, scrolls of *shield* (2), *wand of acid arrow* (10 charges), *wand of cure light*

wounds (10 charges), *wand of scorching ray* (CL 11th, 10 charges); **Other Gear** mithral chain shirt, masterwork buckler, dagger, *cloak of resistance +1*, climber's kit, 13 gp

These clever sailors may command naval vessels or even flotillas of small craft, but on major ships of the line they typically serve as executive officers, first mates, or political and morale officers. They are most commonly found in the fleets of tyrannical empires, especially those known to consort with fiends from the lower planes.

IMP FAMILIAR CR —

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

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*; Perception +13

Defense

AC 23, touch 16, flat-footed 19 (+1 armor, +3 Dex, +1 dodge, +6 natural, +2 size)

hp 35 (3d10); fast healing 2

Fort +4, **Ref** +10, **Will** +8

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

Offense

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

Melee sting +11 (1d4 plus poison)

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

Statistics

Str 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 18

Feats Dodge, Weapon Finesse[B]

Skills Acrobatics +9, Bluff +8, Climb +12, Diplomacy +9, Fly +21, Knowledge (arcana) +7, Knowledge (engineering) +2, Knowledge (geography) +10, Knowledge (local, nature) +3, Knowledge (planes) +7, Linguistics +2, Perception +13, Perform (wind) +11, Profession (sailor) +10, Sense Motive +5, Spellcraft +7, Stealth +23, Swim +5, Use Magic Device +19; **Racial Modifiers**, +8 Use Magic Device

Languages Common, Infernal; telepathy 50 ft.

SQ change shape (boar, giant spider, rat or raven; *beast shape I*), deliver touch spells, empathic link, improved evasion, share spells,

Combat Gear *wand of cure light wounds* (10 charges), *wand of ray of exhaustion* (10 charges); **Other Gear** masterwork studded leather, *cloak of resistance +1*

Special Abilities

Poison (Ex) Sting-Injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

IMPERIAL MIDSHIPMAN CR 4

XP 1,200

Human fighter 5

LE Medium humanoid (human)

Init +4; **Senses** Perception +0

Defense

AC 24, touch 15, flat-footed 19 (+7 armor, +4 Dex, +1 dodge, +2 shield)

hp 45 (5d10+13)

Fort +6, **Ref** +5, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

Offense

Speed 30 ft.

Melee masterwork rapier +12 (1d6+4/18–20)

Ranged masterwork composite longbow +11 (1d8+3/x3)

Special Attacks weapon training (light blades +1)

Statistics

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 21

Feats Athletic, Dodge, Weapon Finesse, Weapon Focus (longbow), Weapon Focus (rapier), Weapon Specialization (longbow), Weapon Specialization (rapier)

Skills Acrobatics +5, Climb +9, Craft (ships) +5, Knowledge (engineering) +5, Profession (sailor) +8, Survival +5, Swim +9

Languages Common, Infernal

SQ armor training 1

Combat Gear *oil of magic weapon*, *potion of cure light wounds*, alchemist's fire (2), tanglefoot bag; **Other Gear** *+1 breastplate*, *+1 buckler*, masterwork composite longbow (+1 Str) with 20 arrows, masterwork rapier, 5 gp

These hard-bitten soldier-sailors are elite guards and amphibious assault troops in the powerful navies of despotic empires and also serve as mates or petty officers in command of teams of lower-ranking seamen.

MARINE CR 1

XP 400

Human barbarian (sea reaver[UC]) 2

CN Medium humanoid (human)

Init +2; **Senses** Perception +5

Defense

AC 13, touch 10, flat-footed 11 (+3 armor, +1 Dex, –2 rage)

hp 29 (2d12+11)

Fort +6, **Ref** +2, **Will** +3; +2 vs. magic

Offense

Speed 30 ft.

Melee masterwork cutlass +8 (1d6+7/18–20) or spear +7 (1d8+7/×3)

Ranged masterwork underwater light crossbow +5 (1d8/19–20)

Special Attacks rage (7 rounds/day), rage powers (superstition +2)

Tactics

Before Combat If expecting an underwater battle, a marine quaffs a *potion of air bubble*, and also a *potion of touch of the sea* if aquatic swiftness is needed.

During Combat A marine wields a spear if fighting underwater, switching to a cutlass when on dry land.

Morale Marines rarely retreat unless a commanding officer orders it, especially if it means leaving comrades behind.

Base Statistics When not raging, the marine's statistics are **AC** 15, touch 12, flat-footed 13; **hp** 25; **Fort** +4, **Will** +1; **Melee** masterwork cutlass +6 (1d6+4/18–20), spear +5 (1d8+4/×3); **Str** 17, **Con** 14; **CMB** +5; **Skills** Climb +7, Swim +10.

Statistics

Str 21, **Dex** 14, **Con** 17, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +7; **CMD** 17

Feats Power Attack, Toughness

Skills Acrobatics +6, Climb +9, Perception +5, Profession (sailor) +8, Survival +5, Swim +12

Languages Common

SQ eyes of the storm, heart of the sea, marine terror

Combat Gear *potion of air bubble*[UC], *potions of cure light wounds* (2), *potion of touch of the sea*[APG]; **Other Gear** masterwork studded leather, masterwork cutlass, masterwork underwater light crossbow with 20 bolts, spear, air bladder[UE], masterwork snorkel[UE], periscope[UE], 3d6 gp

These marines are specialized in fighting in the sea or under the surface. They often form raiding parties that strike up from beneath the ocean, using the sea to conceal their approach until they are ready to launch their attack. While not able to breathe water naturally, marines can use specialized equipment and a small amount of magic to allow them to remain below the surface for considerable lengths of time. When battle is joined, the marines' fearsome nature comes to the fore, making them an excellent force to spearhead an amphibious assault. Marines also make competent and capable sailors, but they see this as only an ancillary responsibility.

PIRATE BOATSWAIN CR 3

XP 800

Human rogue (pirate) 4

NE Medium humanoid (human)

Init +4; **Senses** Perception +8

Defense

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 33 (4d8+12)

Fort +4, **Ref** +9, **Will** +3; +1 vs. fear and mind–affecting effects

Defensive Abilities evasion, uncanny dodge, unflinching +1

Offense

Speed 30 ft.

Melee masterwork short sword +8 (1d6+1/19–20)

Ranged masterwork composite shortbow +8 (1d6+1/x3)

Special Attacks sneak attack +2d6

Statistics

Str 13, **Dex** 18, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 18

Feats Point-Blank Shot, Precise Shot, Sea Legs[UC], Weapon Finesse

Skills Acrobatics +13, Climb +10, Knowledge (local) +6, Perception +8, Profession (sailor) +8, Sense Motive +8, Stealth +11, Swim +10

SQ rogue talents (rope master[UC]), swinging reposition

Combat Gear *potion of cure light wounds*, *potion of invisibility*; **Other Gear** masterwork studded leather, masterwork composite shortbow (+1 Str) with 3 *+1 arrows* and 20 arrows, masterwork short sword, *cloak of resistance +1*, 52 gp

A few of these scurvy scalawags might command a small sloop or shoreward press gang of their own, but more often they serve as veteran hands before the mast, keeping the decks orderly and well maintained and knocking any newly shanghaied swabbies into shape.

PIRATE BOSUN CR 9

XP 6,400

Male human barbarian (scarred rager[UC]) 2/fighter (unarmed fighter[UC]) 8

NE Medium humanoid (human)

Init +3; **Senses** Perception +14

Defense

AC 15, touch 11, flat-footed 12 (+3 armor, +3 Dex, –2 rage, +1 shield)

hp 110 (10 HD; 2d12+8d10+48)

Fort +14, Ref +6, Will +6; +2 vs. exhaustion, fatigue, paralysis, sleep, staggered, stunning, or temporary penalties to ability scores

Defensive Abilities harsh training +2; **DR** 4/ – vs. nonlethal or when grappled

Offense

Speed 30 ft.

Melee unarmed strike +20/+15 (1d6+14/19–20 plus 1d6 nonlethal), unarmed strike +18/+13 (1d6+12/19–20 plus 1d6 nonlethal), masterwork ranseur +17/+12 (2d4+9/x3), or armor spikes +16/+11 (1d6+3 plus sticky poison)

Ranged masterwork composite longbow +14/+9 (1d8+6/x3)

Special Attacks rage (8 rounds/day), rage powers (brawler), weapon training (monk +1, natural +1)

Tactics

Before Combat Pirate bosuns apply their *oil of magic fang* during major alerts. If they have time they use *potions of blur* and *enlarge person* to extend their reach and improve their grappling.

During Combat Pirate bosuns grapple whenever possible, using ranseur or bow to attack targets they cannot reach or to disarm. They may administer potions to injured or mind-controlled allies.

Base Statistics When not raging, the barbarian's statistics are **AC** 17, touch 13, flat-footed 14; hp 94; **Melee** unarmed strike +18/+13 (1d3+12/19–20



plus 1d6 nonlethal), masterwork ranseur +15/+10 (2d4+6/x3), or armor spikes +14/+9 (1d6+2); **Str** 18, **Con** 14; **CMB** 14, **CMD** 27; Climb +8, Swim +8

Statistics

Str 22, **Dex** 16, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 27 (29 vs. trip)

Feats Dragon Ferocity[UC], Dragon Style[UC], Enforcer[APG], Fortified Armor Training[UC], Greater Grapple, Improved Critical (unarmed strike), Improved Grapple, Improved Unarmed Strike[B], Rapid Grappler[UC], Skill Focus (Intimidate), Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Acrobatics +7, Climb +10, Intimidate +19 (+20 to demoralize non–barbarian humanoids), Perception +14, Profession (sailor) +5, Swim +10; Racial Modifiers +1 Intimidate to demoralize non-barbarian humanoids

Languages Common

SQ clever wrestler, terrifying visage +1, tolerance

Combat Gear *potion of cure light wounds, potion of blur, potion of greater magic fang +2, potion of enlarge person, potion of protection from good*; **Other Gear** masterwork studded leather, masterwork buckler, masterwork composite longbow, masterwork ranseur, armor spikes, with 20 arrows, *cloak of resistance +1, amulet of mighty fists (merciful), +2 belt of giant strength*

PIRATE CREW CR 6

XP 2,400

NE Medium humanoid (human, troop)

Init +5; **Senses** Perception +6

Defense

AC 21, touch 15, flat-footed 17 (+2 armor, +5 Dex, +4 natural)

hp 75 (10d8+30)

Fort +10, **Ref** +8, **Will** +6; +2 vs. fear and mind–affecting effects

Defensive Abilities evasion, uncanny dodge

Offense

Speed 30 ft., climb 20 ft.

Melee troop +9 (2d6+2)

Ranged 4 masterwork composite shortbow +13 (1d6+2/x3)

Space 20 ft.; **Reach** 5 ft.

Special Attacks sneaking surround

Statistics

Str 15, **Dex** 20, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 24

Feats Iron Will, Point-Blank Shot, Precise Shot, Sea Legs[UC], Skill Focus (Profession [sailor])

Skills Acrobatics +15, Climb +10, Knowledge (local) +4, Perception +6, Profession (sailor) +10, Sense Motive +5, Stealth +10, Swim +10

SQ in the rigging, salty sailors

Special Abilities

In the Rigging (Ex) A pirate crew gains a climb speed of 20 feet when climbing ropes, nets, anchor chains, and similar nautical surfaces. When using a rope to assist them in a jump, such as swinging from one ship to another, the pirate crew treats that as a running jump and gains a +5 bonus on the Acrobatics check. They likewise gain a +5 bonus on Acrobatics checks to balance on beams, spars, ropes, and masts. When making ranged attacks against targets within 30 feet, they ignore cover or concealment (but not total cover or total concealment) provided by intervening masts, ropes, nets, sails, and other creatures.

Salty Sailors (Ex) A pirate crew is made up of tough, experienced brigands inured to the difficulties of the sea. The troop gains a +2 bonus on saving throws against becoming nauseated or sickened and against mind-affecting effects, and once per day when the troop fails a saving throw that would cause it to become nauseated or sickened, it can reroll the save, taking the second result even if worse than the first.

Sneaking Surround (Ex) A pirate crew is expert at sneaking up on foes and maneuvering to them from every side at once. Any flat-footed creature or creature denied its Dexterity modifier to AC takes 2d6 additional points of damage from each successful attack by the pirate crew. Any creature sharing the space of a pirate crew at the end of its turn likewise takes this additional damage if any portion of the troop's space is on two opposite sides of its own space. This is precision damage.

PIRATE ENFORCER CR 9

XP 6,400

Male humanoid rogue (pirate[UC]) 6/swashbuckler[ACG] (daring infiltrator) 4

NE Medium humanoid (human)

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

Defense

AC 20, touch 15, flat-footed 15 (+5 armor, +5 Dex)

hp 79 (6d8+4d10+30)

Fort +6, **Ref** +15, **Will** +4; +2 vs. fear and mind–affecting effects

Defensive Abilities evasion, uncanny dodge

Offense

Speed 30 ft.

Melee masterwork scorpion whip +15/+10 (1d3+9 plus poison) or masterwork rapier +14/+9 (1d6+4/18-20 plus poison)

Ranged masterwork shortbow +14/+9 (1d6/x3)

Special Attacks deeds (derring-do, dodging panache, kip-up, opportune parry and riposte, precise strike, silence is golden), panache (2), sneak attack +3d6, swashbuckler finesse

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

Tactics

During Combat Pirate enforcers keep to the shadows while letting their allies draw enemies towards them. They then use their whips to silence spellcasters with trip and grapple combat maneuvers, tying them up and moving on to new opponents. They normally deal nonlethal damage with their whips in order to use their Enforcer feat to strike fear into their targets, but switch to lethal damage and sneak attacks when enemies stand firm. They use their *dust of appearance* to eliminate defensive illusions like *invisibility*, *displacement*, and *mirror image* before attacking spellcasters.

Statistics

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

Base Atk +8; **CMB** +8 (+15 with whip); **CMD** 23

Feats Enforcer[APG], Exotic Weapon Proficiency (whip), Greater Whip Mastery[UC], Improved Whip Mastery[UC], Sea Legs[UC], Slashing Grace[ACG] (whip), Weapon Focus (whip), Whip Mastery[UC]

Skills Acrobatics +17, Bluff +7, Climb +10, Craft (ships) +10, Disguise +8, Intimidate +15, Linguistics +4, Perception +10, Profession (sailor) +10, Sense Motive +9, Stealth +17, Swim +10

Languages Common, Goblin, Polglut

SQ rogue talents (bleeding attack +4, rope masterUC)

Combat Gear *potion of cure light wounds*, *dust of appearance*, extra dose of sticky [4 hits] large scorpion venom, 2 tanglefoot bags; **Other Gear** *+1 mithral chain shirt*, *+2 belt of incredible dexterity*, 3 masterwork scorpion whips, masterwork rapier, masterwork shortbow with 20 arrows, *cloak of resistance +1*, disguise kit

PIRATE FIRST MATE CR 6

XP 2,400

Human rogue (pirate) 7

NE Medium humanoid (human)

Init +5; **Senses** Perception +11

Defense

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 53 (7d8+18)

Fort +5, **Ref** +7, **Will** +4; +2 vs. fear and mind–affecting effects

Defensive Abilities evasion, uncanny dodge, unflinching +2

Offense

Speed 30 ft.

Melee *+1 elven curve blade* +11 (1d10+13/18–20 plus poison) (Power Attack included)

Ranged masterwork composite shortbow +7 (1d6+4/x3)

Special Attacks sneak attack +4d6

Statistics

Str 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 20

Feats Exotic Weapon Proficiency (elven curve blade), Furious Focus[APG], Improved Initiative, Power Attack, Sea Legs[UC], Weapon Focus (elven curve blade)

Skills Acrobatics +12, Climb +10, Craft (ships) +10, Intimidate +8, Knowledge (geography) +7, Knowledge (local) +7, Linguistics +4, Perception +11, Profession (sailor) +10, Sense Motive +10, Stealth +10, Survival +5, Swim +10

Languages Common, Tribal[L]

SQ rogue talents (bleeding attack +4, rope master[UC]), swinging reposition

Combat Gear *dust of appearance*, *oil of magic weapon*, *potion of cure light wounds*, Large scorpion venom (2), tanglefoot bags (2); **Other Gear** masterwork chain shirt, *+1 elven curve blade*, masterwork composite shortbow (+4 Str) with 20 arrows, *cloak of resistance +1*

These tattooed terrors have carved a path to leadership on their pirate crews with their deadly blades and their seamanship alike.

PIRATE GRENADIER CR 9

XP 6,400

Female goblin alchemist 10

NE Tiny humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 30, touch 22, flat-footed 20 (+2 armor, +9 Dex, +1 dodge, +2 natural, +4 shield, +2 size)

hp 77 (10d8+29) (plus 16 temporary hit points)

Fort +12, **Ref** +20, **Will** +6; +4 vs. death effects

Defensive Abilities 25% chance to negate critical hits or sneak attack damage, *thorn body* (1d6+10); **Immune** cold, energy drain, magic missile, negative energy, nonlethal damage, paralysis, sleep, poison

Offense

Speed 60 ft.

Melee spiked gauntlet +10/+10/+5 (1d2–1 plus poison)

Ranged tanglefoot bomb +22/+22/+17 (5d6+4 fire plus entangle) or force bomb +22/+22/+17 (5d4+4 force plus knocked prone)

Special Attacks bomb 14/day (5d6+4 fire, DC 19)

Alchemist Extracts Known (CL 10th)

4th—*death ward*, *dragon's breath*[APG]

3rd—*haste*, *heroism*, *protection from energy*, *thorn body*[APG]

2nd—*cat's grace*, *false life*, *invisibility*, *see invisibility*, *vomit swarm*[APG]

1st—*grenadier's eye*[APG], *crafter's fortune*[APG], *cure light wounds*, *expeditious retreat*, *jump*, *reduce person*, *shield*

Tactics

Before Combat These skulking goblins always use Stealth when moving around their domains. If aware of intruders, a priate grenadier uses extracts of *false life*, *heroism*, *protection from energy* (usually fire, unless the PCs have been observed using a different energy type), and *see invisibility*. If PCs are known to have entered the castle, they also use *cat's grace*, *death ward*, *expeditious retreat*, *invisibility*, *reduce person*, and *shield*.

During Combat A pirate grenadier uses *haste* and *thorn body* before entering combat and uses Rapid Shot to hurl 4 bombs per round, starting with force bombs and tanglefoot bombs to immobilize enemies. They use *dragon breath* or *vomit swarm* against groups of enemies, especially those unable to move, and use *fly* if needed to get around obstacles.

Morale If brought below 20 hit points, a pirate grenadier flees using Stealth or *invisibility*.

Base Statistics AC 18, touch 15, flat-footed 14; **Fort** +10, **Ref** +12, **Will** +5; **Speed** 30 ft.; **Melee** spiked gauntlet +7/+2 (1d3–1 plus poison); **Ranged** tanglefoot bomb +13/+8 (5d6+4 fire plus entangle) or force bomb +13/+8 (5d4+4 force plus knocked prone); Dex 18, Wis 12; CMB +5; CMD 19; **Skills** Acrobatics +14, Craft (alchemy) +27, Craft (siege weapons) +17, Knowledge (engineering) +14, Knowledge (local) +14, Knowledge (nature) +17, Perception +14, Ride +8, Spellcraft +8, Stealth +22; not immune to energy drain, magic missile, or negative energy.

Statistics

Str 8, **Dex** 28, **Con** 14, **Int** 18, **Wis** 10, **Cha** 6

Base Atk +7; **CMB** +14; **CMD** 24

Feats Brew Potion, Point-Blank Shot, Rapid Shot, Throw Anything, Extra Discovery (force bomb), Extra Discovery (tanglefoot bomb)[UC], Master Alchemist[APG]

Skills Acrobatics +21 (+33 when jumping), Craft (alchemy) +29, Craft (siege weapons) +19, Knowledge (engineering) +16, Knowledge (local) +16, Knowledge (nature) +19, Perception +15, Ride +15, Spellcraft +10, Stealth +33

Languages Common, Draconic, Goblin, Polglut

SQ alchemy (alchemy crafting +10, identify potions), mutagen (+4/–2, +2 natural, 100 minutes), discoveries (fast bombs, force bomb [5d4+4 force plus knock prone], mummification[UM], precise bombs [4 squares], preserve organs[UM], sticky poison [4 strikes], tanglefoot bomb[UM]), poison use, swift alchemy, swift poisoning

Combat Gear *potion of cure light wounds*, *potion of invisibility* (2), *potion of fly*, dose of large scorpion venom (sticky, 4 uses), 2 vials of acid, 2 vials of liquid ice; **Other Gear** masterwork buckler, spiked gauntlet, *cloak of resistance +1*, *bracers of armor +2*, *headband of vast intellect* (Craft siege weapons), 80 gp

PIRATE GUARD CR 4

XP 1,200

Male human fighter 5

NE Medium humanoid (human)

Init +6; **Senses** Perception +8

Defense

AC 24, touch 13, flat-footed 21 (+7 armor, +2 Dex, +1 dodge, +4 shield)

hp 52 (5d10+20)

Fort +7, **Ref** +3, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1

Offense

Speed 30 ft.

Melee masterwork net +8 (— plus entangled) or masterwork trident +8 (1d8+2 plus poison)

Ranged masterwork trident +9 (1d8+2 plus poison)

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

Special Attacks weapon training (thrown +1)

Tactics

During Combat Pirate guards use their nets to pin down opponents and hold them in place for allies to gang up on them, while they administer toxic thrusts from their tridents. They use their potions to pursue flying enemies and try to entangle them and drag them to the ground.

Statistics

Str 13, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 19

Feats Alertness, Dodge, Exotic Weapon Proficiency (net), Improved Initiative, Iron Will, Net Adept[UC], Saving Shield[APG]

Skills Handle Animal +3, Perception +8, Sense Motive +8, Survival +6, Swim –5

Languages Common

SQ armor training 1

Combat Gear *potion of cure light wounds*, *potion of fly*, *potion of remove fear*, extra dose of sticky [4 hits] Large scorpion venom, extra net; **Other Gear** *+1 breastplate*, masterwork tower shield, masterwork net, masterwork trident, 15 gp

Sometime gladiators and pit fighters, these seafaring soldiers are equally adept at hauling captives off to sea as at setting up a defensive perimeter for their commanders.

PIRATE OFFICER CR 6

XP 2,400

Male humanoid rogue (pirate) 7

NE Medium humanoid (human)

Init +5; **Senses** Perception +11

Defense

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 53 (7d8+18)

Fort +5, **Ref** +7, **Will** +4; +2 vs. fear and mind–affecting effects,

Defensive Abilities evasion, uncanny dodge

Offense

Speed 30 ft.

Melee *+1 elven curve blade* +11 (1d10+13/18–20 plus poison) (Power Attack included)

Ranged masterwork composite shortbow +7 (1d6+4/x3)

Special Attacks sneak attack +4d6

Tactics

During Combat Pirate officers move to flank with their allies to gain sneak attacks while blowing signal whistles to raise the alarm. If they suspect invisible creatures are nearby, they use their *dust of appearance* to reveal them and tanglefoot bags to trap them.

Statistics

Str 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 20

Feats Exotic Weapon Proficiency (elven curve blade), Furious Focus[APG], Improved Initiative, Power Attack, Sea Legs[UC], Weapon Focus (elven curve blade)

Skills Acrobatics +12, Climb +10, Craft (ships) +10, Intimidate +8, Knowledge (geography) +7, Knowledge (local) +7, Linguistics +4, Perception +11, Profession (sailor) +10, Sense Motive +10, Stealth +10, Survival +5, Swim +10

Languages Common, Goblin

SQ rogue talents (bleeding attack +4, rope masterUC)

Combat Gear *potion of cure light wounds*, *potion of magic weapon*, *dust of appearance*, extra dose of sticky [4 hits] large scorpion venom, 2 tanglefoot bags, signal whistle; **Other Gear** masterwork chain shirt, *+1 elven curve blade*, masterwork composite shortbow with 20 arrows, *cloak of resistance +1*.

PIRATE PIPER CR 7

XP 3,200

Human bard (sea singer[APG]) 8

N Medium humanoid (human)

Init +1; **Senses** Perception +10

Defense

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)

hp 60 (8d8+21)

Fort +5, **Ref** +8, **Will** +7; +4 vs. air and water effects or slipping or being knocked prone;

Defensive Abilities sea legs

Offense

Speed 30 ft.

Melee masterwork whip +10/+5 (1d3 nonlethal+2)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip to attack; threaten 10 ft. with whip)

Special Attacks bardic performance 21 rounds/day



(move action, dirge of doom, distraction, fascinate, inspire courage +2, sea shanty, still water 8, whistle the wind)

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

3rd (3/day)—*good hope*, *haste*, *jester's jaunt*[APG] (DC 16)

2nd (5/day)—*gallant inspiration*[APG], *glitterdust* (DC 15), *heroism*, *suggestion* (DC 15)

1st (5/day)—*feather step*[APG], *saving finale*[APG], *timely inspiration*[APG], *touch of gracelessness*[APG] (DC 14), *vanish*[APG]

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

Tactics

Before Combat If Fort Scurvy is on alert, pirate pipers begin combat with *feather step* and *heroism* precast.

During Combat Pirate pipers start with inspire courage and *haste* and *good hope* on allies, and afterwards alternate inspire courage with dirge of doom, activating them with Lingering Performance[APG] and then using spells and their whip. Meanwhile, their familiar retrieves and hurls splash weapons from their *handy haversack* and uses aid another to assist combat maneuvers.

Statistics

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

Base Atk +6; **CMB** +8; **CMD** 19 (21 vs. grapple, overrun, and trip)

Feats Alertness[B], Enforcer[APG], Improved Whip Mastery[UC], Lingering Performance[APG], Weapon Focus (whip), Whip Mastery[UC]

Skills Acrobatics +10, Bluff +10, Climb +5, Intimidate +14, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +10, Linguistics +10, Perception +10, Perform (wind) +10, Sense Motive +6, Stealth +5, Use Magic Device +14

Languages Aquan, Common, Goblin, Grun'adi, Polglut

SQ sea legs, world traveler +4 (reroll 2/day)

Combat Gear *scroll of remove fear*, *scroll of see invisibility*, *scroll of dimension door*, *wand of cure light wounds* (20 charges), *wand of true strike* (20 charges), 5 tanglefoot bags, 3 vials of acid, 3 alchemist's fire; **Other Gear** *+1 chain shirt*, *+1 buckler*, masterwork whip, *cloak of resistance +1*, *handy haversack*, masterwork fife, 4 gp

MONKEY FAMILIAR **CR –**

N Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

Defense

AC 21, touch 14, flat-footed 19 (+3 armor, +2 Dex, +4 natural, +2 size)

hp 30

Fort +2, **Ref** +8, **Will** +7

Defensive Abilities improved evasion

Offense

Speed 30 ft., climb 30 ft.

Melee bite +10 (1d3–4)

Ranged tanglefoot bag +10 (entangle)

Space 5 ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 15, **Con** 10, **Int** 9, **Wis** 12, **Cha** 5

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

Feats Weapon Finesse

Skills Acrobatics +17, Bluff +1, Climb +14, Intimidate +5, Knowledge (geography) +3, Knowledge (local) +3, Knowledge (nature) +3, Linguistics +3, Perception +9, Perform (wind) –1, Sense Motive +2, Stealth +15, Use Magic Device +5; **Racial Modifiers** Acrobatics +8

SQ deliver touch spells, empathic link, share spells, speak with master, speak with monkeys

Other Gear masterwork studded leather

PIRATE PORT DEFENDERS CR 7

XP 3,200

NE Medium humanoid (human, troop)

Init +5; **Senses** Perception +6

Defense

AC 27, touch 12, flat-footed 25 (+6 armor, +2 Dex, +5 natural, +4 shield)

hp 83 (11d8+33)

Fort +11, **Ref** +5, **Will** +6

Defensive Abilities shield wall

Offense

Speed 30 ft.

Melee troop +11 (3d6+3 plus poison)

Ranged 4 thrown tridents +11 (1d8+4 plus poison) or 4 nets +11 (— plus entangled)

Space 20 ft.; **Reach** 5 ft. (10 ft. with nets)

Special Attacks press gang

Statistics

Str 16, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +11; **CMD** 23

Feats Alertness, Exotic Weapon Proficiency (net), Iron Will, Net Adept[UC], Net and Trident[UC], Saving Shield[APG]

Skills Perception +18, Sense Motive +18, Survival +6

Languages Common

SQ armor training 1

Special Abilities

Armor Training (Ex) Pirate port defenders can move at full speed in medium armor and reduce the armor check penalty for armor and shields by 1.

Press Gang (Ex) Pirate port defenders prefer to capture rather than kill, to shanghai new potential pirates or find captives to ransom or sell. Creatures damaged by their melee troop attack are entangled (DC 17 Reflex negates); this is treated as being trapped in a net. In addition, as part of a move action a group of pirate port defenders can make a combat maneuver check to drag all Medium or smaller entangled creatures within or adjacent to their space with them. The troop makes a single combat maneuver check and applies the result against the CMD of all entangled creatures. If the check fails to beat the CMD of an entangled creature, that creatures remain entangled (as if caught in a net) but is left behind as the troop moves away.

Poisoned Weapons (Ex) Pirate port defenders use tridents poisoned by the goblin alchemists of Fort Scurvy. This large scorpion venom is specially formulated with the sticky poison discovery, allowing it to remain effective for four successful attacks before needing to be replaced.

Shield Wall (Ex) Pirate port defenders wear breastplates and carry tower shields, enabling them to turn their shields in concert and use them to provide total cover along one side of the troop's space as a standard action. Attacks passing through that edge of their space are affected by this cover. In addition, when a creature charges a troop of pirate port defenders, as an immediate action the troop can ready an action to attack that creature. Unlike a standard troop attack, the pirate port defenders must succeed on an attack roll to deal damage with this special attack; however, on a successful hit damage is doubled.

PIRATE SHARPSHOOTER CR 9

XP 6,400

Male hobgoblin gunslinger[UC] (bolt ace[ACG]) 6/rogue (sharpshooter[APG]) 4

LE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 23, touch 16, flat-footed 17 (+5 armor, +4 Dex, +2 dodge, +2 shield)

hp 83 (6d10+4d8+32)

Fort +10, **Ref** +14, **Will** +6

Defensive Abilities evasion, uncanny dodge

Offense

Speed 30 ft.

Melee masterwork scimitar +11/+6 (1d6+1/18-20)

Ranged *+1 repeating heavy crossbow* +16/+11 (1d10+6/17–20) or +13 (2d10+12/17-20)

Special Attacks accuracy, crossbow training (heavy +1), deadly range 40 ft., deeds (sharp shoot, vigilant loading, shooter's resolve, gunslinger's initiative, gunslinger dodge, pistol-whip), grit (3), sneak attack +2d6

Tactics

Before Combat During alerts, pirate sharpshooters drink their *elixir of hiding,* increasing their Stealth bonus to +37.

During Combat Pirate sharpshooters use Stealth in combat, preferring to make a single attack each round with Deadly Aim and Vital Strike, and then returning to hiding (taking only a – 10 penalty on Stealth checks when sniping). After 5 shots, they keep hidden while taking a full-round action to reload their repeating crossbow. They use their sharp shoot deed against heavily armored targets. If intruders are largely human, they load their case of *human bane* bolts, or begin combat with those bolts loaded if an alert has been raised, focusing their shots on human PCs. Pirate sharpshooters use the full attack action against opponents that keep their distance, remaining beyond sneak attack range.

Statistics

Str 10, **Dex** 18, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

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

Feats Deadly Aim, Expert Sharpshooter[DTT], Improved Critical (heavy crossbow), Point-Blank Shot, Precise Shot, Skill Focus (Stealth), Target of Opportunity[UC], Vital Strike

Skills Acrobatics +17, Bluff +12, Climb +10, Perception +15, Stealth +27, Survival +13, Swim +5

Languages Common, Goblin

SQ rogue talents (combat trick, superior sharpshooter)

Combat Gear *potion of cure light wounds, elixir of hiding, potion of invisibility,* 5 *+1 human bane bolts,* 2 tanglefoot bags; **Other Gear** *+1 mithral chain shirt, +1 buckler, +1 repeating heavy crossbow* with 40 bolts, masterwork scimitar, *cloak of resistance +1, +2 belt of incredible dexterity,* 10 gp

PIRATE SHARPSHOOTER, ELITE CR 11

XP 12,800

Female hobgoblin gunslinger[UC] (bolt ace[ACG]) 12

LE Medium humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 26, touch 19, flat-footed 17 (+5 armor, +6 Dex, +3 dodge, +2 shield)

hp 105 (12d10+36)

Fort +11, **Ref** +14, **Will** +8

Offense

Speed 30 ft.

Melee masterwork battleaxe +14/+9/+4 (1d8+1/x3)

Ranged *+2 light crossbow* +22/+17/+12 (1d8+10/17–20) or +18/+13/+8 (1d8+18/17-20) with Deadly Aim

Special Attacks crossbow training (light +2, heavy +1), deeds (sharp shoot, vigilant loading, shooter's resolve, distracting shot, vigilant shooter, inexplicable reload, gunslinger's initiative, gunslinger dodge, pistol-whip, dead shot, targeting, bleeding wound), grit (5)

Tactics

Before Combat During alerts, elite pirate sharpshooters apply *oil of flame arrow* to their own bolts and may share the effect with the arrows or bolts of nearby allies under their command. Treat the projectiles of a pirate crew or similar troop as 30 arrows for the purpose of such sharing.

During Combat An elite pirate sharpshooter uses her bleeding wound deed on the first target she hits each round, dealing 6 points of bleed damage (0 grit cost). If the target is already taking hit point bleed damage, she spends 1 grit point to give the target 1 point of Constitution bleed. She typically uses her sharp shoot deed to resolve her final iterative attack as a ranged touch attack. She uses shooter's resolve as needed against foes using *blur* or concealment or cover, while moving to get a better vantage point for future attacks. If she locates invisible targets, she uses her *tangle bolts* to pin them down.

Statistics

Str 12, **Dex** 22, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +13; **CMD** 29

Feats Deadly Aim, Improved Critical (light crossbow), Iron Will, Point-Blank Shot, Precise Shot, Rapid Reload (light crossbow), Signature Deed[UC] (bleeding wound), Target of Opportunity[UC], Weapon Focus (light crossbow)

Skills Acrobatics +21, Climb +10, Craft (bows) +5, Perception +17, Stealth +25, Survival +9, Swim +5

Languages Common, Goblin

Combat Gear *potion of cure serious wounds, oil of flame arrow, potion of invisibility*, 3 adamantine bolts, 6 *+1 human bane bolts*, 3 *tangle bolts*[APG]; **Other Gear** *+1 mithral chain shirt, +1 buckler, +2 light crossbow* with 40 bolts, masterwork battleaxe, *cloak of resistance +1, +2 belt of incredible dexterity*, extra masterwork light crossbow

PIRATE SNIPER CR 9

XP 6,400

Human gunslinger (musket master[UC]) 7/rogue (sniper[APG]) 3

N Medium humanoid (human)

Init +11; **Senses** Perception +15

Defense

AC 22, touch 17, flat-footed 15 (+4 armor, +5 Dex, +2 dodge, +1 shield)

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

Fort +9, **Ref** +14, **Will** +6

Defensive Abilities evasion, nimble +2

Offense

Speed 30 ft.

Melee dagger +10/+5 (1d4+1/19–20)

Ranged *+1 double hackbut* +15/+10 (2d12+6/19–20/×4) or +13/+13/+8 (2d12+6/19-20/×4)

Special Attacks accuracy, deadly range (+10 feet), deeds (dead shot, deadeye, fast musket, gunslinger initiative, pistol-whip, quick clear, startling shot, steady aim, targeting), grit (4), sneak attack +2d6

Statistics

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

Base Atk +9; **CMB** +10; **CMD** 27

Feats Deadly Aim, Extra Grit[UC], Gunsmithing[UC], Improved Critical (double hackbut), Improved Initiative, Point-Blank Shot, Rapid Reload (double hackbut), Rapid Shot, Vital Strike

Skills Acrobatics +18, Climb +10, Craft (alchemy) +5, Escape Artist +18, Knowledge (engineering, local) +7, Perception +15, Stealth +18, Swim +10

Languages Common

SQ gunsmith, musket training (two-handed firearms, +5), rogue talent (sniper's eye[APG])

Combat Gear *potion of cure light wounds* (2); **Other Gear** mithral chain shirt, masterwork buckler, *+1 double hackbut* with 1 entangling shot cartridge and 1 flare cartridge and 20 paper cartridges, and 30 bullets, powder horns (3) with 30 doses of black powder, dagger, *belt of incredible dexterity +2, cloak of resistance +1*, gunsmith's kit, 4 gp

These sharpshooters have uncommon and deadly skill with their devastating long-arms, complementing the heavy gunpowder weapons of their vessel with a lethal swivel gun of their own.

PISTOL PIRATE CR 3

XP 800

Human gunslinger (buccaneer) 4

N Medium humanoid (human, mythic)

Init +6; **Senses** Perception +7

Defense

AC 18, touch 14, flat-footed 14 (+3 armor, +4 Dex, +1 shield)

hp 38 (4d10+12)

Fort +7, **Ref** +9, **Will** +2

Offense

Speed 30 ft.

Melee masterwork rapier +9 (1d6+1/18–20)

Ranged masterwork pistol +9 (1d8/x4)

Special Attacks deeds (deadeye, gunslinger initiative, gunslinger's dodge, pirate's jargon (DC 13), seadog's gait, utility shot), grit (3)

Statistics

Str 13, **Dex** 18, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +5; **CMD** 19

Feats Deadly Aim, Extra Grit[B], Gunsmithing[B], Rapid Reload (pistol), Sea Legs[B], Weapon Finesse

Skills Acrobatics +13, Bluff +3, Climb +9, Intimidate +7, Perception +7, Profession (sailor) +7, Survival +4, Swim +7

Languages Common

SQ gunsmith, liquid courage (2 grog)

Combat Gear *oil of magic weapon* (2), *potion of cure moderate wounds*, tanglefoot bag; **Other Gear** masterwork studded leather, masterwork buckler, masterwork pistol with 2 flare cartridges and 20 bullets, masterwork rapier, *+1 cloak of resistance*, climber's kit, gunsmith's kit, powder horns (2)

While most pirates are content to brandish their cutlasses, these pirates are equally likely to draw down on a foe with their barrel of their pistol as the edge of their blade.



RUM-RUNNER CR 7

XP 3,200

Human barbarian (drunken brute[APG]) 2/gunslinger (pistolero[UC]) 6

CE Medium humanoid (human)

Init +4; **Senses** Perception +10

Defense

AC 18, touch 11, flat-footed 14 (+5 armor, +1 deflection, +2 Dex, +2 dodge, –2 rage)

hp 83 (8 HD; 6d10+2d12+32)

Fort +13, **Ref** +8, **Will** +6

Defensive Abilities nimble +2, uncanny dodge

Offense

Speed 30 ft.

Melee masterwork bastard sword +15/+10 (1d10+9/19–20)

Ranged masterwork pepperbox[UC] +11/+6 (1d8+2/×4)

Special Attacks deeds (gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, up close and deadly +2d6, utility shot), grit (1), rage (14 rounds/day), rage powers (good for what ails you, intimidating glare)

Base Statistics When not raging, a rum-runner's statistics are **AC** 20, touch 15, flat-footed 16; **hp** 67; **Fort** +11, **Will** +4; **Melee** masterwork bastard sword +13/+8 (1d10+6/19–20); **Str** 18, **Con** 14; **CMB** +12, **CMD** 27.

Statistics

Str 22, **Dex** 14, **Con** 18, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +8; **CMB** +14; **CMD** 27

Feats Deadly Aim, Exotic Weapon Proficiency (bastard sword), Extra Rage, Extra Rage Power, Gunsmithing[UC], Iron Will, Power Attack

Skills Acrobatics +12, Bluff +12, Intimidate +12, Perception +10, Profession (sailor) +10, Sleight of Hand +10

Languages Common

SQ gunsmith, pistol training (+2), raging drunk

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of enlarge person*, *potion of shield of faith +2*; **Other Gear** *+1 chain shirt*, masterwork bastard sword, masterwork pepperbox with 6 paper cartridges and 30 firearm bullets, *cloak of resistance +1*, *ring of protection +1*, bottle of rum, gunsmith's kit, hip flask of whiskey, powder horn with 10 doses of black powder, silver tankard (worth 20 gp), wineskin of grog

A rum-runner is a free-booting smuggler and ruthless raider whose roaring rages send his enemies flying and his crew into a frenzy. His drunken debauchery is legendary, as is the savagery of his wrath against anyone who gets in his way. He may put on a pleasant face when dealing with authorities and merchants, but his foul temper is never far behind.

SAILOR CR 1/2

XP 200

Human expert 1/warrior 1

N Medium humanoid (human)

Init +1; **Senses** Perception +4

Defense

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 11 (2 HD; 1d8+1d10+1)

Fort +2, **Ref** +1, **Will** +2

Offense

Speed 30 ft.

Melee belaying pin +3 (1d4+2) or boarding axe +3 (1d6+3/×3) or cutlass +3 (1d6+3/18–20) or dagger +3 (1d4+2/19–20)

Ranged light crossbow +2 (1d8/19–20) or dagger +2 (1d4+2/19–20)

Tactics

Before Combat Most sailors only carry a dagger while doing routine work aboard ship, either wielding that or snatching up a nearby belaying pin if trouble suddenly arises. If a naval battle is imminent, the ship's officers break out more deadly weaponry for the crew, including cutlasses, boarding axes, and missile weapons.

During Combat In battle, a sailor shoots crossbow bolts at distant targets, switching to a melee weapon when foes close in.

Morale If reduced to less than 6 hit points, the sailor withdraws and, if possible, continues to support the fight with ranged weapons. If reduced to less than 3 hit points, the sailor retreats or surrenders.

Statistics

Str 14, **Dex** 13, **Con** 11, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 14

Feats Athletic, Power Attack

Skills Acrobatics +5, Climb +9, Perception +4, Profession (sailor) +5, Swim +9

Languages Common

Gear leather armor, belaying pin, boarding axe, cutlass, dagger, light crossbow with 20 bolts, 4d10 gp

Sailors make up the bulk of a ship's crew, carrying out the essential tasks necessary to see a vessel perform at its best. Whether serving as deckhand on a merchant ship or crewing a swift pirate frigate, sailors know that the open seas hold many dangers and most have had at least a small amount of experience in a battle situation. Sailors expect to be fairly paid their expertise and for the hazards they face, even if some sailors fritter away every single coin at the next port of call. Many sailors have superstitions and peculiar rituals that a wise captain tolerates the observance of, because an unhappy and unpaid crew of sailors is recalcitrant, unruly, and sometimes even ripe for mutiny.

SHAMAN OF THE WAVES CR 6

XP 2,400

Human shaman [ACG] 7

N Medium humanoid (human)

Init +1; **Senses** Perception +6

Defense

AC 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)

hp 56 (7d8+21)

Fort +4, **Ref** +4, **Will** +10

Offense

Speed 30 ft.

Melee darkwood longspear +5 (1d8-1/x3)

Ranged light crossbow +6 (1d8/19–20)

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

Special Attacks channel positive energy 3/day (DC 15, 4d6), hexes (chant, fortune, misfortune, water sight), wandering hex (life link), wave strike (5/day)

Shaman Spells Prepared (CL 7th, concentration +11)

4th—*control water*, *ride the waves*; *restoration*[S] or *wall of ice*[S] (DC 18)

3rd—*fly*, *haste*, *stinking cloud* (DC 17); *neutralize poison*[S] or *water breathing*[S]

2nd—*barkskin*, *cure moderate wounds*, *resist energy*, *warp wood* (DC 16); *lesser restoration*[S] or *slipstream*[SAPG]



1st—*bless*, *cure light wounds*, *dancing lantern*[APG], *monkey fish*[ACG], *remove fear*; *detect undead*[S] or *hydraulic push*[SAPG]

0 (at will)—*create water*, *detect magic*, *mending*, *stabilize*

S spirit magic spell; **Spirit** waves, **Wandering Spirit** life

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 16

Feats Alertness[B], Dodge, Extra Hex (2), Improved Familiar, Toughness

Skills Diplomacy +10, Fly +10, Heal +12, Knowledge (nature) +10, Linguistics +2, Profession (sailor) +10, Sense Motive +6, Spellcraft +7, Survival +10

Languages Aquan, Common, Infernal

SQ spirit companion (tidepool dragon named Pontus)

Combat Gear *pearl of power (1st)*, *wand of cure light wounds* (15 charges), *wand of daylight* (2 charges), *wand of endure elements* (15 charges), *wand of fog cloud* (10 charges); **Other Gear** *+1 mithral chain shirt*, darkwood longspear, light crossbow with 20 bolts, *cloak of resistance +1*, 28 gp

PONTUS **CR —**

Tidepool dragon

CN Tiny dragon (aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 18 (+1 Dex, +6 natural, +2 size)

hp 28 (4d12+4)

Fort +5, **Ref** +7, **Will** +7

Immune paralysis, sleep

OFFENSE

Speed 10 ft., fly 30 ft. (average), swim 60 ft.

Melee bite +7 (1d3), 2 claws +7 (1d3 plus *attach*)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks breath weapon (5-ft. line, 2d6 fire, Reflex DC 13 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 4th; concentration +6)

3/day—*freedom of movement* (self only)

Spells Known (caster level 4th; concentration +6)

2nd (4/day)—*slipstream*[APG] (DC 14)

1st (7/day)—*air bubble*, *hydraulic push*[APG], *obscuring mist*

0th (at will)—*acid splash*, *dancing lights*, *daze* (DC 12), *detect poison*, *mage hand*, *touch of fatigue* (DC 12)

Statistics

Str 11, **Dex** 13, **Con** 13, **Int** 9, **Wis** 14, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 14

Feats Improved Initiative, Lightning Reflexes, Mobility[B]

Skills Diplomacy +10, Fly +14, Heal +10, Knowledge (nature) +9, Linguistics +4, Profession (sailor) +5, Perception +9, Spellcraft +6, Survival +9, Swim +16

Languages Common, Draconic

SQ amphibious, improved evasion, spirit animal (waves)

Gear 30 gp

This shaman has an uneasy relationship with the spirits of the waves, who he frequently believes are playing jokes at his expense. He is always wary that his fortunes may turn at any time. The most important thing to him is the safety of his sister, whose adventuresome spirit and love of piracy far outstrips her common sense. His spirit companion, the tidepool dragon Pontus, is greedy and pretentious, and fond of using large words he doesn't understand. The tiny dragon demands tribute at every opportunity, lest the curse of the sea fall upon those who would deny him. While the shaman does not fall for his antics, others of a more superstitious nature sometimes toss a gold or two Pontus' way.

SLAVE PIT MASTER CR 8

XP 4,800

Human fighter (brawler[UC]) 7/monk (maneuver master[UC]) 2

LE Medium humanoid (human)

Init +4; **Senses** Perception +13

Defense

AC 23, touch 15, flat-footed 19 (+5 armor, +1 deflection, +4 Dex, +3 shield)

hp 77 (9 HD; 2d8+7d10+25)

Fort +11, **Ref** +10, **Will** +7 (+2 vs. fear)

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee *+1 bashing heavy spiked shield* +13/+8 (2d6+10) and unarmed strike +11/+6 (1d6+7) or masterwork whip +13/+8 (1d3+5 nonlethal)

Special Attacks close combatant (+2 attack, +4 damage), close control +2, flurry of maneuvers, stunning fist (3/day, DC 15)

Statistics

Str 16, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +11 (+13 bull rush, dirty trick, drag, reposition, trip); **CMD** 26 (28 vs. bull rush, dirty trick, drag, reposition, trip)

Feats Double Slice, Exotic Weapon Proficiency (whip), Improved Dirty Trick, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Improved Whip Mastery[UC], Stunning Fist, Two-Weapon Fighting, Weapon Focus (whip), Weapon Focus (heavy shield), Weapon Specialization (whip), Weapon Specialization (heavy shield), Whip Mastery[UC]

Skills Acrobatics +14, Climb +5, Intimidate +10, Perception +13, Profession (sailor) +5, Sense Motive +5, Survival +5, Swim +5

SQ menacing stance (–1 attack rolls, –4 concentration)

Combat Gear *potion of cure moderate wounds*, *potion of lesser restoration*, tanglefoot bag; **Other Gear** *+1 chain shirt*, *+1 bashing spiked heavy wooden shield*, masterwork whip, *belt of giant strength +2*, *cloak of resistance +1*, *ring of protection +1*

Slavemaster, work gang overseer, bosun, taskmaster; any job that requires intimidation, brutality, and or a thorough beating to enforce discipline is where these unsavory soldiers can be found.

TATTOOED PIT CHAMPION CR 9

XP 6,400

Human barbarian (scarred rager[UC]) 2/fighter (unarmed fighter[UC]) 8

NE Medium humanoid (human)

Init +2; **Senses** Perception +14

Defense

AC 15, touch 10, flat-footed 13 (+5 armor, +2 Dex, –2 rage)

hp 106 (10 HD; 8d10+2d12+44)

Fort +14, **Ref** +5, **Will** +6; +2 vs. exhaustion, fatigue, paralysis, sleep, staggered, stunning, or temporary penalties to ability scores

Defensive Abilities harsh training, tolerance, DR 4/ lethal

Offense

Speed 30 ft.

Melee unarmed strike +18/+13 (1d6+12 nonlethal/19–20 plus 1d6 nonlethal)

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

Special Attacks rage (8 rounds/day), rage powers (brawler), stunning fist (2/day, DC 16), trick throw, weapon training (monk +1)

Base Statistics When not raging, the barbarian's statistics are **AC** 18, touch 13, flat-footed 15; **hp** 94; **Melee** unarmed strike +18/+13 (1d6+12/19–20 plus 1d6 nonlethal), unarmed strike +18/+13 (1d6+12/19–20 plus 1d6 nonlethal), unarmed strike +18 (1d6+9/19–20 plus 1d6 nonlethal); **Str** 18, **Con** 14; **CMB** +14, **CMD** 27; Climb +8, Swim +8

Statistics

Str 22, **Dex** 15, **Con** 18, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 26 (28 vs. trip)

Feats Dragon Ferocity[UC], Dragon Style[UC], Enforcer[APG], Greater Grapple, Improved Critical (unarmed strike), Improved Grapple, Improved Unarmed Strike[B], Pinning Knockout[UC], Stunning Fist, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Acrobatics +9, Climb +9, Intimidate +13 (+14 to demoralize non–barbarian humanoids), Perception +14, Profession (sailor) +5, Swim +9; Racial Modifiers +1 Intimidate to demoralize non-barbarian humanoids

Languages Tribal[L]

SQ clever wrestler, terrifying visage +1

Combat Gear *potion of cure light wounds*, *potion of lesser restoration*, *potion of greater magic fang*; **Other Gear** *+1 chain shirt*, masterwork composite longbow (+6 Str) with 20 arrows, *belt of giant strength +2*, *cloak of resistance +1*, *merciful amulet of mighty fists*

Whether marked with traditional tribal spirit-brands or wearing tattoos like trophies of each conquest in the ring, these champion battlers know a variety of exotic combat styles and ply each and every one to keep crew members in line or serve as a one-man security detail for their captain.

UNDERCOVER ASSASSIN CR 7

XP 3,200

Human swashbuckler[ACG] (daring infiltrator[ACG]) 1/ warpriest[ACG] of the Mantis God 7

LE Medium humanoid (human)

Init +4; **Senses** Perception +2

Defense

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 49 (8 HD; 7d8+1d10+8)

Fort +7, **Ref** +9, **Will** +8

Defensive Abilities sacred armor (+1, 7 minutes/day)

Offense

Speed 30 ft.

Melee *+1 sawtooth sabre* +10/+5 (1d8+2/17-20) and masterwork sawtooth sabre +10/+5 (1d8+1/17-20) or
+1 sawtooth sabre +12/+7 (1d8+7/17-20)

Ranged darkwood light crossbow +11 (1d8/19-20)

Special Attacks blessings 6/day (Law: axiomatic strike; Trickery: double), channel negative energy 2/day (DC 15, 2d6), deeds (derring-do, dodging panache, opportune parry and riposte), fervor 5/ day (2d6), panache (2), sacred weapon (1d8, +1, 7 rounds/day)

Warpriest Spells Prepared (CL 7th, concentration +9)

3rd—*deeper darkness*

2nd—*bear's endurance*, *silence* (DC 14), *spiritual weapon*, *undetectable alignment* (DC 14)

1st—*bless*, *cure light wounds*, *divine favor*, *protection from chaos*, *shield of faith*

0 (at will)—*bleed* (DC 12), *detect poison*, *guidance*, *light*, *read magic*

Statistics

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

Base Atk +6; **CMB** +5; **CMD** 19

Feats Blind-Fight, Double Slice, Exotic Weapon Proficiency (sawtooth sabre)[B], Improved Critical (sawtooth sabre), Improved Two-Weapon Fighting, Quick Draw, Slashing Grace[ACG] (sawtooth sabre), Two-Weapon Fighting, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

Skills Acrobatics +8, Bluff +13, Disguise +12, Knowledge (religion) +4, Profession (sailor) +6, Sleight of Hand +8, Stealth +15

Languages Common

SQ swashbuckler finesse

Combat Gear *potion of cat's grace*, *potion of cure light wounds*, *potion of invisibility*, antitoxin (2), blue whinnis poison (5); **Other Gear** *+1 mithral chain shirt*, *+1 sawtooth sabre*, masterwork sawtooth sabre, darkwood light crossbow with 20 bolts, *cloak of resistance +1*, *sleeves of many garments*[UE], iron holy symbol of the Mantis God in a *spring-loaded wrist sheath*[UE], collection of religious texts worth 50gp, 13 gp

This wandering warpriest is a devout professional assassin. He dresses in voluminous robes and pretends to be a harmless and somewhat absentminded scholar of religion and shipboard. He can be hired to kill almost anyone for the right price. Once he has agreed to kill someone, he will not stop hunting that person until he or she is dead.



WANDERING WATERSINGER CR 4

XP 1,200

Undine bard (watersinger[ARG]) 5

CN Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 36 (5d8+10)

Fort +3, **Ref** +8, **Will** +5; +4 vs. bardic performance, language dependent, and sonic

Resist cold 5

Offense

Speed 30 ft., swim 30 ft.

Melee masterwork rapier +7 (1d6–1/18-20) or dagger +6 (1d4–1/19–20)

Ranged *waterstrike* +7 (1d6+4) or dagger +6 (1d4–1/19–20)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bardic performance 15 rounds/ day (countersong, distraction, inspire courage +2), *waterstrike*

Spell-Like Abilities (CL 5th; concentration +8)

1/day—*hydraulic push*[APG]

Bard Spells Known (CL 5th, concentration +8)

2nd (3/day)—*aqueous orb*[APG] (DC 15), *eagle's splendor*, *glitterdust* (DC 15), *heroism*, *hydraulic torrent*[APG], *water walk*

1st (5/day)—*animate rope*, *cure light wounds*, *expeditious retreat*, *grease* (DC 14), *hydraulic push*[APG], *slipstream*[APG] (DC 14)

0 (at will)—*create water*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *resistance*

Statistics

Str 8, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** 14

Feats Hydraulic Manuever[ARG], Skill Focus (Perform [sing]), Weapon Finesse

Skills Acrobatics +10, Bluff +14, Climb +3, Diplomacy +10, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +7, Perception +8, Perform (sing) +14, Profession (sailor) +7, Sense Motive +14, Spellcraft +5, Swim +11

Languages Aquan, Auran, Common

SQ bardic knowledge +2, lifewater, versatile performance (sing), watersong

Combat Gear *feather token (fan)*, *potion of cure moderate wounds*, *potion of invisibility*, *scroll of comprehend languages*; **Other Gear** *+1 mithral chain shirt*, daggers (2), masterwork rapier, *cloak of resistance +1*, turtle shell hair clip (worth 10 gp), waterproof book full of bawdy pirate songs (worth 50 gp), 11 gp



Whenever possible, this bard fights as a part of a team, supporting her allies and using her power over water to harry her foes. If she is outmatched, she will run away into the ocean, trusting her swim speed to get her out of harm's way, and find a new set of allies.

WAVEMISTRESS CR 7

XP 3,200

Human oracle[APG] 8

N Medium humanoid (human)

Init +6; **Senses** Perception +9, *water sight*

Defense

AC 23, touch 12, flat-footed 21 (+7 armor, +2 Dex, +4 shield)

hp 55 (8d8+16)

Fort +5, **Ref** +5, **Will** +8

Immune fatigue

Offense

Speed 20 ft. (30 ft. base)

Melee spiked gauntlet +6/+1 (1d4)

Ranged light crossbow +9 (1d8/19–20)

Oracle Spells Known (CL 8th; concentration +13)

4th (4/day)—*control water*, *cure critical wounds*, *wall of ice* (DC 19)

3rd (6/day)—*create food and water*, *cure serious wounds*, *dispel magic*, *water breathing*, *water walk*

2nd (7/day)—*cure moderate wounds*, *eagle's splendor*, *hold person* (DC 17), *lesser restoration*, *slipstream*[APG], *spiritual weapon*, *summon monster II*

1st (8/day)—*comprehend languages*, *cure light wounds*, *endure elements*, *entropic shield*, *obscuring mist*, *shield of faith*, *touch of the sea*[APG] (DC 16)

0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink* (DC 15), *read magic*

Mystery waves

Statistics

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

Base Atk +6; **CMB** +6; **CMD** 18

Feats Ability Focus (punitive transformation), Improved Initiative, Missile Shield [APG], Reach Spell[APG], Shield Focus

Skills Acrobatics +9 (+5 when jumping), Diplomacy +13, Heal +10, Knowledge (nature) +5, Linguistics +0, Perception +9, Profession (sailor) +5, Sense Motive +5, Spellcraft +5, Swim +3, Use Magic Device +10.

Languages Aquan, Common

SQ oracle's curse (lame), revelations (fluid travel, punitive transformation [DC 22], water sight)

Combat Gear *scroll of remove fear*, *scroll of remove paralysis*, healer's kit; **Other Gear** *+1 mithral breastplate*, *+1 heavy darkwooden shield*, darkwood light crossbow with 20 bolts, spiked gauntlet, *cloak of resistance +1*, *headband of alluring charisma +2*, 1 gp

A sensitive to the spirits of the seas, these spiritualists offer advice and omens from the heavens above and the fathoms below, all the while keeping their vessel save from submerged perils and the wild extremes of wind and wave.

WAVERIDER SCOUNDREL CR 9

XP 6,400

Half-elf cavalier (wave rider[ISC]) 10

NE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +1

Defense

AC 20, touch 13, flat-footed 18 (+7 armor, +1 deflection +2 Dex)

hp 79 (10d10+20)

Fort +9, **Ref** +6, **Will** +3; +2 vs. enchantments, +3 morale bonus vs. fear when beneath banner

Immune sleep

Offense

Speed 20 ft. (30 ft. base)

Melee *+1 cruel*[UE] *lance* +17/+12 (1d8+8/x3)

Ranged spear +12 (1d8+5/x3)

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

Special Attacks banner +3, braggart, cavalier's charge, challenge 4/day (+10 damage, +3 extra damage when no others threaten target), greater tactician 3/day (Coordinated Defense or Shake It Off, swift action, 8 rds), steal glory

Statistics

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

Base Atk +10; **CMB** +15; **CMD** 28

Feats Coordinated Defense[APG], Dazzling Display, Improved Initiative, Monstrous Mount[ISC], Monstrous Mount Mastery[ISC], Mounted Combat, Ride-By Attack, Shake It Off[UC], Skill Focus (Intimidate), Spirited Charge, Weapon Focus (Lance)

Skills Appraise +13, Climb +6, Handle Animal +12 (+16 to checks made regarding animal companion), Intimidate +21, Perception +1, Perform (oratory) +6, Ride +12, Swim +6; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ expert trainer +5, mount (hippocampus named Glory), order of the cockatrice

Combat Gear *potion of cure light wounds* (2); **Other Gear** *+1 breastplate*, *+1 cruel lance*, lance (3), longsword, spear (5), *belt of giant strength +2*, *cloak of resistance +1*, *ring of protection +1* depicting a hippocampus wearing a crown, collection of labeled hull fragments from defeated ships, complex banner, small steel mirror, 20 gp

This selfish cavalier always likes to fight where he has the greatest advantage—underwater. His favorite strategy is to attack the hull of an enemy ship from underwater, while his shipmates fight on deck, forcing some of his opponents to eventually engage him. If he happens to sink the ship before his opponents surrender their plunder, he counts on his trusty hippocampus Glory to dive to the seafloor to recover the ship's most valuable treasures. Unable to comprehend the idea that he could be bested, he fights to the death.

GLORY CR -

Hippocampus

N Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

Defense

AC 21, touch 12, flat-footed 18 (+2 armor, +3 Dex, +7 natural, –1 size)

hp 67 (9d10+18)

Fort +8, **Ref** +9, **Will** +4, +4 morale vs. enchantment spells and effects

Defensive Abilities evasion

Offense

Speed 5ft., swim 80 ft.

Melee bite +15/+10 (1d6+6), tail slap +9 (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks multiattack

Statistics

Str 22, **Dex** 16, **Con** 15, **Int** 3, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +16 (+18 to overrun) **CMD** 29 (31 vs. overrun)

Feats Combat Reflexes, Light Armor Proficiency, Improved Natural Armor, Improved Overrun, Power Attack, Weapon Focus (bite)

Skills Acrobatics +9, Perception +9, Swim +18

SQ combat riding, devotion, link, share spells, water dependency

Gear leather barding


Chapter 8:
Cutthroats
& Crew



When nautical PCs take command of their own ship, they may need an experienced crew to handle it while they focus on the big picture and how to integrate the ship with their adventures. This chapter includes 10 detailed NPCs to master every part of a ship, all with individual backgrounds that can be linked together. Simple to drop into existing crews as recurring characters or as the masters of the *Seagrave's Fang*, this crew of scalawags may be friends or foes, raiding alongside the heroes or trying to steal their plunder! These scurvy sailors can also draw the heroes into a running feud with wereshark cutthroats on their trail, demanding that PC pirates honor the Pirate Code and lend a hand against an enemy that threatens every freedom-loving freebooter that ever sailed the Pirate Main and what don't wish to become slaves of the bloody moon!

The *Seagrave's Fang*

If you choose to use these NPCs as a friendly or rival crew, they can serve as the officers of the *Seagrave's Fang*, a two-masted brigantine with dark gray sails, the foremast fully square-rigged and mainmast rigged with both a fore-and-aft mainsail, square topsails, and topgallant sails. Just under 90 feet long and 25 feet wide, the *Fang's* armament consists of two pairs of side mounted ballista, one pair mounted on the foredeck and the other on the sterncastle. Jutting out below the *Fang's* bowsprit is a long jagged wooden carving of a sharktooth. When flying the ship's true colors, the *Fang* isplays the symbol of a crowned golden skull above crisscrossed curved blades on a black banner.

In game terms, the *Seagrave's Fang* is a sailing ship, with the following improvements: broad rudder, narrow hull, and one smuggling compartment in the captain's cabin. Currently only the captain knows this smuggling compartment exists.

Plot Hooks

- One of the ship's crew stole a sacred shark idol while in port. The idol can grant lycanthropy to the bearer and the school of weresharks the idol belongs to want it back at any cost.
- While searching for buried treasure, the *Seagrave's Fang* discovered a desert island where a wereshark tribe lairs. The *Fang* fled from the island, but the weresharks are stalking the ship and have already picked off several of the crew.
- The leader of a wereshark pack has become enamored with the captain of the *Seagrave's Fang*. The leader intends to infect her with lycanthropy and transform her into a fitting wereshark consort, but only after the pack has killed and devoured all of her crew.

The Crew

The following stat blocks represent the crew of the *Seagrave's Fang*,



Jenna Ironflame, Master Gunner

A heavily armed and buxom dwarf holds her axe poised for action. She has her auburn hair tied back in a long braid and a black patch covers her right eye.

JENNA IRONFLAME **CR 6**

XP 2,400

Female dwarf fighter (corsair) 7

LN Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex, +2 dodge vs. aquatic or water subtype)

hp 64 (7d10+21)

Fort +8, **Ref** +3, **Will** +3 (+2 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities bravery +2

Offense

Speed 20 ft.

Melee mwk dwarven waraxe +13/+8 (1d10+7/×3) or mwk boarding axe +13/+8 (1d6+7/×3)

Special Attacks weapon training (axes +1), +1 on attack rolls against aquatic or water subtype

Tactics

During Combat Jenna enjoys the thrill of naval combat, whether it is firing siege engines at opposing vessels or leaping into the midst of an enemy boarding party while wildly lashing about herself. She uses her *daredevil boots* to tumble into groups of enemies and then uses Great Cleave to strike at multiple foes. If she gets a chance, Jenna enjoys bull rushing an opponent over the side of the ship.

Statistics

Str 16, **Dex** 12, **Con** 16, **Int** 13, **Wis** 12, **Cha** 6

Base Atk +7; **CMB** +10 (+12 bull rush or overrun); **CMD** 21

Feats Cleave, Exotic Weapon Proficiency (ballista), Great Cleave, Power Attack, Siege Engineer, Siege Gunner, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Acrobatics +12 (+8 when jumping), Climb +11, Craft (siege engines) +10, Knowledge (engineering) +10, Profession (siege engineer) +10, Profession (sailor) +5 (+7 at sea), Survival +5 (+7 at sea), Swim +12; **Racial Modifiers** +2 on Craft and Profession checks related to metal or stone, +2 Profession (sailor) and Survival checks while at sea

Traits Artisan, Reckless

Languages Common, Dwarven, plus 1 regional language

SQ armored pirate (medium), craftsman, deck fighting, improved deck fighting, ironflame scion, relentless, saltbeard

Combat Gear *potion of cure moderate wounds*; **Other Gear** *+1 agile breastplate*, masterwork dwarven waraxe, masterwork boarding axe, daredevil boots, pirate's eye patch, masterwork artisan's tools (siege engines), block and tackle, drill, hammer, iron spikes (5), wire saw, whetstone, dwarven gold ring worth 75 gp

SPECIAL ABILITIES

Ironflame Scion (Ex) Jenna is one of the last remaining members of the Ironflame clan and she has two bonus traits as part of her heritage.

Jenna comes from a small but elite dwarven clan who labor to manufacture siege engines for the empire's main naval shipyards. She spent much of

her younger life learning the craft that everyone, including Jenna herself, assumed she would follow for the rest of her life. Jenna was always passionate about these mighty engines of war but a secret part of her longed for the excitement of triggering these gigantic weapons in a real battle rather than just the mundane job of test-firing them. Jenna grew into womanhood and she took up studying with the clan's weaponmasters, learning the way of the dwarven warrior. This was over the loud protests of her relatives, who questioned why she wanted to learn these fighting skills when she would never need them. The final straw came when her grandfather informed her that a marriage had been arranged for her and she was to wed a prominent dwarf from a neighboring clan to secure an alliance.

After a week of planning, Jenna made her escape and boarded a ship bound for a distant port. Jenna spent some time, and much of the marriage dowry she had taken with her, simply sailing from port to port as a passenger, but her specialized skills and upbringing made it difficult for her to find work or settle down in the places she visited. However, she finally found a 'privateer' captain who needed a skilled artillerist to maintain her ship's siege armament. Jenna quickly realized that the 'privateer' was really a pirate, but having found the joy of launching a bombardment against an enemy ship was truly her place in life, she didn't turn back. During one intense naval battle Jenna suffered a serious shrapnel wound to her right eye, she had the wound healed and while she can still see through the eye, it is very sensitive to bright light, so she routinely wears an eye patch during the day. Jenna spends much of her free time aboard keeping the ship's armament in pristine condition; she finds these routine tasks give her a sense of tranquility.

The Crew

CR	Name	Crew Role
6	Jenna Ironflame	Master gunner
6	Lachlan Chardet	First mate
4	Mayjen	Ship's mage
3	Redda Amestari	Lookout
4	Rukaia	Ship's surgeon
5	"Smiling" Seth Farharbor	Navigator
5	Tylara	Ship's mate
6	Valenya Thale	Captain
3	Wivierell	Carpenter
2	Zugok	Boatswain



Lachlan Chardet, First Mate

A swarthy unshaven man with a black bandana wrapped around his head looks cagily around himself. A bronze-headed flail rests in an ornate scabbard at his side.

LACHLAN **CR 6**

XP 2,400

Male human fighter (cad) 3/rogue (pirate, scout) 4

CN Medium humanoid (human)

Init +1; **Senses** Perception +0

Defense

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 64 (7 HD; 3d10+4d8+25)

Fort +8, **Ref** +8, **Will** +5; +1 vs. fear and mind-affecting effects

Defensive Abilities evasion, unflinching +1

Offense

Speed 30 ft.

Melee mwk flail +11/+6 (1d8+6) or combat scabbard +10/+5 (1d6+4)

Ranged mwk composite longbow +8/+3 (1d8+4/×3)

Special Attacks scout's charge, sneak attack +2d6, swinging reposition



Combat Gear *potions of cure light wounds* (2), *potion of invisibility*, acid (2), pouch of glass dust, sneezing powder; **Other Gear** *+1 chain shirt*, masterwork flail with combat scabbard, masterwork composite longbow (+4 Str) with 20 arrows, *cloak of resistance +2*, superior loaded dice

Born and raised a pirate, Lachlan came to be a devoted follower of the goddess, the Pirate Queen, as a child. Lachlan learnt the 'trade' serving as a cabin boy on a ship captained by a treacherous scurvy knave whose duplicity and wily cunning kept him alive for years, even though most of his own crew wanted him dead. Eventually, however, this captain perished in a battle that saw his ship and crew captured by an imperial frigate. While the rest of the crew was tried and hanged, the commanding naval officer took pity on the seemingly innocent child and spared Lachlan.

Lachlan spent some years living in a strict imperial orphanage, being disciplined and schooled to become a marine serving the empire, and even though he acted the part and swore oaths of allegiance, deep in his heart, he never renounced the Pirate Queen. Lachlan's betrayal stunned the other cadets at the institution, Lachlan murdered two of his teachers in their sleep and stole the more portable valuables stored in the institute's vaults.

Many pirates viewed Lachlan's return to the Pirate Isles as suspicious, seeing him as a possible imperial spy. This scurrilous talk followed Lachlan for years, leading to him being forced to sign on for work on a succession of mediocre ships. Lachlan's reputation was also tarnished when a bloody mutiny broke out on the *Nye Gull*, a ship that Lachlan was serving on as a mate. The group of mutineers and those loyal to the ship's captain were closely matched, and the few who survived were forced to sail away in one of the boats after the ship was set ablaze in one final spiteful act. Rumors spread that Lachlan was the main instigator of the mutiny and as almost all the other survivors of the *Nye Gull* mutiny are now dead, there is little Lachlan can do

Tactics

During Combat Always willing to do whatever it takes to win, Lachlan often starts a battle by swinging in on a line and using swinging reposition to charge an opponent, which allows him to deal sneak attack damage using scout's charge. Lachlan then attempts to disarm his opponent which enables him to use the Catch Off-Guard feat to make sneak attacks with his combat scabbard. In combat, he also makes good use of dirty trick and steal combat maneuvers to hinder his foes.

Statistics

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +10 (+15 disarm or dirty trick, +11 steal); **CMD** 21 (24 vs. disarm or dirty trick, 22 vs. steal)

Feats Catch Off-Guard, Combat Expertise, Extra Traits (Armor Expert, Indomitable Faith), Greater Disarm, Greater Dirty Trick[APG], Improved Disarm, Improved Dirty Trick[APG], Power Attack, Sea Legs, Toughness

Skills Acrobatics +13, Bluff +9, Climb +11, Diplomacy +9, Intimidate +9, Knowledge (local) +10, Profession (sailor) +10, Sense Motive +10, Swim +11

Languages Aklo, Common

SQ dirty maneuvers +1, rogue talents (combat trick)

these days to clear his name. Lachlan often plays up to the part of the wicked scoundrel that many think him, but he knows that the quickest way to make it rich is serving under a under a strong captain as part of a loyal crew.

Mayjen, Ship's Mage

Clad in colorful silks, this bronzed skinned gnome with aquamarine hair and storm gray eyes stands poised to invoke her destructive powers against any threat.

MAYJEN **CR 4**

XP 1,200

Female gnome sorcerer (crossblooded[UM]) 5

CN Small humanoid (gnome)

Init +0; **Senses** low-light vision; Perception +3

Defense

AC 17, touch 13, flat-footed 15 (+4 armor, +2 dodge [in water terrain], +1 size)

hp 40 (5d6+20)

Fort +5, **Ref** +4, **Will** +6; +2 vs. illusions

Resist electricity 5, sonic 5

Offense

Speed 20 ft.

Melee mwk dagger +2 (1d3–2/19–20)

Special Attacks gnome spell-like abilities (*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*)

Bloodline Spell-Like Abilities (CL 5th; concentration +9)

7/day—dehydrating touch (1d4+2 nonlethal damage)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*electric arc** (DC 17), *slipstream*[APG], *summon monster II*

1st (7/day)—*mage armor*, *magic missile*, *shock shield*[UC] (DC 16), *shocking grasp*

0 (at will)—*detect magic*, *jolt***, *light*, *mage hand*, *message*

Bloodlines aquatic and stormborn

Tactics

Before Combat Maygen casts *mage armor* every day, renewing it as needed. She also casts *shock shield* if expecting a fight.

During Combat Maygen blasts away at enemies with damaging spells. She prefers to remain at range and uses *vanish* if enemies target her in return. She summons air or water elementals to aid her in battle.

Statistics

Str 6, **Dex** 10, **Con** 16, **Int** 13, **Wis** 12, **Cha** 18

Base Atk +2; **CMB** –1; **CMD** 11

Feats Eschew Materials, Expanded Arcana, Iron Will, Lightning Reflexes

Skills Bluff +11, Knowledge (arcana) +5, Knowledge (nature) +5, Perception +3, Profession (sailor) +10, Spellcraft +5, Swim +5; **Racial Modifiers** +2 Perception, +2 Profession (sailor)

Languages Aquan, Common, Gnome, Sylvan

SQ bloodline arcana (+1 DC to electricity and sonic spells, +1 CL for water spells, summoned aquatic creatures or those with a swim speed gain +1 morale bonus to attack and damage rolls), bond to the land (water), stormchild

Combat Gear *potions of cure moderate wounds* (2), *wand of lightning bolt* (5 charges), *wand of vanish* (20 charges); **Other Gear** masterwork dagger, *cloak of resistance +1*, collection of seashells, 125 gp.

*As *burning arc* but deals electricity damage instead of fire damage

**As *ray of frost* but deals electricity damage instead of cold damage

Maygen has always had the sea in her blood. Born on the ocean during a terrible storm to parents who were traveling merchants, Maygen could swim before she could walk and had the sway of the ship rock her to sleep as a child. When Maygen's sorcerous talents manifested in her early adolescence, her parents enrolled Maygen in an arcane college so she could learn to control her magical abilities. Fortunately for Maygen, the college was situated in a busy port city and she spent much of her spare time sailing in the nearby bay and exploring the city. A year and a half before Maygen would have graduated, the news came that her parent's ship had been lost at sea. According to magical divinations, their ship struck a reef during bad weather and went down with all hands lost. After mourning her parents, Maygen found herself almost destitute; her parents had practically all their savings wrapped up in



their ship and what little remained would only last for less than a year, assuming she eked out a very humble lifestyle.

Maygen started looking for employment, but found that few were willing to take on an untried gnome youngster with dubious magical talents. The next few seasons were very lean for Maygen, with her taking on shady work simply to afford food and a roof over her head. Eventually one of her disreputable contacts suggested she try looking for a job in one of the most city's seedy taverns. As luck would have it, a pirate captain was urgently looking for a new entire crew and was willing to pay for any warm body. Some of the other recruits tried to bully Maygen, but they quickly learnt their mistake when she electrocuted one of them. In spite of her stature, Maygen's nautical skills stood out in the otherwise green crew and she was quickly promoted to a ship's officer. During the next several years, Maygen served on several ships and gained significant maritime experience. She also found that being out in the middle of the ocean, especially during a powerful storm, seems to bring out and enhance her magical powers. Maygen has developed a reputation for her eagerness to unleash her destructive spells, with her blue-green hair said to stand on end whenever she casts an electricity spell.

Redda Amestari, Lookout

Disfiguring pox scars cover this tall half-elven woman's face and skin. She shrewdly scans the area around her and keeps her longbow ready in hand.

REDDA AMESTARI **CR 3**

XP 800

Female half-elf fighter 2/oracle 2

N Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +12

Defense

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 28 (4 HD; 2d10+2d8+4)

Fort +2, **Ref** +4, **Will** +3 (+1 vs. fear); +4 vs. disease, +2 vs. enchantments

Defensive Abilities bravery +1; **Immune** sleep

Offense

Speed 30 ft.

Melee mwk cutlass +8 (1d6+2/18–20)

Ranged mwk composite longbow +6 (1d8+4/×3)

Oracle Spells Known (CL 2nd; concentration +3)

1st (5/day)—*air bubble*[UC], *cure light wounds*, *obscuring mist*, *touch of the sea*[APG]

0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*

Mystery waves

Tactics

Before Combat Redda uses her thunderstone to quickly raise the alarm or alert her shipmates to an ambush. She uses her smokesticks to signal a distant shore party; each of her smokesticks produces smoke of a different color.

During Combat Redda prefers to pick off enemies with her bow and always uses her Deadly Aim feat. She casts *obscuring mist* in battle to make it difficult for enemies to target her, she can

easily see through the mist with her water sight revelation.

Statistics

Str 14, **Dex** 18, **Con** 8, **Int** 12, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 19

Feats Cosmopolitan[APG] (Knowledge [geography], Perception), Deadly Aim, Skill Focus (Perception), Toughness, Weapon Finesse

Skills Acrobatics +8, Climb +9, Knowledge (geography) +5, Knowledge (nature) +5, Perception +12, Profession (sailor) +5, Survival +5, Swim +6; **Racial Modifiers** +2 Perception

Languages Aquan, Common, Draconic, Elven, Sylvan

SQ elf blood, oracle's curse (wasting), revelations (water sight)

Combat Gear *elixir of vision*, *potion of cure moderate wounds*, smokesticks (4), thunderstone; **Other Gear** masterwork studded leather, masterwork cutlass, masterwork composite longbow (+2 Str) with 40 arrows, spyglass, 4 gp

Redda spent much of her childhood bedridden with an abnormal malady that riddled her skin with unsightly sores and blemishes. Over several years, Redda's impoverished human mother was able to scrimp and save up enough money to have priests cast divine magic to cure her daughter's ailment but the strange and chronic illness resisted these attempts. While in the throes of heavy bouts of the sickness, Redda would often have feverish visions of being cast adrift on an endless blue sea. When Redda reached adolescence, the bizarre disease faded, seemingly of its own accord, but left Redda with disfiguring pox scars all over her face and body.

As soon as she was able, Redda started working to support her aging mother. Unable to find other employment, due in part to her looks, Redda became a guard and then a mercenary. However, it was only when she first hired on as part of the bodyguard detail for an affluent merchant taking a long ocean voyage that her divine magical powers surfaced. While in touch with the ocean, Redda felt the pull of the ocean's waves and learned to call on her powers and develop her mystical talents.

Redda found herself in seedy and anarchic port town. Seeking more lucrative employment, she joined a crew of smugglers where her keen eyes where often put to good use. From there, Redda signed on as an able bodied sailor for a band of pirates. Many of her crewmates shunned Redda, believing she was diseased, cursed, or just plain bad luck, but Redda was unconcerned by this, as long as she could feel the sway of the ocean beneath her, she found herself content. After proving herself an excellent lookout, Redda took to sleeping in the crow's nest, using a canvas for cover during wet weather and only going below decks during the worst storms.

Despite her peculiarities, any captain she serves finds her to be a diligent sailor, brave in battle, and reliable when taking a spell at the helm. Recently her elderly mother passed on, but Redda does not intend to struggle to make ends meet as her mother did. She aims to make her fortune committing daring acts of piracy upon the high seas.

Rukaia, Ship's Surgeon

Clothed in a short black dress over black feathers, this sharp-beaked tengu wields a basket-hilted rapier in one claw, holds a buckler in the other, and wears a tricorne hat. The tengu's facial feathers are painted bone white, depicting the skull and crossbones.

RUKAIA **CR 4**

XP 1,200

Female tengu cleric of the Pirate Queen (separatist[UM]) 5

CN Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +5

Defense

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

hp 41 (5d8+15)

Fort +5, **Ref** +4, **Will** +7



During Combat Rukaia uses her spells to aid her crewmates and strike out at dangerous foes. She also uses her channels to keep her crew healthy. If threatened in melee, she uses her copycat domain power or *invisibility* to maneuver away. Only if things seem desperate does she cast *divine favor* and attack with her rapier.

Morale If Rukaia is reduced below 15 hit points and all seems lost, she turns invisible or casts *disguise self* to get away.

Statistics

Str 10, **Dex** 16, **Con** 12, **Int** 12, **Wis** 17, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 16

Feats Extra Channel, Toughness, Weapon Finesse

Skills Diplomacy +3, Fly +7, Heal +10, Knowledge (religion) +5, Linguistics +13, Perception +6, Profession (sailor) +7, Stealth +10; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Sylvan, Tengu, plus 4 regional languages

SQ aura, eyes of the hawk, gifted linguist, swordtrained

Combat Gear *potion of invisibility*, *wand of cure light wounds* (48 charges), alchemist's kindness (3), antiplague (3), antitoxin (2), bloodblock (2), holy water (2), smelling salts, soothe syrup (2); **Other Gear** masterwork mithral chain shirt, masterwork buckler, masterwork rapier, masterwork light crossbow with 20 bolts, healer's kit, holy symbol (pirate queen), spell component pouch, surgeon's tools

Offense

Speed 30 ft.

Melee mwk rapier +7 (1d6/18–20), bite +1 (1d3)

Ranged mwk light crossbow +7 (1d8/19–20/×2)

Special Attacks channel positive energy 4/day (DC 11, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +8)

6/day—copycat (5 rounds)

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*fly*[D], *prayer*, *summon monster III*

2nd—*bull's strength*, *invisibility*[D], *sound burst*, *spiritual weapon*

1st—*bless*, *disguise self*[D], *divine favor*, *obscuring mist*, *shield of faith*

0 (at will)—*create water*, *guidance*, *purify food and drink*, *stabilize*

D domain spell; **Domains** Animal (Feather)[APG], Trickery

Tactics

Before Combat Rukaia casts *bless*, *fly*, and *shield of faith* if she expects a serious battle. She also casts *bull's strength* on one of her tougher allies. Just before combat she casts *summon monster III* to summon a shark or several small air elementals.

Growing up in a tengu rookery slum on a pirate isle, Rukaia felt the inexplicable urge to escape from the place's poverty and misery, even if it meant leaving her own kind behind. She saw that some tengu sought to become 'good luck' mascots on pirate ships but she knew that these tengu could be discarded just as easily if the ship's luck soured.

While out fishing alone on a small raft one day, Rukaia saw something glistening below her on the ocean bottom. Curious, Rukaia dived in and swam down. As Rukaia swam closer to the item glinting in the down in midst of a series of coral growths, she scratched herself on a thorny outcropping. What followed was a strange psychedelic series of dreamlike visions that changed Rukaia's outlook on

life forever. Her memory remains hazy, but Rukaia is certain that she was visited by a vision of the goddess, the Pirate Queen, in the form of a tengu. She exhaustedly regained consciousness back on the raft, with her right claw wrapped tightly around a tiny shining pearl remarkably formed in the likeness of a skull.

Rukaia's devout prayers to the Pirate Queen were answered with divine powers that increased as Rukaia matured. Rukaia found it easy to secure a position as ship's priest on a succession of pirate vessels and she never returned to the rookery.

Like many tengu, Rukaia is not overly strong or tough so she prefers to support and heal her crewmates rather than wade into the heart of a dangerous naval battle herself. Rukaia has learnt much about the healing arts from the series of pirate officers she has worked with and her strong skills as a physician inevitably lead to her getting good pay on the pirate ships she joins. She also has the tengu knack with learning languages and often serves as a translator during negotiations. Other priests of the Pirate Queen sometimes feel there is something odd about Rukaia's cawing prayers and flapping supplications but they do not doubt her devotion to the goddess and to piracy itself.

"Smiling" Seth Farharbor, Navigator

Finely dressed in a loose shirt and baggy pants, this cheerful sailor holds an 8-foot pike in one hand and a well-used hornpipe in the other. A multicolored parrot perches jauntily on his shoulder.

SETH FARHARBOR **CR 5**

XP 1,600

Male human bard (sea singer[APG]) 6

LN Medium humanoid (human)

Init +0; **Senses** Perception +8

Defense

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 48 (6d8+18)

Fort +4, **Ref** +5, **Will** +4; +4 vs. air, water, and tripping effects

Offense

Speed 30 ft.

Melee *+1 boarding pike* +10 (1d8+7/×3)

Special Attacks bardic performance 15 rounds/day (distraction, fascinate, inspire courage +2, sea shanty, still water, whistle the wind)

Bard Spells Known (CL 6th; concentration +7)

2nd (3/day)—*cat's grace*, *heroism*, *invisibility*, *tongues*

1st (5/day)—*cure light wounds*, *hideous laughter* (DC 12), *lesser confusion* (DC 12), *read weather*

0 (at will)—*dancing lights*, *detect magic*, *know direction*, *mage hand*, *prestidigitation*, *summon instrument*

Tactics

Before Combat If a battle is imminent, Seth casts *heroism* and *cat's grace*.

During Combat Seth plays a lively tune on his hornpipe or sings a sea shanty to encourage his shipmates and then attacks. He uses his attack spells against enemies who threaten his allies.

Statistics

Str 18, **Dex** 10, **Con** 14, **Int** 12, **Wis** 8, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 18 (20 vs. grapple, overrun, and trip)

Feats Extra Traits (Poverty-Stricken, Shackles Seafarer), Power Attack, Toughness, Weapon Focus (boarding pike)

Skills Appraise +8, Climb +8, Diplomacy +10, Knowledge (geography) +12 (+13 while on ocean), Knowledge (local) +12, Knowledge (nature) +11 (+12 while on ocean), Linguistics +12, Perception +8, Perform (sing) +8, Perform (wind) +10, Profession (sailor) +8, Survival +9, Swim +9

Languages Abyssal, Common, Dwarven, Elven, Giant, Infernal, Orc

SQ familiar (parrot named Tukama), world traveler +3 (reroll 1/day)

Combat Gear *potion of cure light wounds*; **Other Gear** *+1 mithril chain shirt*, *+1 boarding pike*, astrolabe, compass, masterwork hornpipe, map making kit, nautical charts, sextant

Seth says little of his past, but the truth is that his parents were indentured farmers who worked

a patch of barren moorland and Seth's childhood was one of poverty and near starvation. Seth left his homeland and wound up working as a poorly paid seaman on a merchant ship captained by a stingy northerner. Pirates took the merchant ship, intending to sail it back to their pirate base as a prize ship. Seth and the rest of the captured sailors were given the choice to join the pirates or to be set adrift in a longboat. With a grin on his face, Seth was the first to sign on with the pirates.

Seth found the ordinary tasks on a pirate ship were much the same, but the pay and the conditions and were far better. The ship was refitted and Seth started as one of the crew. The ship was initially somewhat shorthanded so Seth learnt a wide variety of tasks, but the one that drew his attention was the art of navigation. He was taught map reading and course plotting by a garrulous old sea dog and Seth became enamored with idea of sailing to distant ports and exotic places. As his experience grew, Seth became an officer and a skilled navigator. While Seth had learnt to play traditional pipes as a child, he much prefers the merry notes can bring out of the worn hornpipe he found in an old junk store in a busy southern market. Seth's crewmates know that his piping can often whistle up a friendly breeze or ease rough waters.

In spite of his upbringing, Seth is an optimistic fellow whose affable nature means he gets on well with almost everyone he meets. Seth loves to travel, see new sights, and meet interesting people, especially those who might be interested in amorous liaisons. The wealth gained from plundering merchant ships allows Seth to enjoy himself to the full in these exciting places. Recently Seth acquired a rainbow colored parrot in a jungle port, the bird named Tukama is avaricious and happily calls out to friend and stranger alike for food and pretties. Seth and Tukama get along famously, although it sometimes seems that Tukama regards Seth as his possession.

Tylara, Ship's Mate

This tall dark-haired woman wears bright mismatched clothing with a curved blade at her side. She has pale skin and a striking but unusual mien, her hetrochromatic eyes, one deep blue, one gray, somehow fitting her perfectly.

TYLARA **CR 5**

XP 1,600

Female changeling druid 6

N Medium humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 17, touch 12, flat-footed 16 (+4 armor, +1 deflection, +1 Dex, +1 natural)

hp 48 (6d8+18)

Fort +7, **Ref** +4, **Will** +8; +4 vs. fey and plant–targeted effects

Offense

Speed 30 ft.

Melee 2 claws +7 (1d4+4) or
mwk scimitar +8 (1d6+5/18–20)

Special Attacks sealord 3/day (DC 15, 3d6), seastrike, wild shape 2/day

Druid Spells Prepared (CL 6th; concentration +8)

3rd—*call lightning* (DC 15), *greater magic fang*, *water breathing*[D]

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *flaming sphere* (DC 14), *slipstream*[D]

1st—*cure light wounds* (2), *endure elements*, *hydraulic push*[D], *longstrider*

0 (at will)—*create water*, *detect magic*, *guidance*, *stabilize*

Tactics

Before Combat If expecting trouble, Tylara casts *barkskin*, *longstrider*, and *greater magic fang* to give all her natural attacks an enhancement bonus. Before a serious battle, she casts *bear's endurance* and *bull's strength* on herself.

During Combat Tylara wildshapes into an appropriate form, preferably one with claws, and attacks using a combination of spells and natural weapons. If possible, Tylara attempts to lure her foes below the surface, where the water may hinder her enemies, but she can attack freely using her seastrike ability.

Statistics

Str 16, **Dex** 12, **Con** 12, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19

Feats Natural Spell, Power Attack, Toughness

Skills Climb +7, Fly +5, Knowledge (geography) +6, Knowledge (nature) +6, Perception +11, Profession (sailor) +10, Survival +10, Swim +10

Languages Common, Druidic, Sylvan

SQ hag trait (hulking changeling), nature bond (Aquatic domain), nature sense, trackless step, wild empathy +6, woodland stride

Combat Gear *wand of cure light wounds* (10 charges); **Other Gear** *+1 wooden armor*, mwk scimitar, *cloak of resistance +1*, *ring of protection +1*, cat's eye gemstone worth 100 gp which radiates lingering divination magic



Tylara never felt that she fitted the clan of saltmarsh dwellers she was raised by. She somehow always knew that she was a foundling, abandoned there as baby in the middle of the night. The only person Tylara could relate to was Aeya, the community's ancient wisewoman, who saw potential in the unconventional child and enjoyed her company. Aeya passed on all she could to the eager young Tylara, teaching her of the old ways and ancient nature magic, but more importantly passing on her timeless wisdom and nurturing Tylara's resolute spirit. Old age caught up with Aeya when Tylara was eight, but they had both known this would happen eventually, and Tylara remained dry eyed at her mentor's funeral, preferring to honor Aeya's life as the old woman would have wanted.

When she reached puberty, Tylara felt a strange calling drawing her into the depths of the swamp. The silent siren's song was hypnotic but Tylara's tenacious will prevailed and she repelled the eerie compulsion. However, Tylara's curiosity about the mystery of her own origins led her to make the choice to follow the beckoning call of her own volition. It is said that a changeling who follows this path is invariably lost to evil forever. However, a month later Tylara did return. She staggered out of the swamp, her body covered in deep claw wounds, but her mind her own. The only possession she brought back from this grueling trial was a green cat's eye gem clutched firmly in her hand.

Tylara left the marsh as soon as she recovered, following her intuition and instincts out of the mud of the swamp and to the clean water of the ocean. Tylara started out as a cook's apprentice on a shabby pirate cog, but determinedly worked her way up to better ships and better positions, eventually becoming a respected officer. Tylara prefers to remain on the ocean, rarely going ashore, even when given ample leave in a friendly port. Whether this is something to do with her past or that Tylara simply finds herself more comfortable on water, rather than dry land, only she knows.



Valenya Thale, Captain

Attired in an elegant jacket, white silk shirt, black pants, and thigh length leather boots, this commanding piratical woman boldly wields a curved concave blade. Stylish jewelry tastefully accents her eye-catching appearance.

VALENYA **CR 6**

XP 2,400

Female human bard (buccaneer) 4/fighter (weapon master) 3

N Medium humanoid (human)

Init +1; **Senses** Perception +5

Defense

AC 18, touch 12, flat-footed 17 (+5 armor, +1 deflection, +1 Dex, +1 natural)

hp 64 (7 HD; 4d8+3d10+25)

Fort +6, **Ref** +6, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

Offense

Speed 30 ft.

Melee mwk falcata +13/+8 (1d8+7/19–20/×3)

Special Attacks bardic performance 11 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1, song of surrender), hilt bash, weapon training (heavy blades +1)

Bard Spells Known (CL 4th; concentration +5)

2nd (1/day)—*eagle's splendor*, *heroism*

1st (4/day)—*cure light wounds*, *disguise self*, *expeditious retreat*, *feather fall*

0 (at will)—*detect magic*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*

Tactics

Before Combat If she has time, Valenya cast *heroism* on herself.

During Combat Valenya uses her Dazzling Display feat at the start of a battle to cause her opponents to become shaken and takes advantage of this with her Shatter Defenses feat. She also uses her hilt bash class feature in combination with the Enforcer feat to deal nonlethal damage and keep her opponents shaken, or possibly even give them the frightened condition.

Statistics

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 22

Feats Dazzling Display, Enforcer, Exotic Weapon Proficiency (falcata), Power Attack, Shatter Defenses, Toughness, Weapon Focus (falcata)

Skills Bluff +11, Climb +8, Diplomacy +11, Disguise +5, Intimidate +11, Knowledge (nobility) +4, Perception +5, Perform (oratory) +11, Profession (sailor) +5, Sense Motive +11, Swim +8

Languages Common

SQ versatile performance (oratory)

Combat Gear *wand of cure light wounds* (10 charges); **Other Gear** *+1 leather lamellar*, masterwork falcata, *amulet of natural armor +1*,

ring of protection +1, noble's outfit, gold earrings worth 80 gp, filigreed silver mirror worth 120 gp, platinum ring worth 150 gp, electrum necklace set with amethysts worth 250 gp

Whether the farfetched tales of Valenya being the lost heir to one of the empire's highest noble houses and the tragic circumstances that led to her becoming a pirate are true or not, Valenya Thale certainly displays the demeanor of an aristocrat. She remains impeccably attired even when boarding an enemy vessel, and deals fairly with those who surrender to her, often offering warm hospitality to upper class prisoners. Valenya is no fool however, she is extremely skilled the arts of subterfuge and trickery, and those who attempt to take advantage of her seemingly genteel nature usually find themselves falling into one of her well-laid traps. Valenya also runs a tight ship, and those who malinger or attempt to challenge her find that beneath Valenya's refined deportment is a ruthlessly fierce individual more than willing to make good on the dire threats she issues when roused to anger.

Valenya came into a substantial amount of gold early in her piratical career, which gave her the opportunity to obtain and refit a decent ship. She has changed ships several times since then, having a ship sunk underneath her in a fierce battle but also capturing several vessels and refitting them. Once Valenya even lost her ship in a high stakes dice game and then, after an incredible run of astonishingly good luck, won an even finer ship, all in the same night of gambling.

Valenya learnt the many of the subtle intricacies of art of fighting with the falcata from a noble duelist who she captured during a daring raid on an imperial galleon. She offered the noble the chance to ransom himself in return for teaching her how to fence with the curved blade. Valenya kept her word and once she could best the duelist, she released him in a neutral port with a tidy purse of gold to see him return home. This courtesy, however, has done nothing to reduce the hefty reward offered in the empire for Valenya's capture.

There are rumors that Valenya is secreting away a trove of the treasures she has plundered. Although whether she stores this booty onboard ship or on one of the many islands she visits is anyone's guess. Some say that she intends to build up enough wealth and then attempt to buy an imperial pardon, but this is pure conjecture.

Wivierell, Carpenter

This wiry elf crouches in a fencing stance; he holds a fine blade in one hand while his other arm ends in wicked looking hook hand.

WIVIERELL **CR 3**

XP 800

Male elf rogue (swashbuckler) 4

N Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +10

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 29 (4d8+8)

Fort +1, **Ref** +7, **Will** +2 (+1 vs. fear); +2 vs. enchantments

Defensive Abilities daring, evasion, uncanny dodge; **Immune** sleep

Offense

Speed 30 ft.

Melee mwk longsword +5 (1d8+3/19–20) and mwk hook hand +5 (1d4+3); mwk trident +5 (1d8+3) and mwk net +5 (—); or mwk longsword +7 (1d8+3)

Ranged dagger +6 (1d4+3/19–20/×2)

Special Attacks sneak attack +2d6

Tactics

Before Combat Wivierell drinks his *potion of feather step* if he anticipates he'll be fighting in difficult terrain. If he expects to be fighting in or under water, Wivierell switches from his longsword and hook hand to the traditional weapons of his tribe—trident and net.

During Combat Wivierell nimbly tumbles into flanking positions to gain sneak attack opportunities.

If fighting alone, Wivierell feints to throw his opponent off guard.

Statistics

Str 16, **Dex** 16, **Con** 11, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 19

Feats Double Slice, Prodigy (Craft [ships], Profession [sailor]), Toughness, Two-Weapon Fighting

Skills Acrobatics +11 (+15 move through threatened squares), Bluff +6, Climb +10, Craft (ships) +10, Perception +10, Profession (sailor) +10, Stealth +10, Survival +5, Swim +14; **Racial Modifiers** +2 Perception, +4 Swim

Languages Common, Elven

SQ daring, martial training (longsword), rogue talents (combat trick [2]), spirit of the waters

Combat Gear *potions of cure light wounds, potion of feather step*; **Other Gear** masterwork hide shirt, masterwork longsword, masterwork net, masterwork hook hand, masterwork trident, bandolier of 8 daggers, *belt of tumbling*, *traveler's any-tool*, masterwork artisan's tools (ships), pot of oakum and tar, wooden plugs and wedges, 28 gp

Born in the tropics into a primitive coastal elven tribe of anglers and pearl divers, Wivierell learnt the sacred art of crafting and maintaining the village's fleet of vessels from his parents. Wivierell's idyllic world changed forever when bloodthirsty slavers attacked his peaceful village, slaughtering many, including both his parents, and enslaving the rest. Wivierell was sold, and he languished, chained in the hold of a ship as a galley slave, for over a year. While Wivierell never speaks of the incident, it was during this time that he had his left hand hacked off by the ship's cruel slavemaster for some spirited act of defiance.

Pirates attacked the ship, plundering the cargo and freeing the slaves, giving Wivierell his long-awaited chance to take bloody vengeance on his oppressors. The pirate's elven first mate, seeing that captivity had not broken this young elf's spirit, took Wivierell under his wing and taught him the arts of dueling and agile swordplay. Wivierell was a quick study, he became a skilled swordsman and swiftly earned his place as part of the pirate crew. Wivierell's innate knack for sailing meant that he swiftly learnt the ropes of the pirate's brigantine, even though it was a much larger ship than the fishing vessels of his childhood. His inherent skill and passion for repairing and caring for the ship easily landed him the role of ship's carpenter.

While Wivierell is somewhat of a loner and sometimes prone to fits of brooding and dark melancholy, this slips away he fights or when tending his ship. He holds to his cultural beliefs that each ship has a spirit and is sometimes seen quietly murmuring to the ship as he works on it. As part of a pirate raid, Wivierell acquired a magical device that can replicate any simple tool; he often attaches this to the stump of his left hand to make use of it while repairing the ship. Wivierell has also fashioned a special prosthesis to allow him to wield a net in his off-hand.

Zugok, the Boatswain

A burly looking half-orc with olive skin barks out orders, a scowl darkening his scarred craggy face. He gestures strongly with his broad curved blade to emphasize his point.

ZUGOK **CR 2**

XP 600

Half-orc ranger (freebooter) 3

N Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 24 (3d10+3)

Fort +3, **Ref** +5, **Will** +2

Defensive Abilities orc ferocity

Offense

Speed 30 ft.

Melee mwk falchion +8 (2d4+4/18–20)

Ranged mwk composite longbow +6 (1d8+3/×3)

Special Attacks freebooter's bane +1

Tactics

During Combat Zugok uses freebooter's bane to pick out a foe to tackle, directing any pirates under his command to gang up on this target. He also uses his Dazzling Display feat to intimidate a group of enemies, softening them up for his crewmates.

Statistics

Str 16, **Dex** 15, **Con** 10, **Int** 8, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +6; **CMD** 18

Feats Dazzling Display, Endurance, Weapon Focus (falchion)

Skills Climb +6, Intimidate +9, Perception +5, Profession (sailor) +7, Sense Motive +4, Survival +7, Swim +6; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ favored terrain (water +2), track +1, wild empathy +4, orc blood, weapon familiarity

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** masterwork chain shirt, masterwork falchion, masterwork composite longbow (+3 Str) with 20 arrows, boatswain's call (signal whistle), 2 pp, 5 gp



Born the child of a prostitute in a large pirate base, Zugok grew up in and around piracy for all of his childhood. It was only natural that he would sign on as a cabin boy as soon as he was tall enough. He spent many of his teenage years at sea, where hard work made him stronger, and he became skilled and confident onboard any ship. The rough and tumble pirate life also taught him how to swiftly gauge others' intentions as well as the brazen art of making threats and showing menace to force others to back down, to do what he wanted, or to give over their valuables.

Zugok was promoted to boatswain when he was twenty and found that it suited his nature. He didn't have to do the more laborious tasks aboard ship and he got paid better simply for ordering the crew around. Being an actual officer seemed like too much hard work though, too many extra responsibilities and a horde of arduous new things to learn. Zugok likes to fight, but he enjoys spending money far more, and he is more than content to accept a foe's surrender. Zugok doesn't tolerate insolence or sloppy behavior from crew under his command, seeing this as insulting to himself, and he is happy to bang heads together to 'correct' the situation. However, Zugok doesn't hold a grudge and leaves it to the ship's officers to determine the punishment for a crewmember's transgressions.

The Cutthroats

CR	Name	Campaign Role
7	Barassa Kraal	Witch doctor and diviner of the dead
11	Harkka Rustfang	Wereshark chieftain
9	Sedale "Landshark" Silvertooth	Saboteur and spy on shore
8	Wereshark Bloodrider	Battle leaders and hunters
8	Wereshark Shaman	Battle priests and spies

The Cutthroats

The following stat blocks represent an assortment of nefarious villains of ill repute that populate the Pirate Isles. They can be used separately as challenging NPCs, or they can be used in concert as allies of Harkka Rustfang, the hobgoblin wereshark chieftain, as he follows the plot hooks you have chosen for involving the weresharks in the campaign. The weresharks may work in concert with non-lycanthropic pirates or with hostile races like the adaro or sahuagin.

Barassa Kraal, the Witch Doctor

BARASSA KRAAL **CR 7**

XP 3,200

Male human oracle 8

NE Medium humanoid (human)

Init –1; **Senses** Perception +0

Defense

AC 20, touch 14, flat-footed 16 (+5 armor, +1 shield, +4 Cha)

hp 71 (8d8+32)

Fort +5, **Ref** +7, **Will** +7

Immune fatigue

Offense

Speed 20 ft.

Melee mwk heavy mace +8/+3 (1d8+1)

Oracle Spells Known (CL 8th; concentration +12)

4th (4/day)—*air walk*, *inflict critical wounds* (DC 20), *legend lore*

3rd (6/day)—*bestow curse* (DC 19), *blindness/deafness* (DC 19), *inflict serious wounds* (DC 19), *locate object*

2nd (7/day)—*bear's endurance*, *hold person* (DC 16), *inflict moderate wounds* (DC 18), *resist energy*, *tongues*

1st (7/day)—*cure light wounds*, *deathwatch*, *entropic shield*, *identify*, *inflict light wounds* (DC 17), *protection from good*, *shield of faith*

0 (at will)—*bleed* (DC 16), *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *spark*

Mystery lore

Tactics

Before Combat Barassa casts *air walk*, *bear's endurance*, and *shield of faith* before battle.

During Combat Barassa uses his attack spells to disable his enemies. He also uses his Reach Spell feat in combination with *bestow curse* or his inflict spells.

Statistics

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

Base Atk +6; CMB +7; CMD 16

Feats Greater Spell Focus (necromancy), Spell Focus (necromancy), Toughness, Extra Revelation, Reach Spell

Skills Appraise +13, Diplomacy +15, Intimidate +12, Knowledge (arcana) +6, Knowledge (engineering) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nature) +6, Knowledge (planes) +6, Knowledge (religion) +12, Profession (sailor) +5, Sense Motive +11, Spellcraft +13

Languages Abyssal, Common, Infernal

SQ oracle's curse (lame), revelations (brain drain, focused trance, mental acuity, sidestep secret)

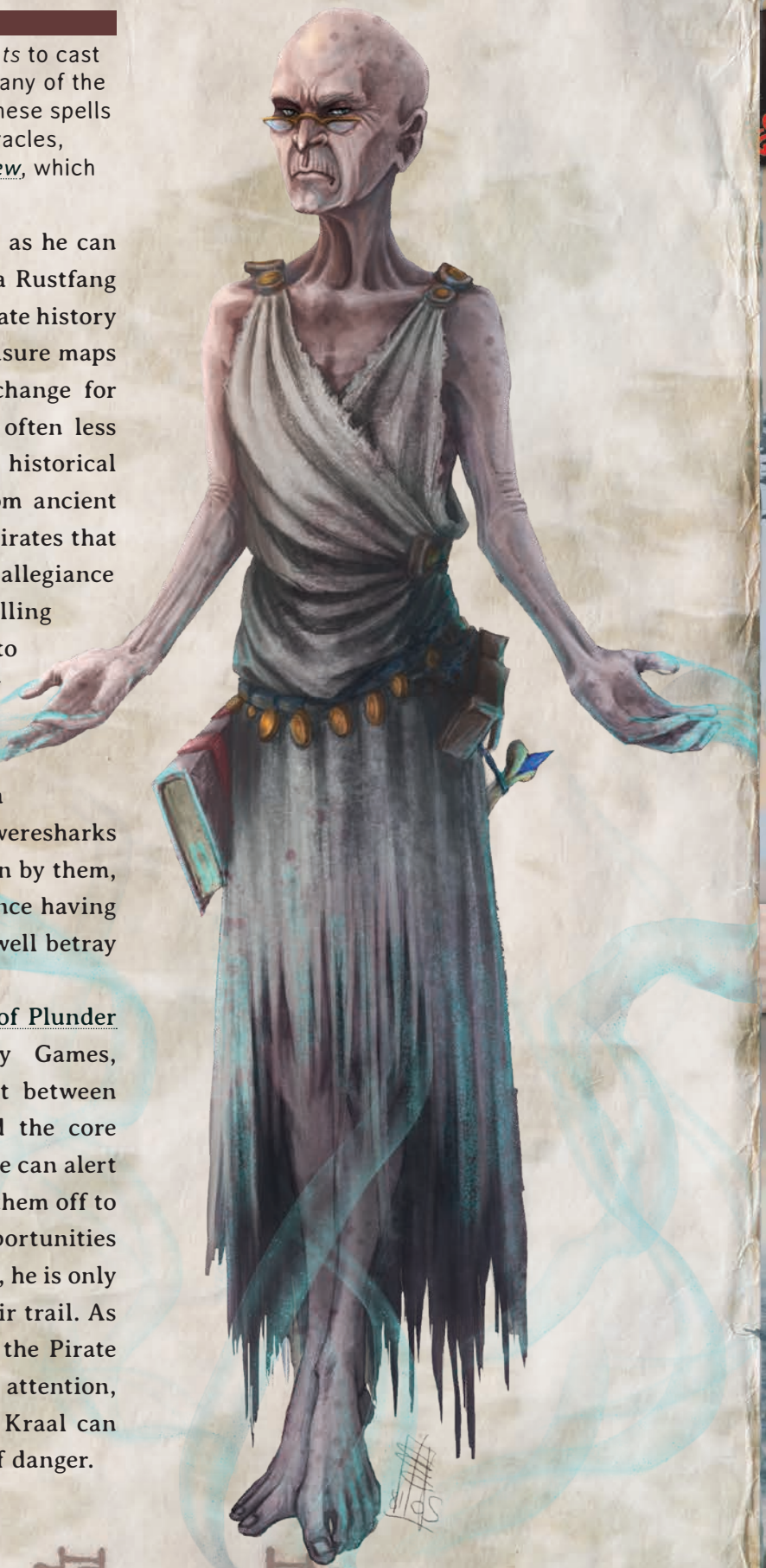
Other Gear *+1 chain shirt*, masterwork buckler, masterwork heavy mace, *cloak of resistance +1*, *mnemonic vestment*, *charnel manuscript*, peg leg with secret compartment containing key to manuscript.

The Charnel Manuscript

Barassa can use his *mnemonic vestments* to cast *black spot* (as a 4th level oracle spell) or any of the witch spells in the *charnel manuscript*. These spells have the same spell level for witch and oracles, except for *animate dead* and *skeleton crew*, which are both 3rd level oracle spells.

Barassa Kraal serves an ambiguous role, as he can be a source of information about Harkka Rustfang and his pack of weresharks, and about pirate history and lore in general. He can interpret treasure maps or perform divinations for them in exchange for a share of their treasure, though he is often less interested in gold than in interesting historical artifacts or funerary relics, whether from ancient island civilizations or from noteworthy pirates that have met their end. He has no particular allegiance to the party or to the weresharks, willing to sell any information he possesses to the highest bidder. He is equally happy to direct the party toward the known hideouts and hunting grounds of Harkka's crew, and could even sponsor a mission to negotiate with or destroy the weresharks in the hope of retrieving something stolen by them, but he has no loyalty to the party and, once having gained a bit of their trust, could just as well betray them to Harkka and his gang.

If PCs have played any of the Islands of Plunder series of adventures from Legendary Games, Barassa can serve as a linking element between those adventures or between them and the core narrative of the Pirate Adventure Path. He can alert the party to seekers of vengeance, or tip them off to potential pursuers seeking revenge or opportunities to make a name for themselves. Of course, he is only too happy to place those pursuers on their trail. As the PCs make a name for themselves in the Pirate Isles, they will attract all manner of attention, and an unsavory character like Barassa Kraal can provide valuable assistance with a hint of danger.



Barassa can serve as a linking element between the adventures in this book or between those scenarios and the core narrative of the Pirate Adventure Path. Barassa could be encountered in league with Sedale the "Landshark" plotting some mischief together, possibly bringing back undead versions of former enemies of the PCs left for dead in their wake but now brought back to horrific unlife.

Harkka Rustfang, Wereshark Chieftain

HARKKA RUSTFANG (HYBRID) **CR 11**

XP 12,800

Hobgoblin barbarian (scarred rager[UC]) 11

LE Large humanoid (goblinoid, shapechanger)

Init +3; Senses darkvision 60 ft., low-light vision, scent, keen scent; Perception +16

DEFENSE

AC 27, touch 11, flat-footed 24 (+7 armor, +1 deflection, +3 Dex, +9 natural, –2 rage, –1 size)

hp 164 (11d12+87)

Fort +15, **Ref** +7, **Will** +9; +4 vs. spells, spell–like abilities, and supernatural abilities,

Defensive Abilities improved uncanny dodge, scarification 3, tolerance, improved tolerance; **DR** 10/silver and 3/—

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +19 (1d8+9/19–20), 2 claws +19 (2d6+9/19–20/x3) or spear +18/+13/+8 (2d6+12/x3)

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

Space 10 ft.; **Reach** 10 ft. (20 ft. with lance)

Special Attacks greater rage (28 rounds/day), rage powers (beast totem[APG], ferocious mount[APG], greater beast totem[APG], greater ferocious mount[APG], lesser beast totem[APG], reckless abandon[APG], superstition +4)

TACTICS

Before Combat He drinks his *potion of greater magic fang*.

During Combat If alerted, Harkka drinks *potions of good hope* and *haste* (not included in the above statistics), followed by repeated ride-by pouncing charges as often as he can, using Power Attack, Reckless Abandon, and Spirited Charge. If prevented from charging, he and his mount will move in for melee.

Morale Harkka never surrenders, fighting to the death.

Base Statistics When not raging, the barbarian's statistics are **AC** 29, touch 13, flat-footed 26; **hp** 131; bite +19 (1d8+6/19–20) and spear +18/+13/+8 (2d6+7/x3); **Str** 20, **Con** 18; **CMB** 17, **CMD** 31; Climb +7, Swim +14

STATISTICS

Str 26, **Dex** 16, **Con** 24, **Int** 10, **Wis** 14, **Cha** 6

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

Feats Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Extra Rage Power (reckless abandon[APG]), Extra Rage Power (superstition)

Skills Climb +10, Handle Animal +10, Intimidate +10 (+15 non–barbarian humanoids), Linguistics +1, Perception +16, Ride +14, Survival +6, Swim +17; **Racial Modifiers** +5 Intimidate non-barbarian humanoids, +4 Stealth

Languages Common, Goblin, Tribal

SQ curse of lycanthropy, lycanthropic empathy (sharks), terrifying visage

Combat Gear *potion of barkskin* (+4), *potion of good hope*, *potion of greater magic fang*, *potion of haste*, 3 spears; **Other Gear** *+1 breastplate*, *ring of protection +1*, lance, *cloak of resistance +1*, *amulet of mighty fists (keen)*, *+2 belt of giant strength*

Scarred both by long hours spent astride his titanic megalodon mount and by his vicious, bloodthirsty gnawing upon his own flesh as he fights with reckless abandon, the lycanthropic lord Harkka Rustfang is a devastating combatant on land but nigh-unstoppable in the water. The statistics for Harkka's shark mount, Naanee, include the modifiers granted by Harkka raging while using ferocious mount and greater ferocious mount rage powers.

NAANEE, MEGALODON MOUNT **CR 9**

XP 6,400

N Gargantuan animal (aquatic)

Init +3; **Senses** keen scent, low-light vision; Perception +27

DEFENSE

AC 28, touch 7, flat-footed 25 (+3 armor, +3 Dex, +18 natural, –2 rage, –4 size)

hp 202 (15d8+135)

Fort +20, **Ref** +14, **Will** +12; +4 vs. spells, spell–like abilities, and supernatural abilities

Offense

Speed swim 60 ft.

Melee 2 claws +23 (4d6+16/x3), bite +23 (4d10+16/19–20 plus grab)

Space 20 ft.; **Reach** 15 ft.

Special Attacks pounce, swallow whole (2d6+24 acid damage, **AC** 19, 20 **hp**)

Statistics

Str 42, **Dex** 17, **Con** 29, **Int** 5, **Wis** 16, **Cha** 14

Base Atk +11; **CMB** +31 (+35 grapple); **CMD** 42

Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception)

Skills Perception +27, Swim +24

Other Gear mwk studded leather barding

Sedale "Landshark" Silvertooth

SEDALE SILVERTOOTH **CR 9**

XP 6,400

hp 83 (see pirate grenadier, page 203)

Sedale's headband of vast intellect grants him the Diplomacy skill (+10) rather than Craft (siege weapons).

Sedale Silvertongue is a distant cousin to chief Harkka Rustfang, due to a rare intermarriage of goblin and hobgoblin, and while Sedale's family was outcast from the goblin clans of the Pirate Isles he has felt a certain kinship for the outcast Harkka, shunned by most of his kin for his accursed state. While not keen to accept the "gift of the blood moon" as Harkka's close bloodriders have, he has taken on a different role as the shorebound agent of Chief Harkka, keeping his ear to the ground for rumors and stowing away aboard ships, engaging in stealthy sabotage and poisoning to disable ships and their crews and leave them easy prey for Harkka's gang.

Wereshark Bloodrider

WERESHARK BLOODRIDER (HYBRID) **CR 8**

XP 4,800

Hobgoblin barbarian (scarred rager[UC]) 8

LE Large humanoid (goblinoid, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, keen scent; Perception +13

Defense

AC 24, touch 10, flat-footed 21 (+6 armor, +3 Dex, +8 natural, –2 rage, –1 size)

hp 113 (8d12+56)

Fort +13, **Ref** +6, **Will** +9; +4 vs. spells, spell–like abilities, and supernatural abilities

Defensive Abilities improved uncanny dodge, trap sense +2, scarification 2, tolerance, improved tolerance; **DR** 10/silver and 2/—

Offense

Speed 20 ft., swim 40 ft.

Melee bite +13 (1d8+6) and 2 claws +13 (1d8+6) or *+1 lance* +14/+9 (2d6+10/x3)

Ranged spear +10 (2d6+6/x3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with lance)

Special Attacks rage (22 rounds/day), rage powers (ferocious mount[APG], greater ferocious mount[APG], lesser beast totem[APG], superstition +4)

Base Statistics When not raging, the barbarian's statistics are **AC** 26, touch 12, flat-footed 23; **hp** 97; **Melee** bite +13 (1d8+6) and *+1 lance* +14/+9 (2d6+10/x3); **Str** 18, **Con** 18; **CMB** 13, **CMD** 26; Climb +5, Swim +13

Base Statistics When raging in hobgoblin form, the barbarian's statistics are **Size** Medium; **AC** 23, touch 11, flat-footed 22; **hp** 105; **Speed** 30 ft.; **Melee** 2 claws +13 (1d6+5) or *+1 lance* +14/+9 (1d8+8/x3); **Str** 20, **Con** 20; **CMB** +13, **CMD** 24; Climb +4, Swim +4; **Space** 5 ft.; **Reach** 5 ft. (10 ft. with lance); no DR/silver, low-light vision, or scent

Statistics

Str 22, **Dex** 16, **Con** 22, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +8; **CMB** +15; **CMD** 26

Feats Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge

Skills Climb +7, Handle Animal +9, Intimidate +6 (+10 non–barbarian humanoids), Perception +13, Ride +11, Survival +6, Swim +15; Racial Modifiers +4 Intimidate non-barbarian humanoids+4 Stealth

Languages Common, Goblin



SQ curse of lycanthropy, lycanthropic empathy (sharks), terrifying visage 4, fast movement

Combat Gear *potion of cure light wounds*, 3 spears; **Other Gear** masterwork breastplate, *+1 lance*, spear, *cloak of resistance +1, amulet of mighty fists (keen), +2 belt of giant strength*, 84 gp

These vicious sea hunters are a menace both above and below the waves, astride their great sharks and bringing doom to those trying to stand against them. The statistics for their shark mounts include the modifiers granted by their rider raging while using ferocious mount and greater ferocious mount rage powers.

HAMMERHEAD SHARK MOUNT **CR 4**

XP 1,200

N Huge animal (aquatic)

Init +2; **Senses** low-light vision; Perception +10

Defense

AC 20, touch 8, flat-footed 18 (+3 armor, +2 Dex, +9 natural, –2 rage, –2 size)

hp 46 (4d8+28)

Fort +13, **Ref** +6, **Will** +8; +4 vs. spells, spell–like abilities, and supernatural abilities

Offense

Speed swim 60 ft.

Melee +2 claw +12 (2d6+11), bite +10 (2d6+9)

Space 15 ft.; **Reach** 10 ft.

Statistics

Str 29, **Dex** 14, **Con** 25, **Int** 5, **Wis** 16, **Cha** 6

Base Atk +3; **CMB** +14; **CMD** 24

Feats Great Fortitude, Iron Will

Skills Perception +10, Swim +17

Other Gear mwk studded leather barding

Wereshark Shaman

WERESHARK SHAMAN **CR 8**

XP 4,800

Hobgoblin druid (shark shaman[UM]) 8

LE Large humanoid (aquatic, goblinoid, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, keen scent; Perception +15

Defense

AC 27, touch 13, flat-footed 24 (+6 armor, +1 deflection, +3 Dex, +6 natural, +2 shield, –1 size)

hp 79 (8d8+40)

Fort +11, **Ref** +6, **Will** +11; +4 vs. fey and plant–targeted effects,

Defensive Abilities resist nature's lure, **DR** 10/silver

Offense

Speed 20 ft., swim 40 ft.

Melee bite +8 (1d8+3) and *frostbite* +8/+3 melee touch (1d6+8 nonlethal cold plus fatigue), *shillelagh* +9/+4 (3d6+4), or mwk spear +9/+4 (2d6+3/x3 plus poison)

Ranged mwk spear +9 (2d6+3/x3 plus poison)

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

Special Attacks seastrike, totem transformation (move action, 10 minutes/day), totemic summons (standard action, +8 temporary hp), wild shape (Diminutive to Huge shark, 8 hours, 3/day; Medium or Small animal, 4 hours, 1/day)

Druid Spells Prepared (CL 8th; concentration +12)

4th—*air walk*, *control water*, *freedom of movement*[D], *rusting grasp*

3rd—*poison* (DC 17), *protection from energy*,

quench, *spit venom*[UM] (DC 17), *water breathing*[D]

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *pernicious poison*[UM], *slipstream*[APG, D]

1st—*cure light wounds*, *faerie fire*, *frostbite*[UM], *hydraulic push*[APG, D], *produce flame*, *shillelagh*

0 (at will)—*create water*, *detect magic*, *guidance*, *purify water*

D Domain spell; **Domain** Aquatic[UM]

TACTICS

Before Combat Wereshark shamans often patrol wild shaped into the form of 6-inch-long (Diminutive) cat sharks (**AC** 25, **Dex** 22, **Skills** Disguise +18, Stealth +20).

During Combat Wereshark shamans remain wild shaped, using *control water* to capsize boats or submerge flying enemies, then spontaneously using *summon nature's ally IV* to summon 1d3+1 sharks (enhanced with Augment Summoning and totemic summons) to flank with their allies and block enemy movement. They use *pernicious poison* early in a fight, followed by *poison* and *spit venom* (and summoning monitor lizards rather than sharks if fighting on or near land). If combat is imminent, they cast *barkskin*, *bear's endurance*, *bull's strength*, and *frostbite* before resuming hybrid form, hurling their poisoned spear (which will return underwater with seastrike) or using *frostbite* touch attacks or *shillelagh*.

STATISTICS

Str 16, **Dex** 16, **Con** 18, **Int** 8, **Wis** 18, **Cha** 8

Base Atk +6; **CMB** +10; **CMD** 24

Feats Augment Summoning, Natural Spell, Spell Focus (conjuration), Superior Summoning (UM 157)

Skills Fly +1, Handle Animal +5, Heal +10, Knowledge (nature) +5, Linguistics +0, Perception +15, Spellcraft +5, Stealth +1, Survival +10, Swim +11

Languages Aquan, Common, Goblin

SQ curse of lycanthropy, lycanthropic empathy, nature bond (Aquatic domain), nature sense, sealord, wild empathy +7

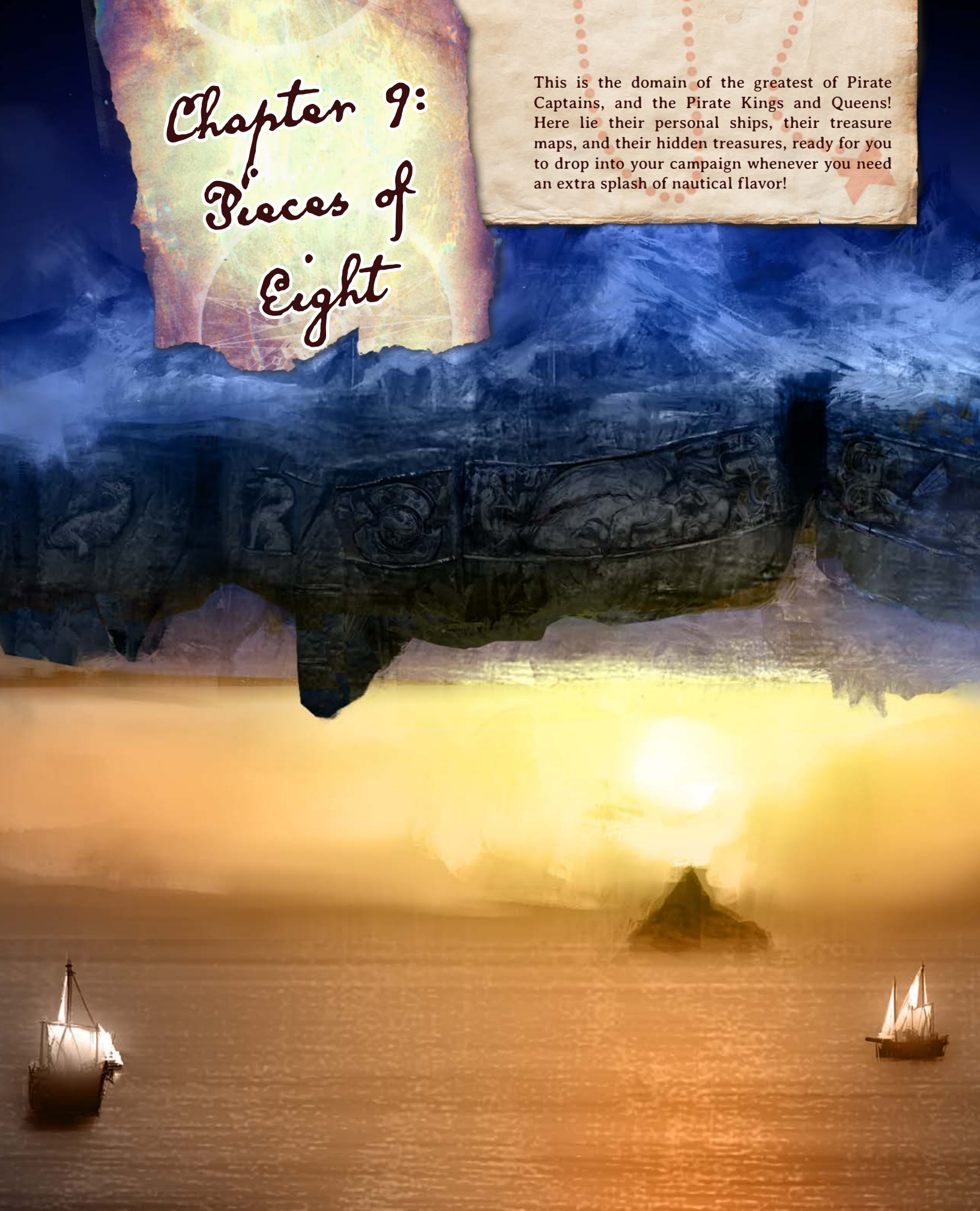
Combat Gear extra dose of large scorpion venom (sticky, 4 uses); **Other Gear** bronze dragonhide masterwork breastplate, masterwork heavy wooden shield, mwk spear, *ring of protection +1*, *cloak of resistance +1*, *+2 belt of incredible dexterity*, spell component pouch, wooden holy symbol

While all lycanthropes have a certain affinity for their animalistic side, these shark shamans take that communion to an incredible depth. The blood of the shark flows in their veins, the selfsame sharks they worship as a thing divine.



Chapter 9: Pieces of Eight

This is the domain of the greatest of Pirate Captains, and the Pirate Kings and Queens! Here lie their personal ships, their treasure maps, and their hidden treasures, ready for you to drop into your campaign whenever you need an extra splash of nautical flavor!



Captain Beryl

A privateer rather than a true pirate, this blue-skinned and water-souled undine assumed the role of captain after her mother died. She was trained as the ship medic to ensure her survival if she ever was captured, and she has mastered the fine points of commerce from accounting and finance to contract lawyering, ensuring she had all the tools she would need to make sure she doesn't get cheated of ay payments owed to her and her crew. Of course, she wields her words and writs like weapons, making sure that any contracts she signs with others always lead to her advantage, just as her mother taught her. After all, piracy need not be at the point of a sword. Beryl is easily irritated, as she carries a great deal of stress from handling so many different jobs and also dealing with the often-uneducated louts in her crew, yet she truly cares about each one of them. While never a slave herself, most of her crew were enslaved in the past, and she despises those who would steal the freedom of their fellow sentient beings. She carries her medical bag with her at all times, along with her charts, maps, and ledgers, just in case.



Captain Falthren Pullusilva



Falthren Pullusilva is the "black sheep" of the Pullusilva Royal House of the hidden kingdom known as the Shrouded Vale. Falthren is a very gifted wizard of modest height and slight build, standing 5'6" tall with violet eyes and raven-black hair that shines silvery in bright light. He always keeps himself well-dressed, to an almost foppish extent, favoring blues and blacks accented by silver embroidery and jewelry, especially a silver ring bearing sapphire carved into a minotaur skull on his right index finger. This ring grants Falthren the ability to change into a hulking minotaur, the form he most often uses in public view.

As Falthren is a wanted "man," he has taken to the seas as the Pirate Lord "the Ole Sea Bull." As the Bull, Falthren is a huge grey minotaur with piercing red eyes and multiple scars. He wears thick black boots, loose-fitting pants striped in red and white, a thick belt with a sapphire buckle, and a black vest and coat. He has many rings on his fingers and has his elven longsword at his waist as well as a two-handed axe on his back that most profess they have never seen the Ole Bull use.



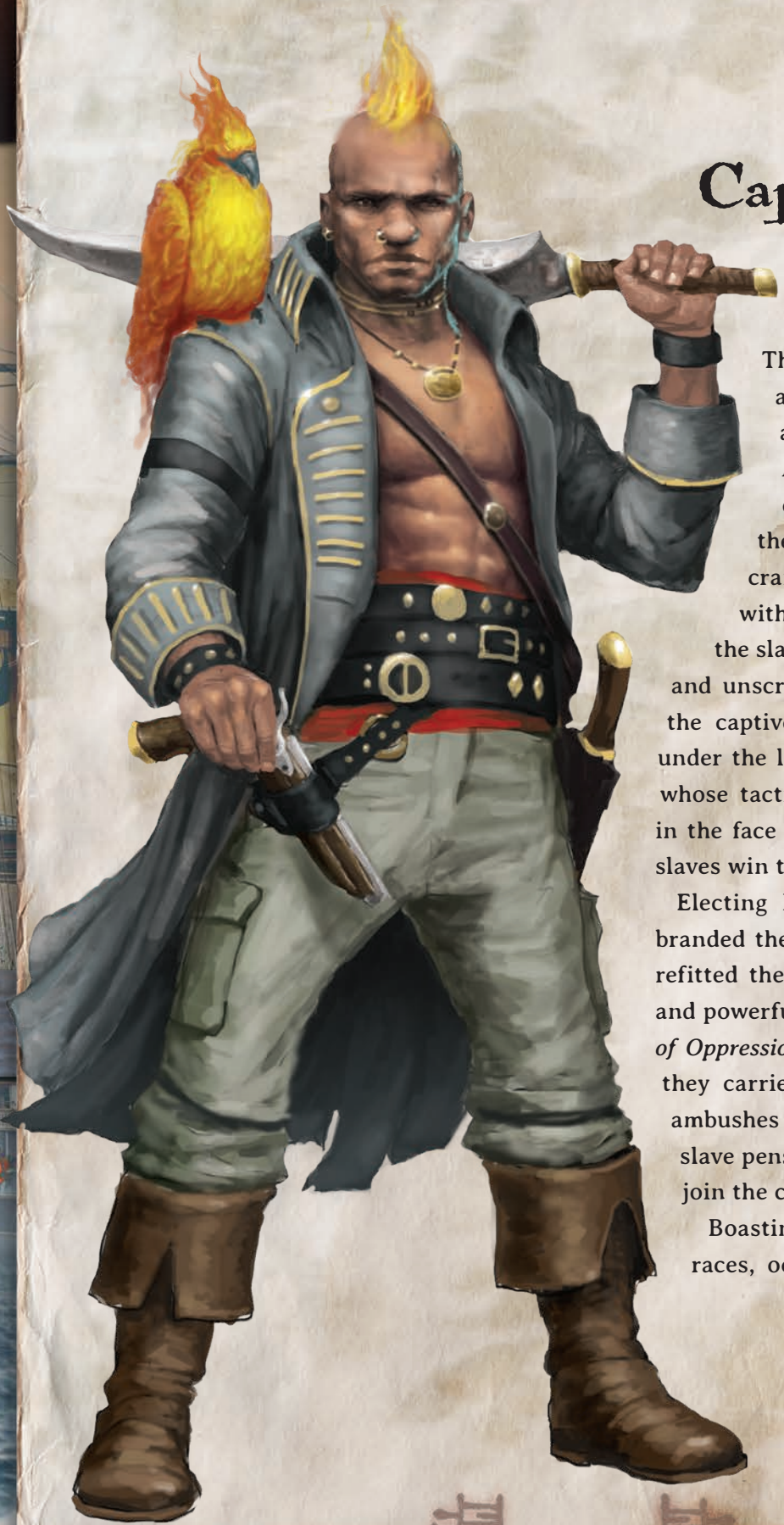
The Ole Sea Bull's ship is a massive 4-decked, 5-masted galleon named the *Raging Bull*. While impressive in its own right as a heavily armed ship of the line, Falthren also has enchanted his otherwise spartan captain's chamber in the transom. Opening his armoire and speaking the command word activates a door to a small demiplane large enough to hold Falthren's most prized loot and his true private quarters. When he enters this plane, Falthren creates an illusory image of the Ole Sea Bull sleeping or looking at map muttering to himself so that the ruse is never dropped. His enchantments also extend to the ship's propulsion system, as there are two compartments on the lowest deck that house two water elementals that can drive the ship through the water when becalmed and keep it afloat even in the harshest conditions.

Each level of the ship is well appointed for the crew, as he believes treating them fairly and well ensures that they never feel the need to mutiny



or leave the service of the Sea Bull. He is strict but fair, quick to mete out punishment for crimes against the crew and their cause but just as quick to divvy out treasure to his crew – sometimes even more treasure than his share! The crew is told that we do not murder and only kill as a last resort.

The crew is mix of all races and cultures, but, Falthren tries his hardest to only recruit sailors and officers that have some sense of nobility and are trying to right a wrong or are trying to atone for past sins – as far as pirates and sea rogues go. However, he always keeps at least one halfling chef aboard to prepare the best meals for him and the crew and as a reminder of the happier moments of his misspent youth in the Shrouded Vale.



Captain "Firehawk" Dante

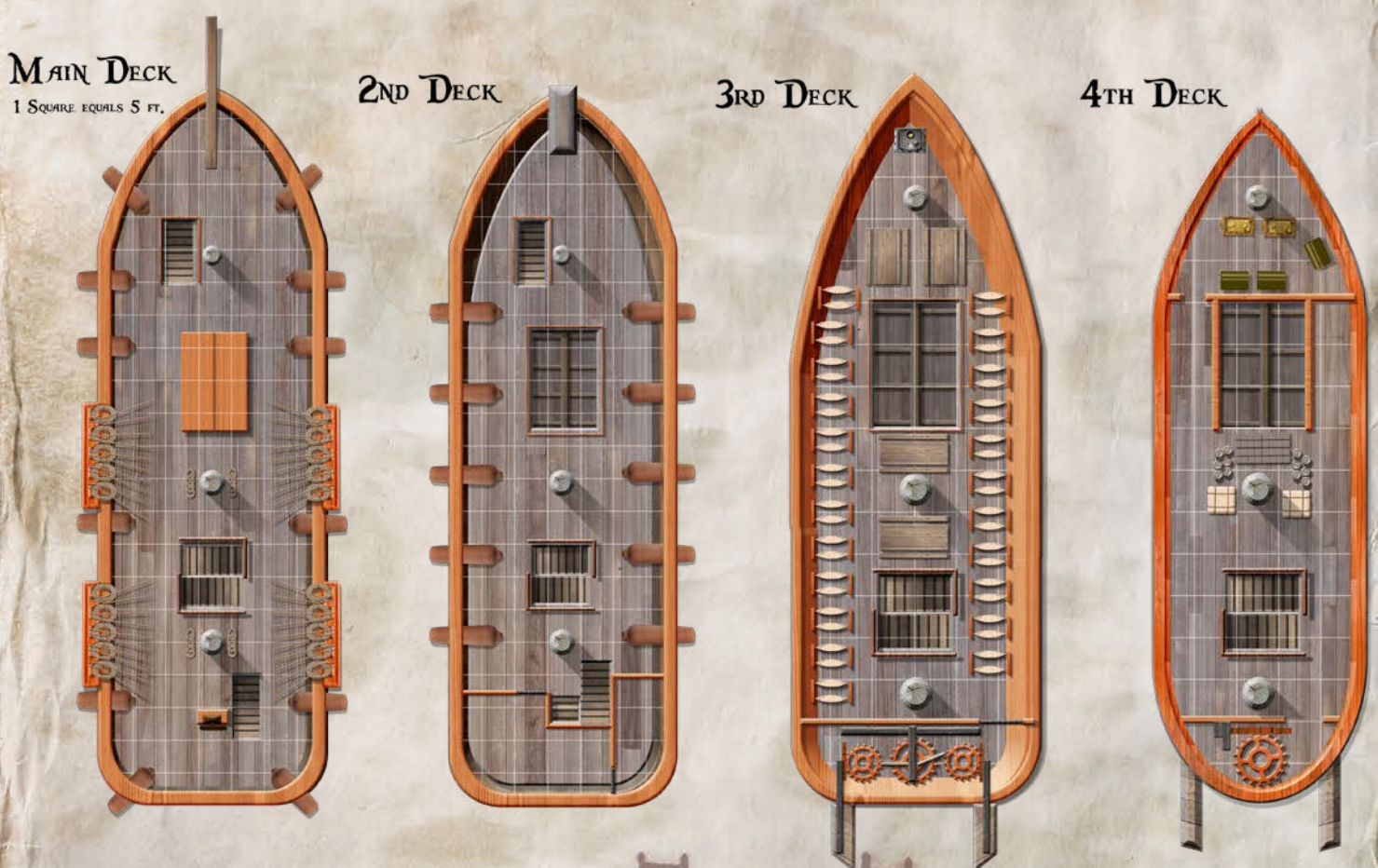
The Firehawk pirates were born in blood and fire, in a slave uprising aboard an exotic merchant ship, *The Glorious Phoenix*. Its grandiose name and its outwardly luxurious appointments gave the appearance of a decadent pleasure craft, but its holds were filled to bursting with illicit humanoid cargo being carried to the slave markets and flesh pits of the wealthy and unscrupulous. On its final voyage, however, the captives turned the tables on their captors under the leadership of Dante, a fire-blooded ifrit whose tactical brilliance and unmatched courage in the face of desperate odds was able to help the slaves win the day and their freedom.

Electing Dante as their captain, the survivors branded themselves the Firehawk Pirates and they refitted the merchant ship into a more functional and powerful vessel of war, rechristened as *Phoenix of Oppression*. Using clever tactics and subterfuge, they carried out a series of lightning raids and ambushes to seize other slave ships and liberate slave pens, offering freed prisoners the chance to join the crews of their growing flotilla.

Boasting crew members from all different races, occupations and skillsets, the Firehawk



Pirates can make for a powerful ally or a can make an extremely deadly adversary. Their primary target currently is the vicious city-state of Port Piriean, the so-called "City of Chains," a large forge town that has been the chief arms manufacturer for most of the pirate isles. Port Piriean is has proved very difficult to assault, its approaches guarded by vast and trackless mangrove swamps and the shifting sandbars of a river delta, along a swift-flowing river tumbling down from mountains towering over the town. Ruled by a tyrannical upper class driven by greed and the belief that they're superior to the working class, which they treat like slaves, the Firehawk Pirates see reducing Port Piriean as a key linchpin in their campaign to unleash freedom in the pirate archipelagos.



Captain Grillana Skitterdown

This wererat gnome pirate commands the ship *Black Swarm*. She leads a crew of ratfolk pirates, dire rats, rat swarms, and a rat-king on raiding everything from large merchant vessels to small fishing boats, "just to keep things interesting!" Her flag is red with a fierce black rat in the center.





Captain Jonathon Wilder

Jonathon Wilder was once just another traveling dilettante, the scion of a minor noble line who loved to travel wherever his wanderlust took him. A tall male half-elf, he is always well dressed in black and purple attire, stylish yet seaworthy, his unruly brown hair often needs to be brushed aside from his green eyes to reveal his winning smile. Despite the roughness of the seagoing life he often adopted, he always maintained himself as friendly, charming, and trustworthy.

Things changed on a fateful voyage as a passenger aboard the *Evening Dream,* when the ship ran afoul of pirates of a most unsavory reputation. The captain of the ship was a drunk and dissolute sailor whose shoddy tactics led to near disaster and whose cowardice even when luck momentarily saved their ship seemed about to doom them all over again. Jonathon leapt into action, reordering the crew and pulling them together with several excellent maneuvers that pulled them out of danger and ended up saving the lives of everyone aboard the *Evening Dream* while sending the ship attacking them fleeing. The



surviving crew called for a mutiny and marooned the old captain at their next landfall, while inviting Jonathan to take the tiller and lead them.

He at first tried to dissuade them from appointing him as captain, still thinking of himself as not a true man of the sea. Yet, the second in command and first mate, William, voiced his support for Jonathan on the condition that the young man be willing to keep him and the other experienced sailors on board to show him the ropes. Captain Wilder agreed, reluctantly at first, though he soon found his partnership with William an ideal pairing of his youthful charisma and wit, his intuitive grasp of tactics, and the boundless depth of experience of his second in command when it came to the sea and all its manifold mysteries.



Captain Josiah Mercurio

Captain Josiah Mercurio's success as a pirate is a testament to the power of obsession wedded to a fortunate find. A man of average height, with hawkish features and dark hair, moustache, and beard always kept neatly trimmed, he had enjoyed an unremarkable career as a privateer, taking a few prize ships but almost losing his own to an uncharted reef. His daring endeared him to his crew, as he sought always to close with his opponents and led from the front in all boarding actions. However, his ship always came out worse for wear, battered by so many repeated close encounters.

His luck changed dramatically when he surprised and sacked a black-painted vessel with a most unusual cargo, a coterie of enterprising drow merchants carrying a cargo of adamantine weapons, armor, and raw ingots. Enchanted by the dark luster of this cache of starmetal, he hit upon the solution to his difficulties, resolving not only to arm himself with purloined adamantine weapons, but also to clad his very ship and its ram in the potent metal. He immediately set about scouring the seas for additional adamantine, buying it, stealing it, trading for it whenever possible, and building his vessel into an unstoppable dreadnought!

Josiah's ship is a sleek 3-masted sloop of war, the Stygian Spear. This swift vessel is sheathed in deep black metal. In a mocking memorial to the drow who began his obsessive quest, he adopted a spidered sigil on his pirate flag and mounted a piercing bowsprit and ram of adamantine shaped like a drider. He had once thought to make the whole ship from adamantine, but his shipwrights reassured him that it would be slow and unwieldy





and prone to foundering. Instead, they strategically replaced metal fittings and joints with adamantine alloys for strength and installed cladding along the prow, the keel, the hull, and the rudder to help the ship deflect hostile fire and survive collisions. In fact, its strength proved so formidable that Josiah now bears down on his foes to ram with abandon, letting loose broadsides from his 20 guns aboard as his ship passes by or even through any vessel in its path.

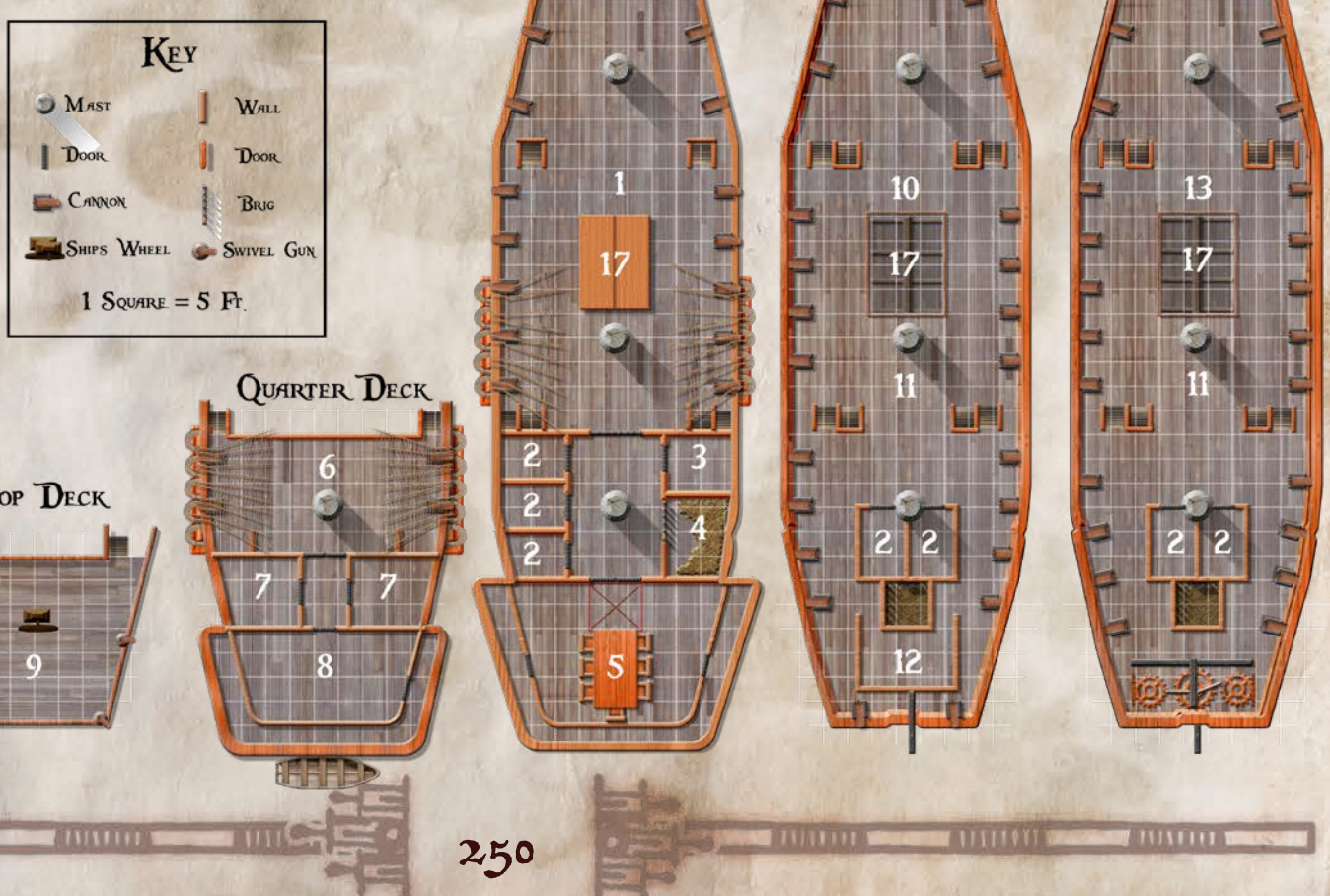
Captain Lorros Zyldan

Captain Lorros Zyldan came into his legacy as a pirate the hard way, shanghaied by a press gang and nearly keelhauled twice in his first week aboard ship. He learned the bitter lessons of the lash but always kept his eyes up and aware. If he was trapped into this life of piracy, he would outwork, outfight, and most importantly out-think every scurvy knave aboard from the lowest swab to the captain himself. He systematically began undermining his rivals, taking down personal nemeses by setting them up for failure and framing them for misdeeds until they were cast out of the captain or shanked by another member of the crew. Meanwhile, Lorros just kept competently rising up the ranks, displacing in turn a corrupt cook, a brutal bosun, and a nefarious navigator on his way to the captain's side, feigning loyal service for a time to allay suspicion before finally slaughtering his captor and taking the ship for his own.

The officers and crew had mocked Lorros when he had been dragged aboard, calling him a "bastard pirate," someone who would never truly earn a name of repute, but he took that name as a badge of honor and a form of quiet resistance. He was never pirate born, but they would see his true bastard colors in time as he survived when other press-ganged swabs fell away. When he took the captain's ship *Fortune,* he renamed *The Bastard's Fortune*, proud to claim the name they thought would break him.

A human male with well-tanned skin, dark brown hair, and a light beard, Captain Lorros has now adopted many pirate fashions and affectations,

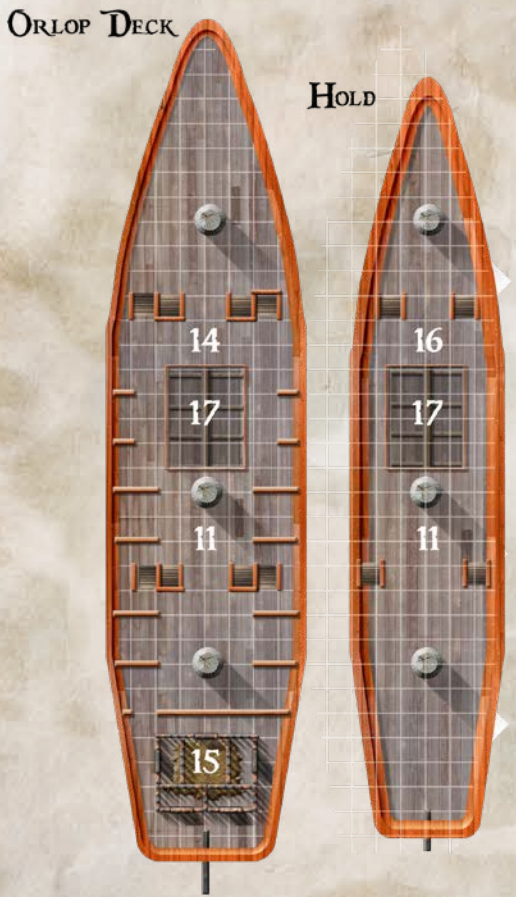
The Bastards Fortune



including wearing his brocade jacket, a collection of tricornes (mostly taken from rival pirates whose ships he has taken), and a blue and gold macaw he named Milo, after the one friend among his press-ganged companions who was keelhauled for bringing Lorros food and water when he was in the hot box for disobedience. He also collects jewelry and trinkets with nautical themes, from grotesque Lovecraftian idols from sunken cities to whimsical mermaid necklaces and octopus rings, but these quirks are merely his way of poking fun at the trappings of the pirate life. As a captain, he is coolly deadly with cutlass and flintlocks leading his crew into battle, and few have bested him at sea once he has the weather gage.









Captain Mergar the Deathless

Mergar, the second son of once King Harpen II of the Kingdom of Marland, was born over 200 years ago. Bitter over his father's favoritism towards his elder brother, Mergar threw himself at the world with a vengeance in search of conquest, bastardizing his family's sigil of the mailed fist and broken sword into a symbol of menace. He began to seek out legendary treasures from the farthest reaches of the world in a quest for immortality. This was at first just a figurative quest to become immortal, in the sense of a fame that would eclipse his father and brother's and would live on after him, but after recovering a marvelous pearl sacred to the Queen of the Eastern Ocean, he was filled with a surging torrent of power that seemed to mark him for a destiny of greatness. Much to his surprise, his aging slowed to a stop and his vigor increased, as did his craving for both ordinary plunder and for magnificent treasures the likes of which the world has rarely seen.

Captain Mergar is legendary among his awed crew for his skill with a blade and for his incredible nose for treasure. He can fast-talk his way through most situations with an offhand charm, though his crew knows that his casual smile hides a heart that still burns with hate. He has never forgiven his father or his father's other descendants for what he views as their disloyalty and disdain, and that bitterness impels him to ever more daring raids and quests to achieve ever-greater fame and legendary treasures. He is a hard man as a captain, relentless in his demands of his crew, and though he doesn't kill wantonly neither does he hesitate in order to gain any advantage.



Unlike many famous captains, Mergar does not have a single ship that carries his flag. Because of his seeming immortality, he has survived shipwrecks that have killed everyone else aboard, yet ever he returns to seek his path. He has used many ships over the years, and often strikes bargains with other captains to commandeer their vessels for a short period on a particular mission, moving on to a new ship after his latest prize is gained. His current obsession is in the far northern seas, where he has been seeking signs for the legendary icerigger called the *Ice Cat*, a magical skate-skimmer designed to speed across the endless ice sheets of the polar reaches. Crewed by a family of catfolk with an intelligent ice golem helmsman, this magical ice vessel streaks with uncanny speed across not only smooth ice fields but even up and down icy slopes and vast snowy landscapes. Their crew is generally more interested in food and fellowship than pillage and plunder, willing to bargain with their targets and rarely leaving anyone entirely destitute in their wake, but Mergar has plans of his own if he can seize this eldritch vessel and take it for his own.

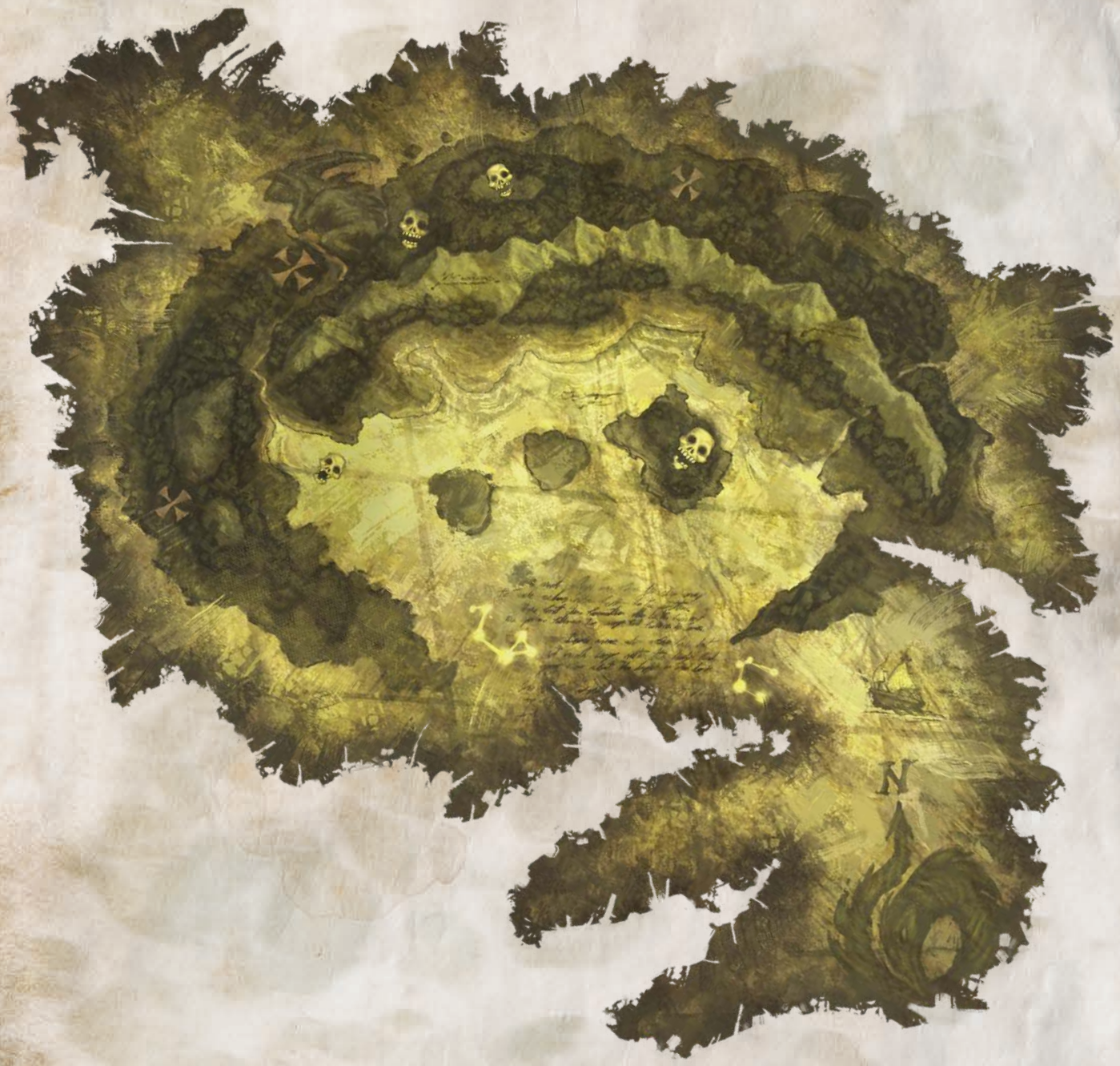
Captain Sayar the Short

All great captains of the seas crave a kind of immortality, whether through fame or infamy. Some are great explorers, some notorious blackguards, and some are famous for the treasures or mysteries they leave behind. So it is with the strange case of Sayar the Short, a bombastic and eccentric maritime man in miniature who always claimed he was "half-halfling" and "a quarter copper," claiming his marvelous mother and glorious gran had the blood of copper dragons running in their veins. Quirky in the extreme, Sayar became a source of jokes and tall tales, many spread by Sayar himself. Any oddball story about a crazy captain might be attributed to him, but rather than being the butt of jokes more often than not through luck, pluck, cleverness, and impeccable timing he always came out ahead, both in tales and in reality. By the time of his mysterious disappearance, he had amassed a considerable fortune that he hid away in the Leviathan Hills after supposedly making a deal with his dragon sires, though for decades no one could ever figure out what he meant or where it was.

A few years ago, a drunken sailor staggered into a wharfside tavern buying drinks for everyone and boasting of having found a great treasure, the Loot of the Leviathan. He mysteriously died that very night sitting at the bar (some say poisoned), and in his bag was found a corroded copper tube marked with the sigil of Sayar the Short, and within a map of a semicircular island resembling a sleeping dragon. Here at last was a clue to the lost trove of gold and jewels. A massive brawl erupted for possession of the map, with a number of people present that night claiming to have escaped with it and now with several copies existing, though which is the real map and which are counterfeits drawn from memory after a quick glance are hard to say.

The island itself is very much real, though the sea nearby is shrouded in strange mirages of phantom shoals and wandering whirlpools. Compasses and sextants become unreliable near the island, and it is said that only by trusting to luck can a captain get through to make landfall. The reefs and lagoons around the island are thick with rare golden sea turtles, each gleaming like polished metal. The streams and marshes of the island are likewise thick with immense tortoises and savage snapping turtles. These massive reptiles are tended by a circle of wyrmtouched druids who have dwelt here for ages tending this island as a sanctuary. They are aware of Sayar's treasure scattered around the island and can give clues to its locations if made friendly, but they tend to observe intruders in animal form rather than engaging them directly. If their reptilian charges are assaulted or the island is despoiled by intruders, they strike back with savage fury.

Sayar left six separate caches of treasure around the island, with riddles and clues to their locations etched onto the backs of some of the ancient tortoises that crawl around the island. Some of these tortoises are sentient and possessed of great wisdom and can be persuaded to share their knowledge, while others are simply secrets to be found. The treasures themselves are warded with magical and mechanical traps of devious design, but the greater trap is that all of the treasure is keyed to the rest of it. As long as it remains scattered across the island, it poses no danger; however, as the treasures are brought together (even if placed into an extradimensional space), the sympathetic enchantment laid upon it grows in intensity and begins calling to a mMythic Clockwork Leviathan (or more than one, if the party is high level) that lies dormant under the island, awakening it and



drawing it to the collectors of Sayar's treasure to destroy them and return to its lair.

If the leviathan is activated, a venerable copper dragon (one of Sayar's ancestors) may return within a few days to the island to replace the treasure in its hiding places, or one of the druids may take it back. Some wonder whether one of the druids may even be the elderly Sayar himself in disguise, enjoying retirement on a beautiful tropic isle, with the occasional grand jest at the expense of those who pursue greed and gold more highly than a good time.

Captain Trett

This mysterious four-armed servant of the sea gods is an extraterrestrial alien from a far-distant planet brought here through an interplanetary gateway when just a child by parents in search of safety from a war-torn homeworld. Turned away as monsters from so-called civilized refuges, with his mother nearly slain, the family found sanctuary with a coastal community of aquatic half-elves, who understood better than most their sense of isolation and dislocation with nowhere truly being home. Trett came to venerate the gentle yet strong gods of sea and storm worshiped by their elven hosts, and after seeking fame and fortune as an adventurer he rose up to become a sailor and eventually a captain in the royal navy, returning in uniform with some satisfaction to several towns that had turned him away as a refugee two decades before. After many years sailing in service to his adopted country and proving his worth time and again, Trett has retired from active naval service, though remains active in the ministry and as a daring protector of his adopted home with trident and maul and his trademark dolphin shield.



Captain Vivienne Stormheart

Vivienne Stormheart was born into the wealthy but staid Locke family but never shared a taste for the family business. Accounting bored her to tears, and warehousing and caravanning bulk commodities on short-haul and long-haul trips with metronomic monotomy drove her to distraction. She was thankful for the opportunities and education her family's resources afforded her, but as she grew into adulthood she could endure the tedium and slowness no longer.

Stowing away with a routine expedition, Vivienne made her way across the border and adopted a new identity, cutting and coloring her long blonde hair as she took up the mantle of Stormheart. She worked a variety of jobs before apprenticing herself to a traveling dueling master and accompanying him on his adventures for a time before setting out to make her own fortune. In this, she found great value in the lessons learned from her family, balancing her freewheeling impulses with a practiced eye that always counted the cost and planned ahead, taking down enemies who underestimated her skill and determination.

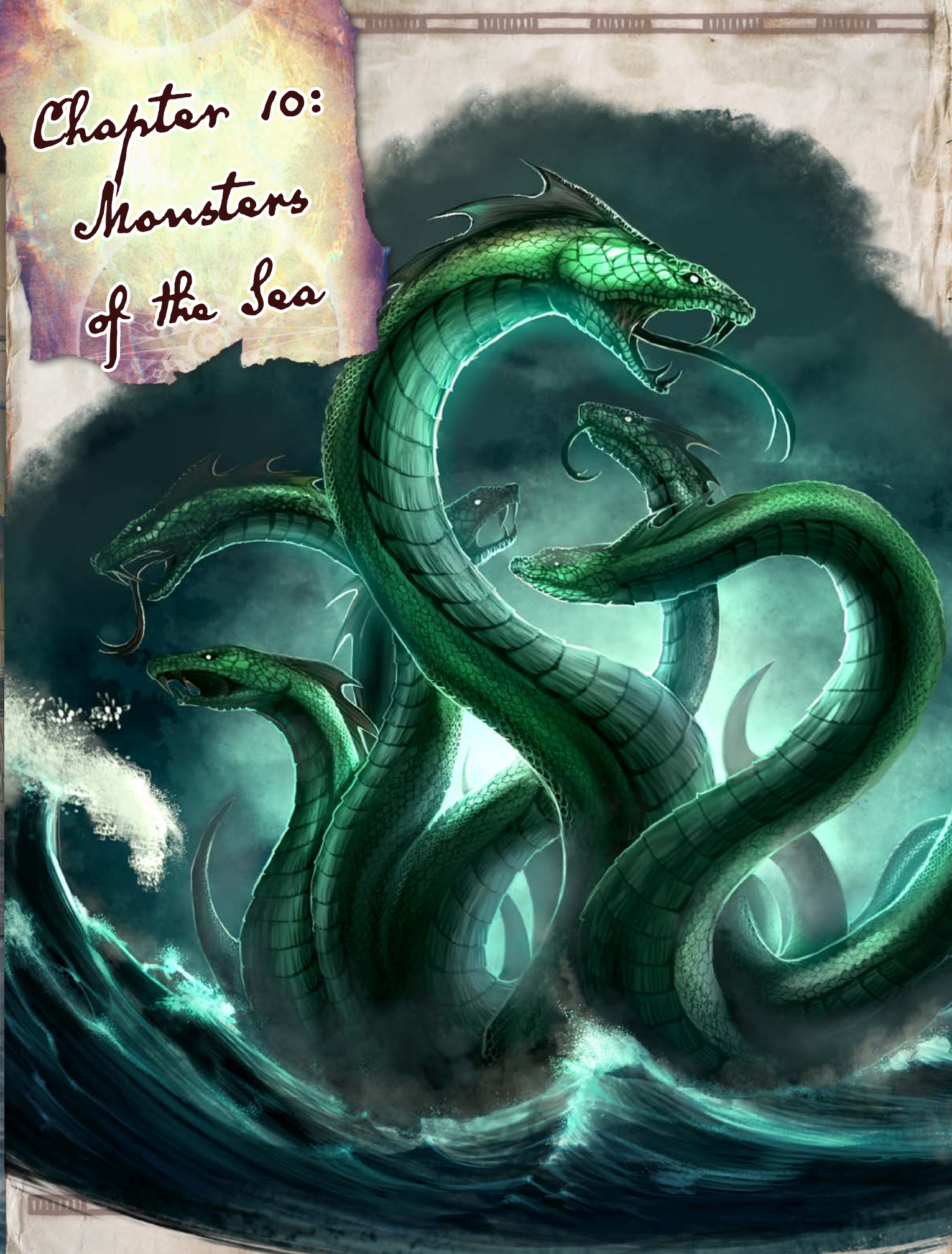
She took command of her first vessel on a mission to liberate a slaver's colony, putting their cages and fighting pits to the torch and returning dozens of prisoners to their homes. She earned the respect of her crew for her courage and good heart, but also their loyalty with the way she always was able to balance altruism and pragmatism. A good deed may be its own reward, but a bit of honest smuggling or decently earned plunder is never to be disdained.

She and her crew aboard the cutter *Deliverance* prize speed, stealth, and careful sailing to outrun anything they can't outgun, with a knack to get in and out before they are detected. Once she had established her command, she returned and reconciled with her family and sometimes works with them as a scout, escort, or courier for their trade ships. She is now and forever her own woman, though, a high-spirited freebooter whose seagoing spirit is echoed in the singing and sword-swinging siren figurehead that adorns her prow.





Chapter 10: Monsters of the Sea



The *Pathfinder Roleplaying Game* has no shortage of aquatic creatures that are perfect for populating a nautical or pirate campaign. These include a variety of modern and prehistoric animals and vermin, which show off the fascinating biodiversity of the real world, but also delve deep into the myths and legends of cultures all over the globe, from the Norse fossegrim to the siyokoy of the Philippines, the nereids and oceanids of Greece, lusca of Central America, the adaro of the Solomon Islands, and the ningyo of Japan. Creatures of cosmic horror abound in the sunken cities of the sea like shoggoths, skum, and the star-spawn of Cthulhu, alongside creatures of classic fantasy like dragons, genies, hags, and elementals. For ease of reference, we've provided a list of aquatic creatures from the core line of *Pathfinder Roleplaying Game Bestiaries* below.

- **Pathfinder Roleplaying Game Bestiary**: aboleth, black dragon, bronze dragon, chuul, crab swarm, crocodile, dire crocodile, dire shark, dolphin, dragon turtle, elasmosaurus, electric eel, giant crab, giant leech, giant moray eel, giant octopus, giant squid, kraken, leech swarm, marid, merfolk, octopus, ooze mephit, orca, sahuagin, sea hag, sea serpent, shark, shoggoth, skum, squid, water elemental, water mephit
- **Pathfinder Roleplaying Game Bestiary 2**: brine dragon, bunyip, charda, charybdis, devilfish, draugr, freshwater merrow, giant dragonfly nymph, giant gar, giant snapping turtle, grindylow, hippocampus, ice elemental, jellyfish swarm, kelpie, locathah, manta ray, monstrous jellyfish, mud elemental, nereid, nightwave nightshade, reefclaw, saltwater merrow, scylla, sea drake, siren, stingray, triton, water orm, whale
- **Pathfinder Roleplaying Game Bestiary 3**: adaro, ahuizotl, archelon, cecaelia, ceratioid, death's head jellyfish, deep sea serpent, fjord linnorm, fuath, ghawwas, giant sea anemone, globster, grodair, iku-turso, kappa, lukwata, mobogo, nixie, nuckelavee, river drake, rusalka, sapphire jellyfish, sargassum fiend, sea bonze, sea dragon, seaweed leshy, shark-eating crab, shipwrecker crab, siyokoy, thalassic behemoth, tojanida, vodyanoi, voonith, water naga, water yai
- **Pathfinder Roleplaying Game Bestiary 4**: abaia, alpluachra, bakekujira, Bokrug, bull shark, elder thing, fossegrim, freezing flow, galvo, giant seahorse, great white shark, guardian dragon, haniver, inctulis, julunggali, karkinoi, kller seahorse, lorelei, Mogaru, ninjyo, nycar, ocean giant, oceanid, qallupilluk, seaweed siren, selkie, vouivre
- **Pathfinder Roleplaying Game Bestiary 5**: bagiennik, blue whale, bone ship, cetus, cuero, deep merfolk, deep one, deep one elder, echeneis, giant mantis shrimp, heikegani, hunter urchin, ichthyocentaur, isonade, ketesthius, lusca, plankta, pleisiosurus, shen, spear urchin, stranglereed, trilobite, vahana, water leaper, wizard's shackle
- **Pathfinder Roleplaying Game Bestiary 6**: atuikakura, cipactli, coffin anemone, common eurypterid, coral capuchin, crimson jellyfish, deep walker, dunkleosteus, Geryon, giant belostomatid, giant hellgrammite, giant starfish, giant tube worm, gowrow, hookfang worm, hydraggon, naiad, Oaur-Ooung, omnipath, piranha swarm, Rhan-Tegoth, siren's bed anemone, skrimsl, spiny eurypterid, swamp blight, taniwha, veiled master, Vorgozen, whaler jellyfish

Creatures by Type

Listed below are all monsters in this book, organized alphabetically by type and subtype.

- **Aberration:** aboleth, Charybdis, Scylla, star-spawn of Cthulhu, veiled master
- **Animal:** bladefish, colossal ape, dinichthys, dire shark, giant octopus, giant squid
- **Construct:** clockwork leviathan, coral golem
- **Dragon:** dragon turtle, fjord linnorm
- **Fey:** nereid
- **Humanoid:** freshwater merrow, merfolk, ocean giant, saltwater merrow, wereshark, wereshark chieftain
- **Magical Beast:** great white whale, hippocampus, kraken, seaweed siren, siren
- **Monstrous Humanoid:** adaro, benthonir, deep one, sahuagin, sea hag
- **Outsider:** marid, triton
- **Plant:** conch tree, seaweed leshy
- **Undead:** bone ship, draugr, draugr crew
- **Vermin:** deep tiger anemone, dire seastar, giant mantis shrimp, mindclaw

Creatures by CR

The following section lists all monsters included in this book, alphabetically by CR. In the case of templates, like weresharks, only the sample creatures presented with a full stat block at the start of the template entries in this book are included.

- **CR 1:** merfolk
- **CR 2:** benthonir, deep one
- **CR 3:** draugr, hippocampus, sahuagin, triton, wereshark
- **CR 4:** adaro, freshwater merrow, seaweed leshy
- **CR 5:** bladefish, sea hag
- **CR 6:** dire seastar, selkie, siren
- **CR 7:** conch tree, saltwater merrow
- **CR 8:** aboleth
- **CR 10:** giant octopus, mindclaw
- **CR 11:** coral golem, dire shark, dragon turtle, giant mantis shrimp, giant squid
- **CR 12:** dinichthys, draugr crew, nereid
- **CR 13:** wereshark chieftain
- **CR 14:** deep tiger anemone, marid shahzada
- **CR 15:** clockwork leviathan, colossal ape
- **CR 16:** seaweed siren
- **CR 17:** charybdis, great white whale, ocean giant, veiled master
- **CR 20:** fjord linnorm, scylla
- **CR 22:** bone ship, kraken
- **CR 25:** star-spawn of Cthulhu

Benthonir

Most of this roughly humanoid creature ripples and almost seems to blur in the drifting currents, save for gleaming teeth and wickedly sharp claws.

Benthonir **CR 2**

XP 600

N Medium monstrous humanoid (aquatic)

Init +2; **Senses** tremorsense 30 ft., darkvision 60 ft.; Perception +7

Defense

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 30 (4d10+8)

Fort +5, **Ref** +5, **Will** +2; +5 vs. polymorph

Defensive Abilities fast healing 5, morphic form; **Immune** cold

Offense

Speed 20 ft., swim 40 ft.

Melee 2 claws +9 (1d4+4) and bite +8 (1d6+4)

Statistics

Str 18, **Dex** 15, **Con** +13, **Int** 9, **Wis** 11, **Cha** +0

Feats Toughness, Weapon Focus (claw)

Skills Athletics +12, Stealth +7, Survival +7

Languages Aquan, Benthoniri

SQ compression, water breathing

Ecology

Environment deep oceans

Organization single, frond (2-7), school (8-25)

Treasure none

Special Abilities

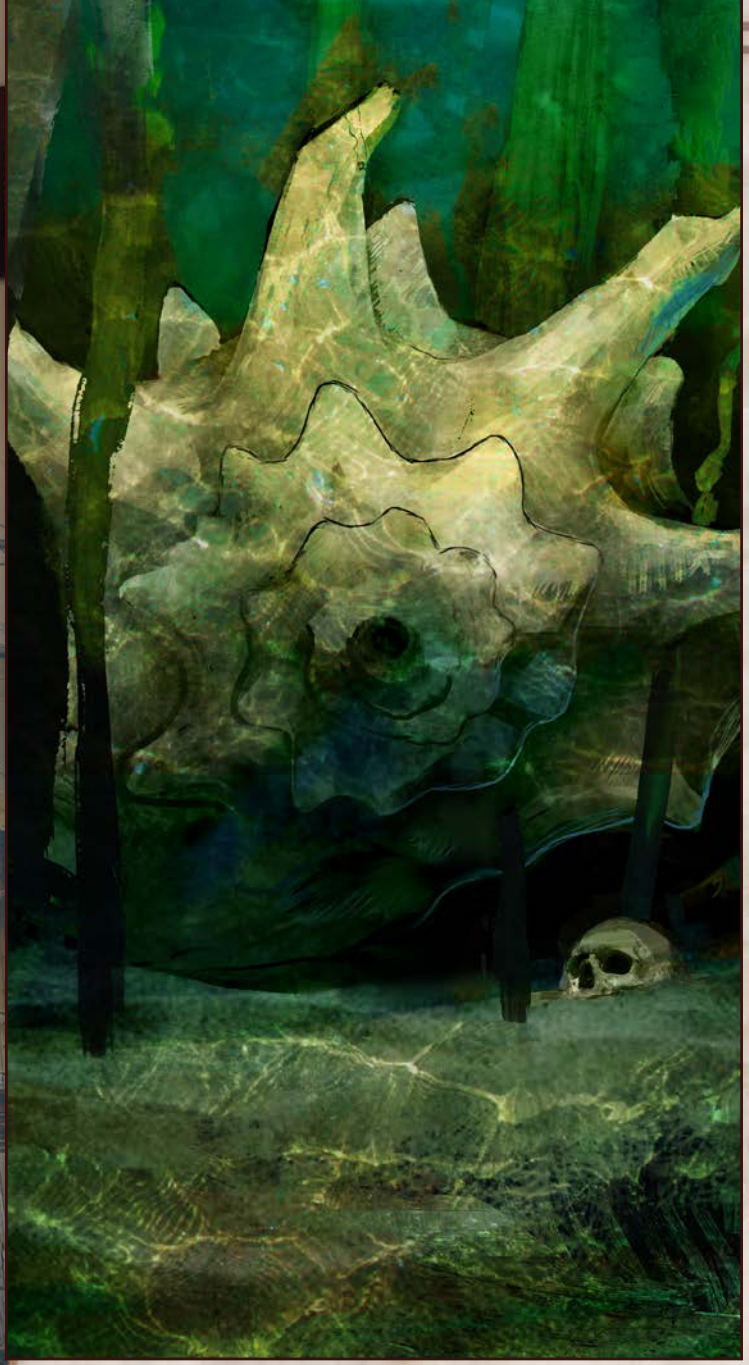
Morphic Form (Ex) A benthonir's body is soft and malleable, rendering it immune to critical hits and granting it a +5 racial bonus on saving throws against polymorph effects.

Ripclaw (Ex) A benthonir's jagged claws deal 1d4 points of bleed damage when it confirms a critical hit with them.

Water Breathing (Ex) A benthonir can breathe underwater indefinitely and can freely cast spells and use other abilities while submerged.



Endemic to deepest parts of the ocean, benthonir are transparent humanoids with an undifferentiated biology. Each drop of the condensed slime that makes up a benthonir's body is interchangeable with the rest so long as enough of the body remains viable to maintain life. This extends to the beginning of their lives, with vast fields of benthonir buds growing on the walls of ocean trenches. Vast schools of benthonir gather in the trenches. There they worship the krakens they believe created them from the lesser creatures of the trenches and, at the krakens' behest, wage war on the aquatic races that dwell above. Benthonirs are 6 feet tall and weigh 100 pounds.



Conch Tree

Several stalks of thick seaweed rise from the ocean floor, with large round stones decorating the silt nearby.

CONCH TREE **CR 7**

XP 3,200

N Large plant (aquatic)

Init -1; **Senses** blindsense 60 ft.; Perception +0

Defense

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

hp 85 (9d8+45)

Fort +11, **Ref** +2, **Will** +6

Offense

Speed 0 ft.

Melee harpoon tentacle +13 (2d6+12 and grab)

Space 5 ft.; **Reach** 60 ft.

Special Attacks collapse, swallow whole (2d6 bludgeoning and 1d6 acid, AC 14, 8 hp)

Statistics

Str 26, **Dex** 9, **Con** 21, **Int** —, **Wis** 16, **Cha** 1

Base Atk +6; **CMB** +15 (+19 grapple); **CMD** 24

Ecology

Environment any ocean

Organization solitary, pair, or grove (4-30)

Treasure incidental

Special Abilities

Collapse (Ex) Once a conch tree swallows a creature whole, it can collapse into a smaller hard shell to protect itself while it digests its prey. The tree curls around its prey, reinforcing its own outer flesh and changing colors to represent mud or stone. Its natural armor bonus to AC increases to +20 and it gains a +20 bonus on Stealth checks on ocean floor terrains. Against creatures trapped inside the conch tree, the tree gains a +8 bonus to CMD and to the bludgeoning damage it deals with its stomach. A swallowed creature must succeed on a grapple combat maneuver in order to cut their way out. A swallowed creature takes half the damage dealt to the collapsed conch tree by weapons and spells.

Conch trees are frequently cultivated as living barriers, unsporting hedges against unwanted incursions. After centuries of breeding and experimentation, they developed an instinct for discerning regular travelers among their groves from visiting prey. In the wild, entire schools of fish can vanish instantly over a conch grove. Conch trees reproduce by implanting a single seed in a partially digested corpse. The corpse is then expelled so the seed can absorb nutrients before sprouting and taking root. Conch trees never stop growing, but an average adult specimen is 20 feet tall and weighs over 600 pounds.

Fish, Bladefish

A school of human-sized grey fish moves as one. Their long flat bills and rigid fins are bordered in razor-thin silver scales.

BLADEFISH **CR 5**

XP 1,600

N Medium animal (aquatic)

Init +3; **Senses** blindsight 10 ft., low-light vision; Perception +9

Defense

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 51 (6d8+24)

Fort +9, **Ref** +8, **Will** +3

Offense

Speed swim 60 ft.

Melee blade +10 (2d6+5/19-20), tail slap +5 (1d4+2/18-20)

Special Attacks razor fin, swim-by attack

Statistics

Str 20, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +4; **CMB** +9; **CMD** 22 (can't be tripped)

Feats Lookout[APG], Power Attack, Spring Attack[B], Weapon Focus (blade)

Skills Perception +9, Swim +17

Ecology

Environment any ocean

Organization family (3-5), school (6-12), or storm (12-50)

Treasure none

Special Abilities

Razor Fin (Ex): A bladefish has quick reflexes and powerful muscles along its length. It can make a full attack action with its natural weapons any time it could make single attack so long as it moves at least 5 feet before or after the attack. If a bladefish charges, both weapons gain the bonus on attack rolls for charging. A bladefish does not have to attack the same creature with both weapons but must make both attacks at the same time. A bladefish takes no penalties to its attack rolls for using Power Attack when it moves its full speed in a straight line.

Swim-By Attack: A bladefish is perfectly suited for attacking on the move. It gains Spring Attack as a bonus feat when swimming. It can use its razor fin ability to attack with both its natural weapons before, during, or after a charge or move action.

Fast and strong, bladefish swim across Vareen in instinctive circuits that cover thousands of miles. These cycles take them through their entire life cycle, including live birth, adolescence, hunting, and mating, Though beautiful to behold, bladefish are deadly carnivores and deliver brutal blows very rapidly as they charge in, swim past, and charge in again. Their skulls narrow to a flat, horizontal blade and their tail fins sport a similar vertical protrusion. Both bear shining scales along these sharp edges as decoration. A long, sharp mouth blade is ideal for hunting and defense, while the brightest sheen along its blades attracts the most desirable mates.

The greatest weapon bladefish have is in their numbers. Vast storms of them swim their lifelong circuits near the water's surface and as deep as 200 feet. When one senses an intruder, it determines whether the threat is manageable or overwhelming and reacts by charging or fleeing, respectively. The entire community of bladefish joins in that reaction, swimming away as one or attacking in a rapid frenzy of sharp bills. Weaker bladefish are left behind or join the fight late and risk losing their meal to more aggressive members.

An adult bladefish is 7 feet long and weighs 600 pounds. Larger, rarer species can reach 40 feet in length and live for over a hundred years.





Fish, Dinichthys

This horrific fish has a powerful grey body, with a head of hard white plates. Its wide mouth more resembles curved blades of bloodstained bone.

DINICHTHYS **CR 12**

XP 19,200

N Huge animal (aquatic)

Init +4; **Senses** darkvision 60 ft., keen scent, low-light vision; Perception +12

Defense

AC 27, touch 12, flat-footed 23 (+4 Dex, +15 natural, -2 size)

hp 157 (15d8+90)

Fort +15, **Ref** +13, **Will** +7

Offense

Speed swim 50 ft.

Melee bite +21 (4d6+18/15-20/x3)

Special Attacks augmented critical, swim-by attack

Statistics

Str 34, **Dex** 19, **Con** 23, **Int** 2, **Wis** 14, **Cha** 11

Base Atk +11; **CMB** +25; **CMD** 39

Feats Bleeding Critical, Critical Focus, Dodge, Improved Critical (bite), Mobility, Power Attack, Toughness, Vital Strike

Skills Perception +12, Swim +29

Ecology

Environment any ocean

Organization solitary, pair, or clutch (3-5)

Treasure none

Special Abilities

Augmented Critical (Ex): A dinichthys threatens a critical hit with its bite attack on a roll of 17 or higher. The critical multiplier for its bite attack is x3.

Swim-By Attack (Ex): A dinichthys gains Spring Attack as a bonus feat while swimming. In addition, it can use its Vital Strike feat while sing this ability, so long as it only makes one attack on its turn.

Among the deadlier animals of the sea, the mighty dinichthys holds its own against dragons and magical beasts. Its punishing bite allows it to both defend itself and feed from Vareen's hardiest animals. Dinichthyses hunt at any depth greater than 20 feet, chasing prey for miles in any direction before resuming a natural migration toward decennial mating waters.

Dinichthyses are voracious, often biting a chunk of flesh out of a sizable creature so it can follow the bleeding quarry to any social unit it might flee to for protection.

Dinichthyses live for approximately 100 years. An adult is 30 feet long and weighs 22,000 pounds.

Invertebrate, Deep Tiger Anemone

Colorful tentacles writhe across this marine creature like long petals on an immense flower.

DEEP TIGER ANEMONE **CR 14**

XP 38,400

N Colossal vermin (aquatic)

Init +1; **Senses** blindsight 60 ft.; Perception +0

Defense

AC 20, touch 5, flat-footed 17 (+3 Dex, +15 natural, –8 size)

hp 290 (20d8+200)

Fort +22, **Ref** +9, **Will** +6

Defensive Abilities amorphous; **Immune** acid, gaze attacks, mind-affecting effects, poison, vision-based effects

Offense

Speed 5 ft.

Melee tentacles +19 (6d6+19 plus grab and poison)

Ranged acid spit +9 touch (2d6+13 plus 6d6 acid)

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

Special Attacks swallow whole (8d6 bludgeoning damage, AC 17, 29 hp)

Statistics

Str 36, **Dex** 17, **Con** 30, **Int** —, **Wis** 10, **Cha** 2

Base Atk +14; **CMB** +35 (+39 grapple); **CMD** 46 (can't be tripped)

Skills Stealth +0 (+8 in reefs); **Racial Modifiers** +8 Stealth (+16 Stealth in reefs)

SQ anchored, sightless

Ecology

Environment any oceans or coastlines

Organization solitary, pair, or cluster (2–10)

Treasure incidental

Special Abilities

Acid Cloud (Ex) Varinian anemones use concentrated acid to incapacitate and digest their prey. Whenever an anemone suffers a critical hit, or when a creature cuts its way out of the anemone's stomach, the space within the anemone's reach is polluted with acid. Creature's who end their turn within the anemone's reach must succeed on a Fortitude save or take 1d6 points of acid damage.

Acidic Shards (Ex) As a standard action, Varinian deep tiger anemones can fire a barb of crystallized bile at a single target within 60 feet. This crystal begins to dissolve immediately upon exposure to water. The shard deals piercing damage and coats the target's wound with potent acid. The subject takes 6d6 points of acid damage if the barb deals damage. On the following round, the subject takes 3d6 more points of acid damage, and 1d6 more the round after that.



Anchored (Ex) As a full-round action, a deep tiger anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains a +4 bonus to its CMD on all checks to resist being bull-rushed, dragged, overrun, or repositioned. This bonus increases by +4 for each size category larger the sea anemone is compared to the opponent attempting the maneuver. The creature can unanchor itself as a full-round action.

Poison (Ex) Acid spit or tentacle—injury; *save* Fort DC 30; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex damage; *cure* 2 consecutive saves.

Sightless (Ex) A sea anemone is blind and is not affected by any effect that relies on sight, such as gaze attacks or blindness.

The largest anemones in the ocean are capable predators despite their plodding movement. They lie in fields of other, usually smaller, anemones and among brightly colored coral societies. Deep tiger anemones feed local scavengers by attacking large prey or schools of fish, scattering uneaten remains to their neighbors.

Invertebrate, Mindclaw

A red-brown crab the size of a wagon scuttles forward with an unusual amount of aggression.

MINDCLAW **CR 10**

XP 9,600

N Huge vermin (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, -2 size)

hp 133 (14d8+70)

Fort +14, **Ref** +6, **Will** +7

Immune mind-affecting effects

Weakness vulnerability to emotions

Offense

Speed 30 ft., swim 40 ft.

Melee 2 claws +17 (2d6+13 plus grab)

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

Statistics

Str 28, **Dex** 15, **Con** 20, **Int** —, **Wis** 16, **Cha** 8

Base Atk +10; **CMB** +21 (+25 grapple); **CMD** 33 (39 vs. trip)

Skills Perception +11, Swim +17; **Racial Modifiers** +8 Perception

SQ powerful claws, shared empathy

Ecology

Environment any water

Organization solitary or reef (2-10)

Treasure none

Special Abilities

Shared Empathy (Su): Mindclaws gain any bonuses or penalties from emotion effects affecting creatures within 30 feet. A mind crab can only benefit from the same spell or effect once regardless of bonus type or number of creatures affected by a single effect, but mindclaws do gain bonuses and penalties from other mindclaws within 30 feet. Mindclaws cannot be the target of an emotion effect (as vermin are immune to mind-affecting effects), but do not gain saving throws against emotion effects affecting other creatures.

Mindclaws retain the psychic impressions of countless dead from sunken antediluvian empires long since disappeared below the waves. They behave like mindless crabs most of the time, but their simple nervous systems process powerful emotions and are easily influenced by magic.

An adult mindclaw is 15 feet tall and weighs 4,000 pounds.

Invertebrate, Dire Seastar

Muscular tentacles explode from the sand and fold inward toward a toothless central maw.

DIRE SEASTAR **CR 6**

XP 2,400

N Large vermin (aquatic)

Init +0; **Senses** all-around vision, blindsense 30 ft.; Perception +1

Defense

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 80 (7d8+49) regeneration 5 (fire, acid)

Fort +12, **Ref** +2, **Will** +3

Defensive Abilities split (critical hit with a slashing weapon, 10 hp); **DR** 10/piercing or slashing; **Immune** disease, mind-affecting effects

Offense

Speed 10 ft., climb 10 ft.

Melee slam +12 (2d8+12 plus grab)

Space 10 ft.; **Reach** 15 ft.

Special Attacks external stomach, swallow whole (2d6 bludgeoning and 2d6 acid), tube feet

Statistics

Str 26, **Dex** 11, **Con** 25, **Int** —, **Wis** 12, **Cha** 3

Base Atk +5; **CMB** +14 (+20 grapple); **CMD** 24 (26 vs. grapple, can't be tripped)

Ecology

Environment any ocean

Organization solitary, pair, or field (3-60)

Treasure none

Special Abilities

External Stomach (Ex) This huge starfish can eject its stomach in order to begin digestion of a captured meal. It deals damage to a grappled creature as if it had the swallow whole ability, except a creature cannot cut its way free from the dire seastar's gullet.

Tube Feet (Ex) Dire seastars move and grapple using thousands of shorter appendages filled with fluid and ending in tiny suctions cups. They treat any solid surface as flat terrain and use their total HD instead of their base attack bonus to determine their CMB and CMD when grappling an opponent.

Starfish in some oceans contend with a greater number of more dangerous marine threats than normal, resulting in deadly evolutionary leaps (or the survival of huge primordial specimens) that attack ferociously and recover from injury very quickly. Some such dire seastars have no agenda or reproductive mechanism other than to split and regenerate after attacked by predators. Ironically, the number of natural enemies that find them delicious ensures their survival. Deadly seastars have mouths on both sides of their bodies, allowing them to crawl towards stationary food, or to lies half-buried in sand to ambush prey crawling across the seabed above them. The average deadly seastar is 7 feet in diameter and weighs 600 pounds.

Mythic Monsters

In addition to classic monsters for a *Pathfinder Roleplaying Game* campaign, this book contains an assortment of mythic versions of maritime monsters. What truly makes a "mythic" monster? Every mythic monster could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful champion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a newly evolved master race looking to supplant the ordinary beings of its ilk that came before. To repeat these narratives for every monster, with slight variations, would be redundant. You can create the perfect origin story and background for mythic versions of ordinary monsters that fits precisely with your world.

In terms of gameplay, mythic monsters offer you the opportunity to keep your players off balance, especially those who feel like they've seen and done it all. Mythic monsters give you a toolbox for making monsters more cinematic and dynamic in how they play at the table, with abilities that help them live up to their mythological and folkloric roots in a way that their standard versions don't always quite do. Much of how monsters operate is built on a legacy of decades of game design, and sometimes you need to give them a little something extra that clearly sets these monsters apart from the ordinary. Monsters that leave your players saying, "What was THAT?" Monsters that leave them feeling like mythic heroes when they triumph, whatever their level.

Rules for mythic monsters are found in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures* and also can be found online at http://paizo.com/pathfinderRPG/prd/mythicAdventures/mythicMonsters.html or https://www.d20pfsrd.com/mythic/mythic-monsters/.



Aboleth

Four long tentacles writhe from this three-eyed fish-like creature's flanks, and its green body glistens with thick, clear slime.

MYTHIC ABOLETH[B1] **CR 8/MR 3**

XP 4,800

LE Huge aberration (aquatic)

Init +8/-12[MF], dual initiative[MA]; **Senses** darkvision 60 ft.; Perception +14

Aura mucus cloud (5 feet)

DEFENSE

AC 23, touch 9, flat-footed 22; (+1 Dex, +14 natural, –2 size)

hp 108 (8d8+72)

Fort +8, **Ref** +3, **Will** +11

Defensive Abilities slime armor[MA]; **DR** 5/epic

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +10 (1d6+5 plus slime)

Space 15 ft.; Reach 15 ft.

Special Attacks mucus mist[MA], mythic power (3/day, surge +1d6), mythic spell-like abilities[MA]

Spell-Like Abilities (CL 16th, concentration +20)

At will—*hypnotic pattern* (DC 18), *illusory wall* (DC 20), *mirage arcana* (DC 21), *persistent image* (DC 21), *programmed image* (DC 22), *project image* (DC 23), *veil* (DC 22)

3/day—*dominate monster* (DC 23)

STATISTICS

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +6; **CMB** +13; **CMD** 24 (can't be tripped)

Feats Improved Initiative[MF], Iron Will, Spell Focus (illusion)[MF], Weapon Focus (tentacle)

Skills Bluff +11, Intimidate +15, Knowledge (any one) +13, Perception +14, Spellcraft +13, Swim +24; **Racial Modifiers** +8 Swim

Languages Aboleth, Aklo, Aquan, Undercommon

ECOLOGY

Environment any aquatic

Organization solitary, pair, brood (3–6), or shoal (7–19)

Treasure double

Special Abilities

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

Mucus Mist (Ex) When exposed to the air, a mythic aboleth can release its mucus as a fine mist. This obscures vision like *obscuring mist* and has the same properties as its mucus cloud. Creatures that breathe water are able to breathe normally while within the cloud. The mist moves with the aboleth.

Slime (Ex) A creature hit by an aboleth's tentacle must succeed at a DC 20 Fortitude save or its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as the transformation persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Slime Armor (Ex) A creature hit by an aboleth's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Slime Armor (Ex) A mythic aboleth can spend 1 minute to create an armorlike carapace from hardened slime, or as an immediate action by expending one use of its mythic power. This gives it a +4 armor bonus, reduces its swim speed to 30 feet, and increases its land speed to 30 feet. The aboleth can dissolve the armor as a full-round action.

As befits their hideous primeval appearance, the hermaphroditic aboleths are among the world's oldest forms of life. Ancient even when the gods first turned their eyes to the Material Plane, the aboleths have always existed apart from other mortal life, alien and cold and endlessly plotting. They once ruled the world with vast empires, and today view most other forms of life as either food or slaves—and sometimes both. They disdain the gods and see themselves as the true masters of creation. An aboleth is 25 feet long and weighs 6,500 pounds.

In the darkest reaches of the sea, aboleths still dwell in grotesque cities built in nauseating and cyclopean styles. There they are served by countless slaves culled from every nation, air-breathing and aquatic alike, although the air-breathing slaves are doubly bound by magic and the need to constantly replenish their water-breathing ability via the excretions of their aboleth masters. Lone aboleths are often advance scouts for these hidden cities, seeking out new slaves.

Aboleth, Veiled Master

This monstrosity has a six-eyed face and six long tentacles–four ending in glowing spheres and two in what look like hands.

MYTHIC VEILED MASTER[B6] **CR 17/MR 7**

XP 102,400

LE Large aberration (aquatic, mythic, mythos, shapechanger)

Init +17[MF]; **Senses** darkvision 120 ft., *true seeing*[MA]; Perception +23

Aura mucus cloud (30 ft.) or mucus mist[MA] (30 ft.)

DEFENSE

AC 37, touch 15, flat-footed 31 (+4 armor, +6 Dex, +18 natural, –1 size)

hp 272 (16d8+200); fast healing 10

Fort +14, **Ref** +13, **Will** +14

Defensive Abilities mirror dodge[MA]; **DR** 10/epic; **Immune** electricity, mind-affecting effects; **Resist** cold 20; **SR** 32

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +17 (2d6+6 plus consume memory[MA] and slime), 2 claws +17 (1d6+6 plus consume memory[MA] and slime), 4 tentacles +12 touch (4d6+3 electricity plus thoughtlance[MA])

Space 10 ft.; **Reach** 10 ft. (20 ft. with claws and tentacles)

Special Attacks delayed suggestion, mythic magic[MA], mythic power (7/day, surge +1d10)

Spell-Like Abilities (CL 20th; concentration +28)

Constant—*mage armor*

At will—*detect thoughts* (DC 20), *dominate person* (DC 23), *hypnotic pattern* (DC 22), *illusory wall* (DC 24), *mirage arcana* (DC 25), *persistent image* (DC 25), *programmed image* (DC 26), *project image* (DC 27), *veil* (DC 26)

3/day—*dominate monster* (DC 27), quickened *dominate person* (DC 23), *geas/quest* (DC 24), *mass suggestion* (DC 24)

Sorcerer Spells Known[MA] (CL 16th; concentration +24)

8th (4)—*symbol of insanity* (DC 27)

7th (6)—*greater teleport*, *symbol of stunning* (DC 26)

6th (7)—*mislead* (DC 27), *symbol of fear* (DC 25), *symbol of persuasion* (DC 25)

5th (7)—*overland flight*, *symbol of pain* (DC 24), *symbol of scrying* (DC 24), *symbol of striking* (DC 26)

4th (8)—*dimension door*, *greater invisibility*, *phantasmal killer* (DC 24), *symbol of slowing*[UM] (DC 23)

3rd (8)—*clairaudience/clairvoyance*, *explosive runes* (DC 22), *hold person* (DC 21), *secret page*

2nd (8)—*blindness/deafness* (DC 20), *levitate*, *mirror image*, *symbol of mirroring*[UM] (DC 23), *touch of idiocy*

1st (8)—*charm person* (DC 19), *comprehend languages*, *erase* (DC 19), *ray of enfeeblement* (DC 19), *silent image* (DC 21)

0 (at will)—*arcane mark*, *dancing lights*, *daze* (DC 18), *detect magic*, *ghost sound* (DC 20), *mage hand*, *message*, *read magic*, *touch of fatigue*

STATISTICS

Str 22, **Dex** 22, **Con** 29, **Int** 21, **Wis** 19, **Cha** 26

Base Atk +12; **CMB** +19; **CMD** 35 (can't be tripped)

Feats Arcane Strike [MF], Combat Casting, Eschew Materials[B], Extend Spell, Fabulous Figments [MF], Improved Initiative [MF], Lightning Reflexes, Quicken Spell, Quicken Spell-Like Ability (dominate person), Spell Focus (illusion)[MF]

Skills Knowledge (arcana, history, nature) +21, Perception +23, Sense Motive +20, Spellcraft +24, Stealth +21, Swim +33, Use Magic Device +24

Languages Aboleth, Aklo, Aquan, Azlanti, Undercommon; telepathy 300 ft.

SQ change shape (any Small or Medium form; *greater polymorph*), runemastery, swift transformation, tangible illusion[MA]

ECOLOGY

Environment any water

Organization solitary or shoal (1 mythic veiled master and 2–8 aboleths)

Treasure triple

SPECIAL ABILITIES

Consume Memory (Su) When a mythic veiled master bites or claws a creature, it absorbs some of that creature's memories. The creature must succeed at a DC 26 Fortitude save or gain one negative level for each successful attack. If a mythic veiled master spends one use of its mythic power as a free action when biting a creature, the creature gains 1d4+1 negative levels if it fails its saving throw, or one negative level if it succeeds. A mythic veiled master heals 5 points of damage each time it grants a negative level in this way, and also learns some of the target creature's memories (subject to the GM's discretion). Healing in excess of the mythic veiled master's total hit points becomes

temporary hit points that stack to a maximum amount equal to the mythic veiled master's mythic bonus hit points (56 for most mythic veiled masters). This is a mind-affecting effect. A mythic veiled master can suppress this ability as a free action. The save DC is Charisma-based.

Delayed Suggestion (Sp) Whenever a veiled master successfully uses *dominate person* or *dominate monster* on a creature, it can also implant a delayed *suggestion* that triggers when the dominate effect ends. Typically, this *suggestion* (which functions as a spell-like ability, CL 20th, Will DC 21 negates) is for the previously dominated creature to seek out the veiled master again and submit to a new domination attempt, but sometimes, a veiled master implants other *suggestions* (such as a *suggestion* to attack the first person it sees).



Mucus Cloud (Ex) While underwater, a veiled master exudes a cloud of transparent slime in a 30-foot-radius spread. All creatures in this area must succeed at a DC 27 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with this mucus cloud and failing another save extends the effect for another 24 hours. The save DC is Constitution-based.

Mucus Mist (Ex) When exposed to the air, a mythic veiled master can release its mucus as a fine mist which has the same properties as its mucus cloud. The mythic veiled master can see through this mist as if it was perfectly clear, but for other creatures the mist obscures vision like *obscuring mist*. Creatures that breathe water are able to breathe normally while within the mist. The mist moves with the mythic veiled master. By spending one use of its mythic power, a mythic veiled master can activate this ability even when it has used its change shape ability to adopt a different form.

Runemastery (Ex) A veiled master is particularly skilled at casting spells that create magical writing, such as *explosive runes*, *secret page*, or any spell with the word "symbol" in its name. It never requires material components or focus components when casting such spells, and the save DC of any of these spells increases by 1. A veiled master's symbol spells are difficult to disarm—the Disable Device DC for these symbols increases by 2.

Slime (Ex) A creature hit by any of a veiled master's bite or claw attacks must succeed at a DC 27 Fortitude save or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Spells A mythic veiled master can cast spells as a 16th-level sorcerer.

Swift Transformation (Su) A veiled master can use its change shape ability as a swift action.

Tangible Illusion (Su) A mythic veiled master can temporarily transform an illusory object into a real one. As a full-round action, a mythic veiled master can expend one use of its mythic power to temporarily transform a single object created by an illusion spell it casts or spell-like ability it uses into a physical, nonmagical version of that object. The object lasts for 10 minutes per mythic rank, after which it reverts to being an illusion (or vanishes, if the duration of the original illusion has expired). During that time, the illusion gains all the physical properties of the depicted illusory object. The mythic veiled master must touch the illusion to use this ability, and the object can be no larger than 5 cubic feet per tier. For example, if a mythic veiled master created an illusory stone door, it could transform it into an actual nonmagical stone door.

Thoughtlance (Su) Four of a veiled master's tentacles end in glowing spheres of light. These spheres deal 4d6 points of electricity damage on a touch attack, and also blast a creature's mind with waves of mental energy—a creature touched by one of these tentacles (regardless of whether the touch deals electricity damage) must succeed at a DC 26 Will save or be stunned for 1 round, and then staggered for 1d4 rounds. Nonmythic creatures that succeed on the saving throw are staggered for 1 round. Additional touches increase durations by 1 round. While a creature is staggered in this manner, it must make concentration checks to cast spells as if it were experiencing extremely violent motion while casting (DC = 20 + spell level). The save DC is Charisma-based.

During an ancient era, when aboleths manipulated humanity like puppets, some of their kind disguised themselves to walk among their pets, veiling themselves with magic to appear as humanoids. These were the veiled masters—if one were to foolishly attempt to impose human hierarchies upon this alien race, veiled masters would be considered the nobility among their aboleth kin. In truth, while aboleths do treat veiled masters with utmost respect and defer to their decisions, they are not regarded as the rulers of the race. Stranger and still more dangerous entities rule over veiled masters from the deepest trenches below the sea.

Aboleths are undoubtedly skilled at domination and illusion, but veiled masters are the true experts of the arcane. Veiled masters engineered the deceptions and manipulations of ancient humanity's culture. Their hidden gifts and subtle coaxings did much to encourage humanity's first rise to glory in that age, and in many of those first empires, veiled masters walking among the populace, whispering into their leaders' ears. The people knew the veiled masters as powerful wizards, and there were murmurs that the mysterious cabal was more than human, but few suspected the truth for very long. The veiled masters quelled such suspicions by doing violence to the bodies and minds of those who proved too curious. When the veiled masters first learned of humanity's growing hubris—of their belief that they were greater than their patrons—these manipulators punished humanity. At first, the punishments were minor, yet to the veiled masters' surprise and frustration, they only strengthened humanity's resolve. In the end, destruction was deemed the answer, and as human culture fell into ruins, the veiled masters retreated to the depths of the sea, content for now that the devastation above would serve as a lesson that would never be forgotten.

Today, veiled masters live on. They walk among the humanoid races again, watching and waiting. The time to teach a new lesson draws ever closer.

The average veiled master measures 14 feet in length and weighs 1,500 pounds.

Adaro

This hybrid of human and shark holds its spear menacingly, thick, glistening saliva dripping from its razor-sharp teeth.

MYTHIC ADARO[B3] CR 4/MR 2

XP 1,200

NE Medium monstrous humanoid (aquatic, mythic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft. low-light vision, keen scent; Perception +8

Defense

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 50 (4d10+28)

Fort +3, **Ref** +7, **Will** +5

Offense

Speed 10 ft., swim 50 ft.

Melee spear +9 (1d8+6/x3 plus poison), bite +3 (1d6+2)

Ranged spear +9 (1d8+4/x3 plus poison)

Special Attacks mythic power (1/day, surge +1d6), rain frenzy[MA]

Statistics

Str 18, **Dex** 17, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 21

Feats Deadly Aim[MF], Weapon Focus (spear)

Skills Intimidate +8, Perception +8, Stealth +10, Swim +19

Languages Aquan, Common; speak with sharks

SQ amphibious, create waterspout[MA], poison use

Ecology

Environment warm oceans

Organization solitary, hunting party (1 mythic adaro plus 2–6 non-mythic adaros), or tribe (1–3 mythic adaros plus 7–12 non-mythic adaros)

Treasure standard (3 spears, other treasure)

Special Abilities

Create Waterspout (Su) As a standard action, a mythic adaro can expend one use of mythic power to cause a swirling cyclone of water to rise up out of any body of water it is currently in. The water rises beneath the mythic adaro, lifting it up and providing it with a semi-stable platform of water to stand upon. The mythic adaro can raise or lower the waterspout by up to 20 feet per round as a move action, and riding the waterspout functions identically to benefitting from the *levitate* spell, except that the mythic adaro can also move the waterspout horizontally up to 20 feet as a move action. Any creature whose space the waterspout passes through, or that enters the area of the waterspout, suffers 2d6 points of bludgeoning damage and must succeed on a DC 20 Swim check or be flung 1d4 x 5 feet in a random direction. The waterspout does not extend beneath the surface of the water. Once created, the waterspout lasts for 1 minute.

Poison (Ex) Mythic Adaros favor a paralytic toxin secreted by the flying nettlefin pufferfish—a sticky venom that doesn't wash away in water.

Nettlefin Toxin: Spear—injury; *save* Fort DC 15; *frequency* 1/minute for 4 minutes; *effect* paralyzed for 1 minute; *cure* 2 consecutive saves.

Poison Use (Ex) Mythic adaros are skilled in the use of poison and never risk accidentally poisoning themselves.

Rain Frenzy (Su) Mythic adaros revere storms, and their lust for blood is amplified exponentially while it is raining. While fighting in the rain or during other stormy weather, mythic adaros act as though affected by the *rage* spell. A mythic adaro gains this benefit even if it is underwater, but only as long as it remains within a move action away from the water's surface (50 feet for most adaros). Additionally, as a swift action, while in the rain, a mythic adaro can expend one use of mythic power to grant itself the benefits of the *haste* spell for 1 minute.

Speak with Sharks (Su) A mythic adaro can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts such as "come," "defend," or "attack."

Malevolent denizens of the waters, adaros are among the fiercest sentient hunters of the tropical seas. They are known and feared by sailors on many exotic shores, as well as by common folk who just happen to live near the ocean. Many have witnessed a fellow sailor or fisher suddenly go rigid, a poisoned spear jutting from his guts, only to fall into the water and be taken by the vicious adaro responsible for the assault.

Strictly carnivorous, adaros feed upon their victims almost immediately after slaying them. Their brutally sharp teeth cut through bone almost as easily as through flesh, and their powerful digestive systems are capable of handling most organic matter. Adaros usually eat once every couple



of days, gorging on meals half their weight.

Adaros' strange relationship with storms has intrigued scholars for centuries. These sea-dwellers have a special connection to the deadly creatures of the water and the wildness of foul weather, and it is no coincidence that they attack humanoids more often during rough seas. Adaros are seminomadic by nature; a tribe travels until it finds a suitable hunting ground, and leaves either when its presence becomes too well known or when its game runs low.

An adaro is 7-1/2 feet long and weighs 250 pounds.

Ape

Sharp teeth fill this enormous ape's mouth, and its long, muscular arms stretch to the ground, ending in wickedly curved claws.

MYTHIC COLOSSAL DIRE APE[B1] CR 15/MR 6

XP 51,200

N Colossal animal (mythic)

Init +2; **Senses** low-light vision, scent; Perception +13

Defense

AC 26, touch 4, flat-footed 24 (+2 Dex, +22 natural, –8 size)

hp 309 (18d8+228)

Fort +21, **Ref** +13, **Will** +9

DR 10/epic

Offense

Speed 30 ft., climb 30 ft.

Melee bite +24 (2d8+19), 2 claws +24 (2d6+19/19–20)

Ranged rock +7 (4d6+28)

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

Special Attacks crippling rend[MA], feral savagery (full attack)[MA], kaiju killer[MA], mythic power (6/day, surge +1d8), raging rampage[MMA], rend (2 claws, 2d6+28), rock throwing (100 ft.)[MA], titanic tosser[MA]

Statistics

Str 48, **Dex** 15, **Con** 30, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +13; **CMB** +40 (+42 bull rush); **CMD** 52 (54 vs. bull rush)

Feats Awesome Blow, Awesome Throw[MF], Combat Reflexes, Critical Focus, Hulking Hurler[MF], Improved Bull Rush, Improved Critical (claw), Iron Will, Power Attack[MF], Snatch, Staggering Critical

Skills Acrobatics +13, Climb +27, Perception +13, Survival +5

Ecology

Environment warm forests

Organization solitary, pair, or troop (3–6)

Treasure incidental

Special Abilities

Crippling Rend (Ex) When a mythic colossal dire ape rends a target, it can expend one use of mythic power to cripple the target for 1d4 days (DC 29 Fortitude partial). It may reduce the target's speed to 5 feet (0 for fly speed), or halve its speed on a successful save; reduce the target's natural armor bonus by 6, or by 3 on a successful save (minimum 0); or may disable one of the target's natural weapons, rendering it useless. A successful save results in a -2 penalty on attack and damage rolls with that natural weapon,



with a critical threat range and modifier of 20/x2 (regardless of any other effect or ability). It can use this ability against a non-mythic opponent without expending mythic power if either claw hit was a critical hit. *Regenerate* can heal the effects of this ability. The save DC is Constitution-based.

Kaiju Killer (Su) Mythic colossal apes despise kaiju and other gigantic creatures, gaining a +2 bonus on Perception and Survival checks and attack and damage rolls against Huge creatures. This increases to +4 against Gargantuan creatures and +8 against Colossal creatures. Against creatures with the kaiju subtype, they also gain a +4 dodge bonus to AC, a +4 morale bonus on saving throws, and their damage reduction is treated as DR 10/☒.

Raging Rampage (Ex) When a mythic colossal dire ape is damaged, it can fly into a rage for up to 1 minute, gaining a +4 morale bonus to its Strength and Constitution and a +2 morale bonus on Will saves, though it takes a -2 penalty on Armor Class, and also gains the benefits of the following rage powers, treating its Hit Dice as its barbarian level for the purpose of their effects: eater of magic, fearless rage, internal fortitude, mighty swing, renewed vitality, spell sunder, strength surge +18, superstition +6. If the ape expends one use of its mythic power when it enters its rage, it also gains the benefits of *haste* as long as it is raging.

If the ape is below one-half its hit points, its morale bonus on Strength, Constitution, and Will saves is doubled and it can spend an additional use of mythic power to increase this effect to that of augmented mythic *haste*. If still in combat, the ape can continue raging for 1 additional minute by expending one additional use of its mythic power.

Titanic Tosser (Ex) Rather than targeting a specific moving creature with its rock throwing ability, a mythic colossal ape can instead target a 15-foot square with a Huge rock as a ranged attack against AC 5. This reduces its range increment to 50 feet, but any creature(s) in the target squares take 6d6 points of damage, and if Huge are smaller are also knocked prone. A successful DC 28 Reflex save halves damage and avoids being knocked prone. If the attack misses, the rock lands 1d6 squares away in a random direction. Wherever the rock lands, the area of effect becomes dense rubble terrain until 1 minute is spent clearing it. If the ape spends one use of its mythic power, it adds its mythic rank to the Reflex save DC, and any creature failing its save is entangled and stuck in place by rubble until they can succeed on a DC 20 Escape Artist check or Strength check. If the ape begins its turn with a Huge or smaller creature grappled, it can hurl that creature in place of hurling a rock, with a maximum range equal to 50 feet. The hurled creature takes 2d6 points of damage per 10 feet traveled and falls prone even if the attack misses; if it hits, the target takes 1d6 points of damage per 10 feet the creature was thrown, plus one-half the ape's Strength modifier. A successful DC 28 Reflex save halves this damage. The save DC is Strength-based.

These immense apes are vastly more dangerous than their smaller kin. They stand 40 feet tall or more and weigh 10 tons, and they are highly territorial, attacking anything that intrudes on its territory. It does not break off its attack until the trespassers flee, though it retains a special enmity for kaiju and other colossal creatures. Such oversized enemies constitute a threat and a challenge to the ape's dominance and must be driven out. Colossal apes sometimes bellow, roar, and rage before attacking if trying to drive enemies away, but if they sense real danger they leap to attack without warning or provocation, tearing at its opponents with claws and teeth. If a dire ape is stymied by a heavily armored foe, it attempts to grapple its foe, pin it to the ground, and rend it.

Bone Ship

Muscle holds together the large bones that form the hull of this ship. Rotting sails hang from masts crafted from gigantic spines.

MYTHIC BONE SHIP CR 22/MR 9

XP 153,600

CE Colossal undead (mythic, water)

Init +13/-7[MF], dual initiative[MA]; **Senses** darkvision 60 ft., mistsight[MA]; Perception +40

Aura blood wake (40 ft., DC 34)

Defense

AC 45, touch 6, flat-footed 41 (+3 Dex, +39 natural, –8 size)

hp 475 (26d8+358)

Fort +15, **Ref** +14, **Will** +20

Defensive Abilities all-around vision, bound souls, channel resistance +4, fortification (50%)[MA]; **DR** 10/epic; **Immune** undead traits; **SR** 33

Offense

Speed swim 60 ft.

Melee slam +27 (8d8+24 plus energy drain)

Ranged 4 bone cannons +17 (6d6+16/×4)

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

Special Attacks blasting shot[MA], energy drain (2 levels, DC 34), ghostly boarders, mythic power (9/day, surge 1d10), mythic magic[MA], seaborne skeletons[MA], shipwrecker[MA], simple divine spellcasting[MA] (*discern location*, *fickle winds*[UM], *fog cloud*, *obscuring mist*, *seamantle*[APG], *solid fog*, *tsunami*[APG], *word of recall*), spectral energy cannon[MA], trample (8d8+24 plus energy drain, DC 43)

Statistics

Str 42, **Dex** 18, **Con** —, **Int** 11, **Wis** 20, **Cha** 33

Base Atk +19; **CMB** +43 (+51 bull rush, +45 overrun); **CMD** 51 (57 vs. bull rush, can't be tripped)

Feats Deadly Aim[MF], Greater Bull Rush, Greater Overrun, Greater Vital Strike, Improved Bull Rush[MA], Improved Initiative[MF], Improved Lightning Reflexes, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike[MF], Weapon Focus (bone cannons)[MF]

Skills Intimidate +40, Knowledge (geography) +13, Perception +40, Profession (sailor) +18, Swim +53

SQ feed on fear[MA], unholy repair

Languages Common (can't speak)

Ecology

Environment any oceans

Organization solitary

Treasure standard

Special Abilities

Blasting Shot (Ex) When a mythic bone ship hits a Large or smaller creature with its bone cannon, as a swift action it can make a combat maneuver check to bull rush that target, with a -2 penalty on the check for each range increment after the first. If the ship expends one use of its mythic power. If the ship expends one use of its mythic power, it can make a single bull rush check and apply it against all creatures it hits with its bore cannons (though it cannot bull rush any target more than once per round) or it can bull rush a single creature of any size struck by its bone cannon with no penalty for range.

Blood Wake (Su) The frothing, churning waters around a bone ship are stained crimson with blood. Creatures entering the bone ship's aura must attempt DC 34 Fortitude saves. Those that succeed at their saves become shaken for 1d6 rounds. Those that fail become shaken and staggered as they feel themselves drowning and envision themselves pulled down into the bloody waters. staggered creatures take an additional –4 penalty to AC, on Reflex saves, and on Swim checks. Creatures can attempt a new save at the start of each of their turns to resist this effect. Those that succeed at their saving throws are immune to the bone ship's aura for 24 hours. This is a mind-affecting fear effect and works only when the bone ship is in the water. The save DC is Charisma-based.

Bone Cannon (Su) The bone ship can create four cannons fashioned from bone anywhere along its body as a swift action. These cannons deal 6d6 points of damage and have a ×4 critical multiplier. The bone cannons have a range increment of 100 feet and deal both bludgeoning and piercing damage. At a range up of up to 100 feet, the bone ship's cannons are treated as touch attacks. The bone ship can fire all four cannons as a standard action. The ammunition is a combination of bones and debris. Because the ammunition is ejected from the bone ship's body, bone cannons add the bone ship's Strength modifier on damage rolls. The cannons are considered to be part of the bone ship and not separate objects.

Bound Souls (Su) The souls of numerous sailors and sea creatures form the bone ship's collective consciousness and hull. A bone ship is immune to spells and effects affecting a specific number of creatures. Any creature attempting to communicate

with a bone ship, such as through telepathy, hears only the anguished cries of the imprisoned souls and must succeed at a DC 34 Will save or be driven insane as per the *insanity* spell (CL 20th). The save DC is Charisma-based.

Feed on Fear (Su) Anytime a mythic bone ship is within 30 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Ghostly Boarders (Su) Once per minute as a full-round action, the bone ship can disgorge the souls of the sailors bound within it. The ghostly boarders appear as spectral entities and slaughter all living creatures around the bone ship, functioning as per the spell *circle of death* (CL 20th) except that it affects creatures of up to 15 Hit Dice. Living creatures must succeed at a DC 34 Fortitude save or be slain, their souls dragged into the bone ship. Creatures slain in this manner can be restored to life only by a *miracle* or *wish* spell. The save DC is Charisma-based.

Seaborne Skeletons (Sp) Whenever a non-mythic creature with fewer than 10 Hit Dice dies within 30 feet of a mythic bone ship, that creature's flesh melts from its bones and it rises again 1 round later as a skeleton (DC 22 Fortitude negates). These skeletons are uncontrolled but do not attack the bone ship. If a mythic bone ship expends one use of mythic power as an immediate action when a creature dies within 30 feet, the save DC increases to 34 and it can affect a creature that is mythic and/or has 10 or more Hit Dice. Mythic creatures add their mythic rank or tier as a bonus on this saving throw.

Shipwrecker (Ex) A mythic bone ship's attacks deal double damage when targeting water vehicles. In addition, when it hits a water vehicle with its slam attack, it can make a combat maneuver check opposed by the ship's captain's Profession (sailor) check. If the check succeeds, the target ship is unable to move for 1 round and it heels over. All creatures on board are knocked prone (DC 20 Reflex negates), and all of the ship's decks become steep slopes. If the bone ship's check exceeds the DC by 5, the target ship is capsized instead, with all creatures on deck or in the rigging knocked into the water. If its check exceeds the DC by 10, the target ship's hull is nearly snapped in two and the ship immediately begins sinking.

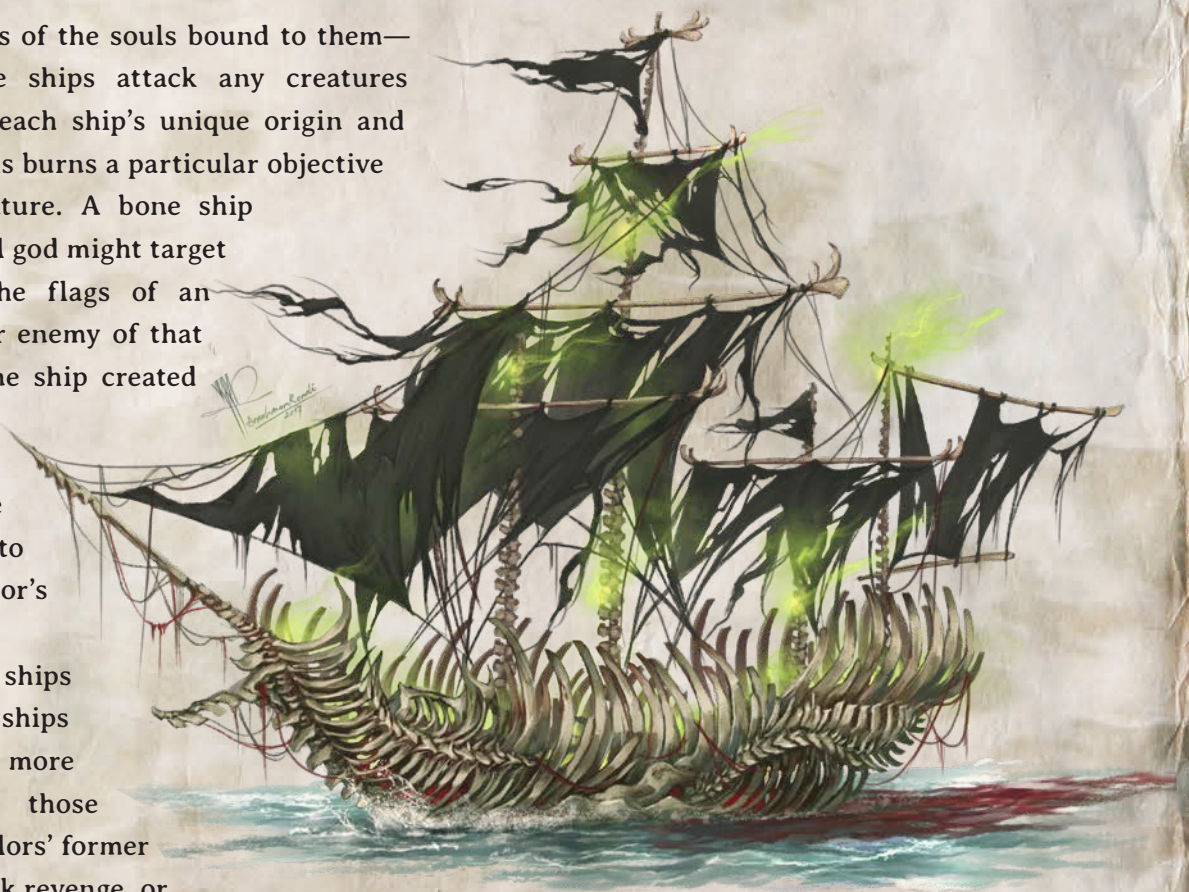
Spectral Energy Cannon (Su) As a standard action every 1d4 rounds, the bone ship can combine all four of its bone cannons into a spectral energy cannon that deals 18d6 points of negative energy damage to creatures in a 180-foot line or a 60-foot cone-shaped spread (Will DC 34 half). If it expends one use of mythic power when using this ability, damage is increased to 18d8 and non-mythic effects or abilities that grant resistance or immunity to negative energy function at only half the normal effect against a mythic bone ship's spectral energy; effects such as *death ward* reduce damage by half rather than granting immunity. Nonliving creatures and objects take no damage from this effect. The save DC is Charisma-based.

Unholy Repair (Su) By spending 1 full day inactive, the bone ship can heal itself to full hit points by scavenging the bones of dead sea creatures within a 10-mile radius, pulling the bones up from the bottom of the ocean to join its hull.

Predators of the oceans, the hulking undead monstrosities known as bone ships leave devastation in their bloody wakes. Formed from the collective consciousnesses of dead sailors bound within the bleached bones of giant aquatic creatures, bone ships hunt the seas without mercy, destroying ships and slaying the living wherever they are encountered. Bone ships stalk their prey with tenacious intelligence and single-minded purpose. They often trail their quarry for days, relishing the terror their sudden appearance on the horizon causes, and have even been known to continue the chase on land, the many bones of their hulls pulling them over the ground. Bone ships do not care for plunder, seeking only to add more victims to their unholy crews.

The creation of a bone ship can occur in many different ways. Some bone ships arise as servants of evil gods, pawns to their vile wills. Certain powerful necromantic rituals can also create bone ships. Such rituals typically require those performing them to sacrifice dozens of humanoid creatures and trap the victims' souls. Other bone ships result from ships being destroyed in horrific and catastrophic events. The souls of the sailors who died in such a disaster, unable to find peace, slowly form a bone ship on the ocean's bottom before rising to the surface to take vengeance on the living. No matter how they're created, bone ships retain jumbled memories of

the previous lives of the souls bound to them—though all bone ships attack any creatures they encounter, each ship's unique origin and collection of souls burns a particular objective into its very nature. A bone ship created by an evil god might target ships bearing the flags of an opposing faith or enemy of that god, while a bone ship created in a ritual is ingrained with a specific purpose that forces it to enact its creator's will.

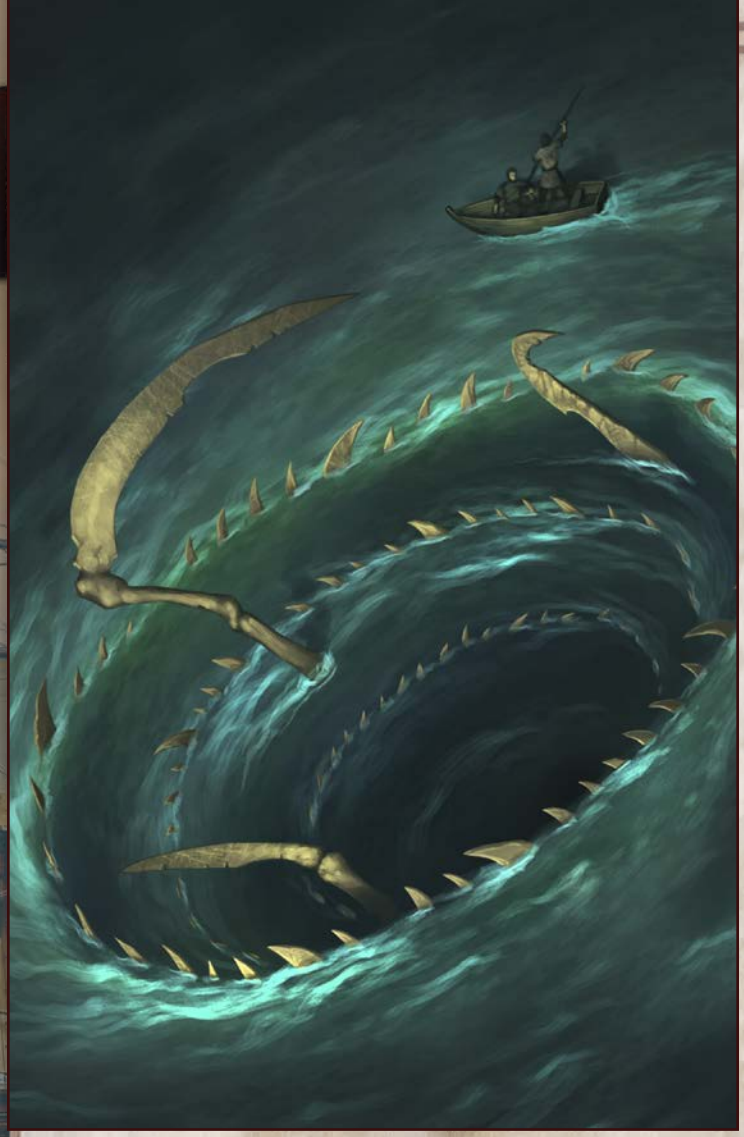


Certain bone ships viciously target ships from one or more nations, either those from the dead sailors' former nation if they seek revenge, or those from a rival nation the sailors hated in life.

Over time, legends and stories about a bone ship's capacity for destruction arise. A bone ship never takes a name for itself but living sailors may ascribe it an epithet based on its origin, purpose, unique characteristics, or notable attacks. Though all bone ships possess the same abilities, a particular bone ship can be identified by its hunting area and appearance. Bone ships eventually display certain unique features such as glowing barnacles that cover its hull, a masthead featuring the skull of a particular sea creature, the bones of a unique and rare sea monster, or an unusual configuration of the musculature holding together its hull. Many of these changes are the result of a bone ship scavenging remains off the ocean floor to repair itself.

No living crew—or even other undead creatures—have ever been seen sailing in a bone ship. These undead ships operate independently, and don't form alliances even with others of their kind. Merely attempting to communicate with a bone ship is dangerous, as even such means as telepathy produce only the howling voices of the suffering, ghostly crew, spreading their insanity to those foolish enough to contact them.

Though a bone ship is a single creature, the numerous souls it contains create a hive mind. A bone ship can reshape certain aspects of its hull by using its knotted muscle to move the bones within it. This transformative ability allows a bone ship to quickly sprout cannons from its hull that can attack in any direction, and each ship keeps a collection of bones and debris within its own body to use as ammunition. It can also tap into the unholy energy giving it unlife to fire a devastating beam of negative energy at its enemies, and those who close with a bone ship find that even its hull has the ability to drain away life force.



Charybdis

An immense spiny monster, its back plated in chitin and its belly in thick folds of blubber, rises hungrily from the center of a whirlpool.

GIANT MYTHIC CHARYBDIS[B2] **CR 17/MR 6**

XP 102,400

CN Colossal aberration (aquatic, mythic)

Init +2; **Senses** blindsight 60 ft., darkvision 120 ft.; Perception +23

Defense

AC 32, touch 1, flat-footed 32 (-1 Dex, +31 natural, -8 size)

hp 280 (16d8+208); fast healing 10

Fort +15, **Ref** +3, **Will** +16

Defensive Abilities fortification (50%)[MA], surging tide[MA]; **DR** 10/epic; **Immune** acid; **Resist** cold 20

Offense

Speed 20 ft., swim 50 ft.

Melee bite +20 (4d6+16/19-20/x3 plus grab), 2 claws +20 (2d8+16)

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

Special Attacks drowning gullet[MA], fast swallow, mythic power (6/day, surge +1d8), mythic spell-like abilities[MA], rake[MA] (2 claws +20, 2d8+16), rending claws, seamaster[MA], swallow whole (6d6 bludgeoning damage plus 6d6 acid damage, AC 25, hp 28), vortex[MA]

Spell-like Abilities (CL 16th; concentration +20)

3/day—*control water*

1/day—*seamantle*[APG] (DC 22), *tsunami*[APG] (DC 23), *vortex*[APG] (DC 21)

Statistics

Str 42, **Dex** 7, **Con** 31, **Int** 4, **Wis** 19, **Cha** 6

Base Atk +12; **CMB** +36 (+40 grapple); **CMD** 44 (can't be tripped)

Feats Combat Reflexes[MF], Improved Critical[MF] (bite), Improved Initiative, Improved Vital Strike, Inescapable Grasp[MF], Iron Will, Power Attack, Snatch, Vital Strike

Skills Perception +23, Swim +24

Languages Aquan

Ecology

Environment any oceans

Organization solitary

Treasure standard

Special Abilities

Drowning Gullet (Ex) The gullet of a charybdis is larger on the inside than the outside, and the water within seethes with the turbid pressure of the ocean depths. The interior of its stomach is pitch black unless swallowed creatures bring their own light source, and swallowed creatures must succeed on a DC 32 Fortitude save each round or take 1d6 points of nonlethal damage (halved if immune or resistant to cold) and become fatigued. Each failed save also reduces the remaining duration in which creatures can hold their breath by 1d6 rounds.

Rending Claws (Ex) A charybdis's claws are particularly devastating when used against objects, and ignore the first 10 points of an object's hardness rating.

Mythic Spell-Like Abilities (Su) Three times per day, a mythic charybdis may use the mythic spell version of any of its corresponding spell-like abilities. The monster must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Seamaster (Sp) A mythic charybdis gains the following spell-like abilities: 3/day—*control water*; 1/day—*seamantle*, *tsunami*, *vortex*. It uses its Wisdom to determine save DCs and concentration checks with these abilities. As a swift action, a mythic charybdis can expend one use of its mythic power to use a specialized *greater dispel magic* effect (caster level 16th) that speficially affects spells that aid land creatures in controlling or surviving in the sea, such as *freedom of movement*, *touch of the sea*, *water breathing*, spells with the water subtype, and polymorph effects (and similar spells at the GM's option). This does not affect effects created by the charybdis.

Surging Tide (Ex) The water within 30 feet of a mythic charybdis is always roiling and churning (unless the charybdis wishes it to be still). This obscures vision, granting concealment to creatures more than 5 feet away and total concealment to creatures 20 or more feet away. Creatures other than the charybdis moving through this surging tide do so at half speed, and they take a -2 penalty on melee attack rolls and melee damage rolls, while ranged weapon attacks are entirely ineffective. Creatures other than the charybdis cannot take a 5-foot-step within the surging tide. *Freedom of movement* negates the movement and melee attack penalties from this effect, but not its effect on vision and ranged attacks. This effect also applies to creatures swallowed by the charybdis.

Vortex (Su) A charybdis can generate a whirlpool as a standard action at will. This ability functions identically to the whirlwind special attack, but the whirlpool can only form underwater and cannot leave the water; however, if any portion of the mythic charybdis's body is above the surface of the water it can cause the vortex to fill its own space and extend up to 30 feet above its body. It's a DC 34 Reflex save to avoid being caught by the charybdis's vortex. The vortex itself is 30 feet across and 180 feet deep, and deals 3d8+24 points of damage per round. The save DC is Strength-based. A ship that is equal in length or shorter than the vortex's width that passes through a vortex takes 3d8+24 points of damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex.

Sailors tell many tales of the creatures of the deep, from the terrible kraken to the beautiful mermaid. Yet few are stranger or more feared than the dread charybdis, for it exists to capture ships, crack them open like nuts, and feast on the doomed sailors within. So legendary are these violent attacks that many sailors have come to view the charybdis not as a species of aberrant life, but as the vengeful personification of an angry sea god.

In truth, the charybdis is not the sending of an angry deity, but in fact little more than a monstrous predator capable of churning even the calmest of seas into a whirling maelstrom. The charybdis uses this vortex ability not only to capture prey like sharks or small whales, but also to entrap ships on the ocean surface above. The monster's claws are particularly well suited to puncturing the hulls of ships, and most charybdises have learned that a single large merchant vessel contains enough sailors to make a perfectly sized meal. Often, a charybdis settles in along a well-known shipping route near the shoreline or amid an archipelago of islands where ships are forced along relatively narrow lanes between rocky isles—such locations allow the charybdis to lie in wait and increases the chance of its prey being unable to circumvent its vortex.

A charybdis is 60 feet long and weighs 26,000 pounds.



Clockwork Leviathan

This massive, eel-like dragon has two webbed talons. Its tail ends in large and powerful-looking flukes.

MYTHIC CLOCKWORK LEVIATHAN CR 15/MR 6

XP 51,200

N Huge construct (clockwork, mythic)

Init +15[MF]; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 35, touch 15, flat-footed 28 (+5 Dex, +2 dodge, +20 natural, –2 size)

hp 188 (16d10+100)

Fort +5, **Ref** +12, **Will** +5

DR 10/adamantine and epic; **Immune** acid, fire, construct traits; **Defensive Abilities** immunity to magic (see orichalum alloy)

Weaknesses vulnerable to electricity

Offense

Speed 30 ft., swim 60 ft.

Melee bite +27 (2d6+13), 2 slams +27 (1d8+13 plus grab)

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

Special Attacks breath weapon (60-ft. line, 12d8 fire damage, Reflex DC 18 for half, usable every 1d4 rounds), mythic power (8/day, surge 1d8), swallow whole (2d8+19 slashing damage plus 2d6 fire damage, AC 20, 18 hp)

Statistics

Str 37, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +31 (+35 grapple); CMD 48 (54 vs. grapple, can't be tripped)

Feats Extra Mythic Power[MF], Improved Initiative[MF], Lightning Reflexes[MF]

Skills Stealth +9 (+13 in water), Swim +21; **Racial Modifiers** +12 Stealth (+16 in water)

SQ electrical dampeners[MA], fortification[MA], ionic meltdown[MA], orichalum alloy[MMA], perpetual motion[MA], serpentine slither[MA], swift reactions

Ecology

Environment any

Organization solitary or pod (2–4)

Treasure none

Special Abilities

Breath Weapon (Su) A clockwork leviathan's breath weapon is a powerful jet of scorching steam—it functions equally well above and under water.

Electrical Dampeners (Ex) When it is targeted with an electricity effect dealing more than 10 points of damage, a mythic clock leviathan automatically expends one use of its mythic power to suppress its vulnerability to electricity and gain electricity



resistance 10 until the beginning of its next turn.

Grind (Ex) A clockwork leviathan deals an additional 1d8+16 points of slashing damage when it makes a successful grapple check because of the myriad twisting gears and churning pistons that make up its jagged underbelly.

Ionic Meltdown (Ex) When a mythic clockwork leviathan is brought to 0 hit points, its ionic core is breached it explodes in a mass of heat, steam, and shrapnel, dealing 8d6 points of fire damage and 8d6 points of slashing damage to all creatures in a 60-foot burst (DC 23 Reflex half). In addition, creatures failing their saves are exposed to full fury of the ionic energies being released and are blinded and stricken with a wasting disease equivalent to bubonic plague (as described in the *Pathfinder Roleplaying Game Core Rulebook*). The save DC is Strength-based.

Orichalum Alloy (Ex) Mythic clockwork leviathans were mostly constructed by antediluvian builder races and are constructed of strange metal alloys little known in the modern world. Their metallic parts are not subject to rust or corrosion, nor are they subject to magical manipulation. A mythic clockwork leviathan is immune to acid and also gains immunity to magic like a golem, ignoring the effects of any spell or spell-like ability that allows spell resistance, except for fire and electricity effects. A clockwork leviathan is vulnerable to electricity damage. Heat energy, on the other hand, is absorbed to power their ionic thermal engines, even tapping into minute variations in the ambient environment to replenish its stores. A mythic clockwork leviathan targeted with a fire effect heals 1 point of damage for every 3 points of damage the attack would normally have dealt.

Perpetual Motion (Ex) A mythic clockwork leviathan never needs winding and adds its mythic tier to its CMD against grapple combat maneuvers and on saving throws against effects that would cause it to become entangled or staggered.

Serpentine Slither (Ex) A mythic clockwork leviathan can squeeze through spaces small enough to admit a Medium-sized creature without squeezing. In addition, it can expend one use of its mythic power in order to enable it to move both before and after taking a standard action, as long as its total movement does not exceed its speed; this functions like the Flyby Attack feat but does not require the creature to be flying. Alternatively, it can expend one use of its mythic power to perform a standard action and then use the withdraw action as a move action, moving up to its speed.

Swallow Whole (Ex) A clockwork leviathan's interior is filled with injurious grinding gears and superheated water—in addition to taking damage, a swallowed creature must hold its breath or risk drowning as long as it remains inside a clockwork leviathan's "stomach."

Clockwork leviathans are equally capable of functioning on land and in water. Sailors who are haunted by the memories of these treacherous machines need not exaggerate their yarns, for the reality of an aquatic construct such as this holds enough terror in its story for even the hardiest of seafarers.

A clockwork leviathan's numerous metal plates and links are made of such resilient material that they never rust, even after long exposure to the briny sea waters that leviathans often patrol. Clockwork leviathans are 25 feet long and weigh just over 3 tons.

Deep One

This lumbering creature's gray-green hide glistens with moisture, and saliva dribbles from its fishlike maw.

MYTHIC DEEP ONE[B5] **CR 2/MR 1**

XP 400

CE Medium monstrous humanoid (aquatic, deep one, mythic)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +7

Defense

AC 13, touch 9, flat-footed 13 (–1 Dex, +4 natural)

hp 27 (2d10+16)

Fort +5, Ref +2, Will +5

Defensive Abilities deep dweller, heretical shroud[MA], immortal; **Resist** cold 5

Offense

Speed 20 ft., swim 40 ft.

Melee 2 claws +5 (1d4+3)

Special Attacks mythic power (1/day, surge 1d6), rend faith[MA]

Statistics

Str 17, **Dex** 9, **Con** 16, **Int** 12, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 14

Feats Great Fortitude[MF]

Skills Intimidate +5, Knowledge (religion) +6, Perception +7, Stealth +4 (+8 underwater), Survival +7, Swim +16; **Racial Modifiers** +4 Stealth underwater

Languages Aklo, Common

SQ amphibious, devoted, item use

Ecology

Environment any water

Organization solitary, gang (2–5), cult (6–12), or shoal (13+)

Treasure standard (*wand of protection from good* [5 charges], other treasure)

Special Abilities

Deep Dweller (Ex) Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Devoted (Ex) Deep ones are fanatically religious, be it to the worship of a Great Old One, an elder deep one, or some other divinity. A deep one gains one bonus skill rank per Hit Die that must be placed in Knowledge (religion), and this skill is a class skill for all deep ones.

Heretical Shroud (Ex) Mythic deep ones gain a +4 bonus on saving throws against divine spells, as well as spell-like and supernatural domain powers, revelations, channelled energy, and similar class features of divine spellcasting classes. Divination effects created by a divine spellcaster automatically fail against a mythic deep one unless the caster succeeds on a DC 15 caster level check (DC 20 for scrying effects). Even if the caster succeeds on this check, a mythic deep one can expend one use of mythic power as an immediate action to force the caster to reroll the check; if this check fails, the divination fails.

Immortal (Ex) A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Item Use (Su) A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

Rend Faith (Su) When a mythic deep one strikes a creature capable of casting divine spells with both claws in the same round, it may choose to rend that target, dealing an additional 1d4+4 points of damage. Instead of dealing additional damage, the mythic deep one may choose to rend the target's faith instead, causing the target becomes unable to cast spells or use any spell-like or supernatural class features of a divine spellcasting class for 1 round (DC 13 Will negates). The save DC is Wisdom-based.

Deep ones are as at ease dwelling in the most remote of ocean trenches as they are in the shallows that hug secluded shorelines, although their favorite haunts combine the two. The largest deep one cities are located at places not far off shore but nestled in vast submerged canyons unusually close to those coastlines. This proximity allows deep ones to pursue one of their favorite goals—commingling with and corrupting surface-dwelling humanoids. Unlike skum, a similar aquatic race that reproduces with surface dwellers, deep ones do so not out of a biological need but as a way to spread their blasphemous religion above the ocean waves. The hybrid children of deep ones and humans form a race of their own. These offspring typically live near others of their kind, assuming positions of leadership in their small towns.

Deep ones usually worship the alien entities known as the Outer Gods or the Great Old Ones, with Cthulhu the foremost among them. Deep one settlements that contain a deep one elder instead typically venerate that powerful deep one, who in turn serves one of the eldritch gods. Many deep ones gain levels as clerics, inciting religious fervor in their kinfolk and promoting their chosen deities as the greatest among the Outer Gods. Those few who instead choose to take up a less focused devotional path, such as that of an oracle, still venerate the Old Ones as a whole.

Deep ones prefer to fight with their claws. If they do resort to manufactured weapons, they prefer piercing ones, as these function best underwater. They can also use wands and staves; deep ones who pursue the study of more powerful magic often learn to create magic items for their weaker kinfolk to wield.

A deep one typically stands about 7 feet tall, but its hunched gait and lumbering stance can make it appear shorter when it shambles ashore. An average deep one weighs 300 pounds.



Dragon Turtle

This long-tailed aquatic beast resembles a massive snapping turtle with draconic features.

MYTHIC DRAGON TURTLE[B1] **CR 11/MR 4**

XP 12,800

N dragon (aquatic, mythic)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

Defense

AC 27, touch 8, flat-footed 27 (+19 natural, –2 size)

hp 166 (12d12+88)

Fort +12, **Ref** +8, **Will** +9

Defensive Abilities iridescent shell[MMA]; **DR** 10/epic; **Immune** fire, paralysis and sleep, dragon traits

Offense

Speed 20 ft., swim 30 ft.

Melee bite +20 (3d6+10), 2 claws +20 (2d6+10)

Space 15 ft.; **Reach** 10 ft.

Special Attacks boiling breath[MA], breaching rush[MA], breath weapon (50-ft. cone, 16d6 fire, Reflex DC 20 for half, usable every 1d4 rounds), capsize, lingering breath (2d8 fire, 4 rounds)[MA], mythic power (4/day, surge 1d8), seething sauna[MA]

Statistics

Str 31, **Dex** 10, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +12; **CMB** +24 (+28 bull rush); **CMD** 34 (38 vs. bull rush and trip)

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush[MF], Improved Initiative, Power Attack[MF]

Skills Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +7 (+15 in water), Survival +16, Swim +33; Racial Modifiers +8 Stealth in water

Languages Aquan, Common, Draconic

Ecology

Environment temperate aquatic

Organization solitary

Treasure double

Special Abilities

Boiling Breath (Su) A mythic dragon turtle's steaming breath deals 16d6 points of fire damage, and its seething dampness affects natural and magical fires and creatures with the fire subtype as a *quench* spell (caster level 12th). Despite dealing fire damage, a mythic dragon turtle's breath does not harm wood, cloth, rope, and similar flammable materials. A mythic dragon turtle's steaming breath hangs in the air for 4 rounds, obscuring vision as a *fog cloud*. If a mythic dragon turtle expends one use of its mythic power as a free action when it breathes, its breath functions as *solid fog* rather than a *fog cloud*.

Breaching Rush (Ex) A swimming mythic dragon turtle can crash its body into multiple foes as a full-round action, allowing it to simultaneously bull rush all creatures in a 15-foot-wide path. In addition, Medium or smaller creatures in its path must succeed on a DC 20 Reflex save or take 3d6+15 points of bludgeoning damage. Unattended objects in the mythic dragon turtle's path take damage normally, and wooden objects (including ships) take double damage. The mythic dragon turtle can continue moving up to 30 feet or until it fails to succesfully bull rush a creature in its path. A mythic dragon turtle can use its Power Attack feat in conjunction with this ability, taking a -4 penalty on its combat maneuver checks but gaining a +12 bonus to damage against Medium or smaller creatures failing their saves. If a mythic dragon turtle expends one use of its mythic power while making a breaching rush, it can affect creatures up to Large size, and creatures it successfully bull rushes are staggered for 1 round (and knocked prone if the bull rush forces them out of the water).

Iridescent Shell (Ex) A mythic dragon turtle's shell and scales are coated with an iridescent sheen that diffracts targeted magical effects and dissipates their effects. A mythic dragon turtle applies its natural armor bonus to its AC against rays and other spells, spell-like abilities, and supernatural effects that require a ranged touch attack. In addition, when a mythic dragon turtle is targeted with a spell or spell-like ability, even one that does not require an attack roll, it can expend one use of its mythic power to deflect that effect harmlessly or two uses of its mythic power to reflect that effect back upon its creator. This has no effect on area effects or effects delivered by a melee touch attack. If the effect creates multiple missiles or rays, all missiles or rays targeting the mythic dragon turtle are deflected when this power is used. This ability can deflect mythic spells or spell-like abilities of up to 4th level or non-mythic spells or spell-like abilities of up to 6th level.

Dragon turtles make their homes in both salt and fresh water, where they rank among the biggest threats to sailors and those who travel by ship through the waterways of the world. Skilled mariners know the territory dragon turtles claim

and frequently make offerings of gold and magic for safe passage or avoid the area entirely. For its part, a dragon turtle quickly grows to appreciate and even expect such tithes and gifts, and a dragon turtle that expects gifts but is ignored is a dangerous foe indeed.

A dragon turtle's shell varies in color between individuals. Some have dull shells of brown and rust red, while others have carapaces of a deep green-blue color with silver highlights across the rocky ridges. The coloration of the head, tail, and legs is slightly paler than the shell and contains golden streaks along the crest and spines.

Large fish, such as tuna, sturgeons, and even sharks, rank among dragon turtles' favorite foods, but being omnivores, they also sometimes feed on large undersea fields of seaweed. They certainly aren't above supplementing their diets with the passengers of ships they sink, although such feeding is not borne of any intrinsic evil or cruelty. Dragon turtles possess shells 15 feet in diameter, with their appendages stretching a few feet further, and measure over 25 feet long from the tip of their noses to the ends of their powerful tails.





Draugr

These barnacle-encrusted walking corpses look like zombies, but with a fell light in their eyes and dripping with rank water that gives off a nauseating stench.

MYTHIC DRAUGR[B2] **CR 3/MR 1**

XP 800

CE Medium undead (mythic, water)

Init +0; **Senses** darkvision 60 ft., mistsight[MA], Perception +6

Defense

AC 15, touch 10, flat-footed 15 (+2 armor, +3 natural)

hp 27 (3d8+14)

Fort +2, **Ref** +1, **Will** +3

DR 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

Offense

Speed 30 ft., swim 30 ft.

Melee greataxe +5 (1d12+4/×3 plus nausea) or slam +5 (1d10+4 plus nausea)

Special Attacks mythic power (1/day, surge +1d6), ten years before the mast[MA]

Statistics

Str 17, **Dex** 10, **Con** —, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +5; **CMD** 15

Feats Power Attack[MF], Toughness

Skills Climb +8, Perception +6, Profession (sailor) +8, Stealth +6, Swim +11; **Racial Modifiers** +4 Profession (sailor), +8 Swim

Languages Common (cannot speak)

Ecology

Environment any coastal

Organization solitary or crew (2–8)

Treasure standard (greataxe, leather armor, other treasure)

Special Abilities

Nausea (Su) A creature that is damaged by a draugr must make a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Ten Years Before the Mast (Su) A mythic draugr treats Profession (sailor) as a class skill and gains a +4 racial bonus on that skill. In addition, it can bind other creatures to share its curse of being bound to the sea. When a creature fails its save

against a draugr's nausea, or when a creature deals the killing blow to a draugr, the draugr can expend one use of mythic power as a swift or immediate action to inflict the curse of the ages (DC 12 Will negates) upon that creature. The curse does not progress as long as the creature remains in aquatic terrain, including on board a ship, but it resumes whenever the creature sets foot on land. The curse ends when removed or when the victim has aged 10 years. If the cursed creature is slain in aquatic terrain or on board a ship, it rises 24 hours later as a draugr (DC 12 Will negates).

MYTHIC DRAUGR CREW[B2] CR 12/MR 5

XP 19,200

CE Medium undead (mythic, troop, water)

Init +4; **Senses** darkvision 60 ft.; Perception +18

Defense

AC 25, touch 14, flat-footed 21 (+4 armor, +4 Dex, +7 natural)

hp 150 (13d8+92)

Fort +7, Ref +8, Will +12

DR 10 epic and bludgeoning or slashing; **Immune** troop traits, undead traits; **Resist** fire 10

Offense

Speed 30 ft., swim 30 ft.

Melee troop +14 (3d6+5 plus energy drain or nausea)

Ranged 4 *+1 pistol* +14 (1d6+1/x4) or 4 *+1 thundering musket* +14 (1d12+1/x4)

Special Attacks energy drain (1 level, DC 21), mythic power (7/day, surge 1d8), nausea (DC 19), phantom broadside[MA], press gang[MA]

Spell-Like Abilities (CL 13th; concentration +16)

3/day—*obscuring mist*

Statistics

Str 21, **Dex** 18, **Con** —, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +14; **CMD** 28 (can't be bull rushed or tripped)

Feats Ability Focus (energy drain), Exotic Weapon Proficiency (cannon), Extra Mythic Power[MF], Iron Will[MF], Master Siege Engineer[UC], Siege Engineer[UC], Siege Gunner[UC], Toughness[MF]

Skills Climb +15, Knowledge (engineering) +11, Knowledge (geography) +10, Perception +18, Profession (sailor) +15, Stealth +19, Swim +17

Languages Common

SQ part of the ship, part of the crew[MA], pirate's jig[MA], ship of the damned[MMA]

Ecology

Environment any aquatic

Organization solitary troop or flotilla (2–4 troops)

Treasure double

Special Abilities

Energy Drain (Su) In place of causing nausea, a mythic draugr can drain the life energy from creatures damaged by its troop attack, inflicting one negative level each time they deal damage (DC 21 Fortitude negates). A mythic draugr crew heals 5 points of damage each time it inflicts a negative level; if the crew is already at full hit points, this healing effect is wasted. The save DC is Charisma-based.

Nausea (Su) A creature damaged by a mythic draugr crew is nauseated for 1 round (DC 19 Fortitude negates). The save DC is Charisma-based.

Part of the Ship, Part of the Crew (Su) Any humanoid slain by a mythic draugr crew's energy drain rises as a draugr (or draugr captain, if it has at least 5 Hit Dice) 1d4 rounds later. This draugr is assimilated into the crew, healing damage equal to twice the creature's Hit Dice. Any creature slain by the crew while on board its ship, even if not slain by energy drain, also rises in this fashion if it fails a DC 19 Will save.

Phantom Broadside (Su) As a full-round action, a mythic draugr crew can draw forth a collection of ectoplasmic firearms and make four attacks as if wielding *+1 pistols*. If the crew expends one use of its mythic power, this broadside functions instead as four attacks with *+1 thundering muskets*. If your campaign does not use gunpowder weapons, substitute heavy crossbow attacks in place of firearms. In lieu of dealing damage, the crew can spend one use of its mythic power to create a cloud of ghostly fog and smoke with its phantom broadside, functioning as mythic *obscuring mist*; the crew may expend two uses of its mythic power to augment this effect or three uses of mythic power to augment it as a 6th-tier mythic caster. Regardless of how it uses this ability, the phantom firearms dissolve into ectoplasm at the end of the mythic draugr crew's turn.

Pirate's Jig (Ex) A mythic draugr crew can move and balance without difficulty on board a ship without the need to make Acrobatics checks to maintain their balance and without being denied their Dexterity bonus when balancing on narrow surfaces or when climbing. In addition, while on board a ship, a mythic draugr crew can attempt a dirty trick, reposition, or trip combat maneuver once per round as a swift action. Alternatively, it can use a full-round action to attempt a dirty trick, reposition, or trip combat maneuver against



every creature sharing its space. These combat maneuvers do not provoke attacks of opportunity.

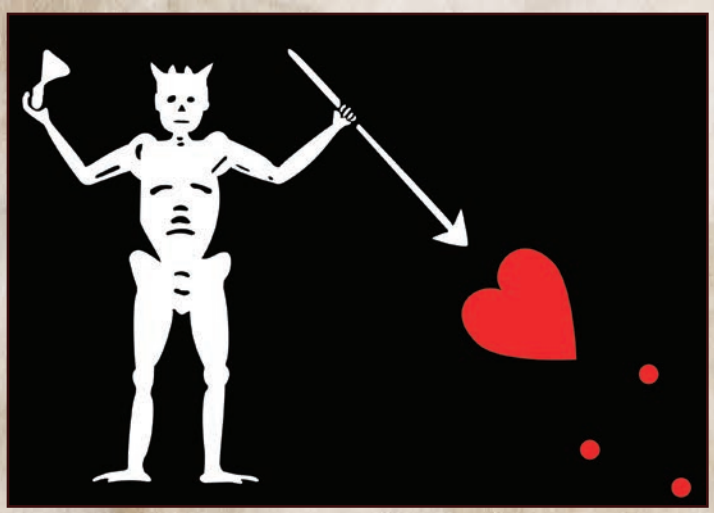
Press Gang (Sp) A draugr crew casts a siren song upon the minds of other sailors, compelling them through a combination glamour and terror to follow their commands. This functions as mass charm person (DC 18). If the mythic draugr crew is on board their ship or in the water when they use this ability, they can dominate (as *dominate person*) one or more creatures that fail their saves instead of charming them by spending one use of their mythic power per target.

Ship of the Damned (Su) Once per day, in a ritual requiring one minute, a mythic draugr crew can summon a ghostly ship from beneath the waves. The crew can arm the ship with siege weapons by expending one use of mythic power per light bombard, cannon, or firedrake, or two uses of mythic power per fiend's mouth cannon, heavy bombard, or firewyrm. These siege weapons have unlimited ammunition but must be loaded and fired following the normal rules for siege weapons, treating the mythic draugr crew as a crew of 16 individual gunners for the purpose of loading, aiming, and firing. If your campaign does not use gunpowder weapons, you may substitute ballistas and catapults of similar size. The ship of the damned appears ragged and barely seaworthy, but it is as handy and stout as a standard sailing ship.

If the mythic draugr crew expends one use of its mythic power, they can cause the ship to spring to life, functioning as a Colossal animated object for 13 rounds with the following Special Abilities: additional attack, constrict, faster (x3, for a swim speed of 60 feet), grab, and trample. If the mythic draugr crew expends two uses of its mythic power, the ship also gains either the agile or invincible mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. Although the ship is treated as a creature while animated, Large or smaller creatures can share its space; however, creatures other than the mythic draugr crew treat the ship's spaces as if they were affected by an *entangle* spell (DC 14).

Draugr smell of decay and the sea, and drip water wherever they go. These foul beings are usually created when humanoid creatures are lost at sea in regions haunted by evil spirits or necromantic effects. The corpses of these drowned sailors cling fiercely to unlife, attacking any living creatures that intrude upon them. Their attacks smear rancid flesh, rotting seaweed, and swaths of vermin on whatever they hit.

In the case of draugr who manifest when an entire ship sinks, these undead usually stay with the wreck of their ship. Some draugr may be found under the control of aquatic necromancers, while others may wander the seas as undead pirates aboard ghost ships.



Genie, Marid

This being resembles a powerful giant with hairless blue-green skin, deep blue eyes, flamboyant eyebrows, and pearlescent teeth.

Mythic Noble Marid[B1] (Shahzada) CR 14/MR 5

XP 38,400

CN Large outsider (extraplanar, mythic, water)

Init +12[MF]; **Senses** darkvision 60 ft., keen hearing[MA]; Perception +19

Defense

AC 27, touch 14, flat-footed 22 (+4 Dex, +1 dodge, +13 natural, –1 size)

hp 202 (14d10+124)

Fort +12, **Ref** +13, **Will** +11

DR 10/epic

Offense

Speed 20 ft., swim 60 ft.

Melee 2 slams +19 (2d6+6) or mwk trident +20/+15/+10 (2d6+9)

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

Special Attacks dessicating burst[MMA] ice globe[MA], liquefying touch[MA], marine mastery[MA], mythic power (5/day, surge +1d8), vortex (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 22), water mastery, water's fury

Spell-Like Abilities (CL 20th)

Constant—*detect evil*, *detect good*, *detect magic*, *water walk*

At will—*create water*, *invisibility*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *purify food and drink* (liquids only), *quench*

5/day—*control water*, *gaseous form*, *obscuring mist*, *water breathing*

3/day—*cone of cold* (DC 26), *ice storm* (DC 25), *see invisibility*

1/day—*elemental swarm* (water elementals only), *permanent image* (DC 27), *persistent image* (DC 26)

1/year—grant 1 *wish* (to nongenies only)

Statistics

Str 23, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +14; **CMB** +21; **CMD** 36

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude[MF], Improved Initiative[B, MF], Improved Natural Attack, Mobility, Power Attack[MF]

Skills Craft (any one) +19, Diplomacy +20, Knowledge (planes) +19, Perception +19, Sense Motive +19, Spellcraft +19, Stealth +17, Swim +31

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (water elemental, humanoid, or giant, *alter self*, *elemental body III*, or *giant form I*), wishmaster

Ecology

Environment any (Plane of Water)

Organization solitary, pair, or court (1-4 mythic noble marids and 2-8 non-mythic marids)

Treasure standard (large masterwork trident)

Special Abilities

Dessicating Burst (Su) When a mythic marid uses its water's fury ability, it may draw the water to do so from the



creatures around it by expending one use of its mythic power. Every living creature within 20 feet of the mythic marid must make a DC 22 Fortitude save. If the save fails, the target takes 1d3 points of Constitution damage as its fluids are drawn forth, and the damage dealt by the mythic marid's water's fury ability that round increases by 1d6; this stacks if multiple creatures fail their saving throws. Oozes, plants, and creatures with the aquatic or water subtype take 1d6 points of Constitution damage on a failed save. Marids are immune to this ability. The save DC is Constitution-based.

Ice Globe (Sp) As a standard action, a mythic marid may expend one use of its mythic power to freeze all water in a 20-ft. radius sphere at a range of 20-ft.. Creatures immersed in water when this ability is used are affected as icy prison (DC 22 Reflex partial). The ice globe lasts until the end of the mythic marid's next turn, though it can spend one use of mythic power as a move action to extend the globe's duration for an additional round. Creatures not immersed in water take 1d6 points of cold damage but otherwise suffer no harm. The save DC is Constitution-based.

Keen Hearing (Ex) A mythic marid has preternaturally acute hearing, gaining a +10 bonus on Perception checks involving hearing. This bonus is doubled to +20 in or under water, and when immersed in water it gains tremorsense with a range of 300 feet. In addition, it can expend one use of its mythic power to ignore the miss chance due to concealment for creatures in the water for 1 minute.

Liquefying Touch (Su) A mythic marid may expend one use of its mythic power to liquefy a creature by making a touch attack. On a successful hit, the target is affected by the spell fluid form (DC 22 Fortitude negates). While in this form, the target's Strength score drops to 1 and it cannot speak. The target reverts to its normal form after 4 rounds unless in a constrained space (like a narrow sewer pipe) in which case it reverts to normal as soon as it has space to do so. Alternatively, a mythic marid can use ability to liquefy objects or creatures comprised of ice or snow, functioning as *rusting grasp* does against objects or creatures made of iron. The save DC is Constitution-based.

Marine Mastery (Sp) A mythic marid may expend one use of its mythic power to charm up to 30 Hit Dice of aquatic animals within a 100-foot radius (DC 21 Will negates); creatures with more than 10 Hit Dice are immune. A mythic marid may command the creatures to attack, cease attacking, hold position or move in a general direction, but more specific commands cannot be made. The control lasts for 10 rounds, though animals already doing something of interest (attacking an edible creature, for instance) may keep doing so even after control is relinquished. It can use this ability as often as desired, but it cannot have more than 30 Hit Dice of animals charmed at a time. It can use this ability to charm magical beasts with the aquatic or water subtype instead of animals, but such creatures gain a +4 bonus to their saving throw to resist the effect, and each magical beast Hit Dice counts as 2 animal Hit Dice against its maximum, though it can charm magical beasts of up to 10 Hit Dice as well. Non-mythic animals take a -4 penalty on their saving throw to resist this effect. This is a charm effect. The save DC is Charisma-based.

Vortex (Su): A mythic marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while the mythic marid is underwater; a mythic marid cannot leave a body of water while in vortex form.

Water Mastery (Ex): A mythic marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the mythic marid is touching the ground, the mythic marid takes a –4 penalty on attack and damage rolls.

Water's Fury (Su): As a standard action, a mythic marid can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 22 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Marids are genies from the Plane of Water. The most powerful of all the genie races, they are said to possess the strength of the ocean's currents and teeth made of pearl. A marid stands about 16 feet tall and weighs nearly 2,500 pounds.

The marids are perhaps the most unpredictable and capricious of the genies, a quality that the others (particularly shaitans) find to be both aggravating and embarrassing to the entire genie culture. Many marids become dancers, storytellers, performers, or other types of artists, and often travel to the Material Plane in disguise to seek out new audiences. Shadzadas are the noble rulers of their kind.



Giant, Ocean

This blue-skinned giant's clothing and beard whip about like sails caught in a storm.

MYTHIC OCEAN GIANT[B4] **CR 17/MR 7**

XP 102,400

CN Huge humanoid (aquatic, giant, mythic)

Init +12[MF]; **Senses** darkvision 120 ft., low-light vision, mistsight[MA]; Perception +27

Defense

AC 36, touch 9, flat-footed 35 (+1 Dex, +27 natural, –2 size)

hp 274 (19d8+189)

Fort +23, **Ref** +14, **Will** +18

DR 10/epic; **Resist** cold 30, electricity 30

Offense

Speed 50 ft., swim 40 ft.

Melee *Rift King's Blade* +34/+29/+24 (3d6+27, 17-20/x3) or 2 slams +27 (2d6+15)

Ranged rock +14 (2d8+22) or *Rift King's Blade* +21 (3d6+20, 17-20/x3)

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

Special Attacks conch focus, feral savagery (full attack)[MA], king of the deep, mythic power[MA] (7/day, surge +1d10), rock throwing (110 ft.)

Spell-Like Abilities (CL 21st; concentration +26)

Constant—*freedom of movement*

3/day—*aqueous orb*[APG] (DC 19), *shout* (DC 20), *summon nature's ally VII* (swimming creatures only), *water breathing*

1/day—*vortex*[APG] (DC 22)

Statistics

Str 40, **Dex** 13, **Con** 25, **Int** 15, **Wis** 20, **Cha** 23

Base Atk +14; **CMB** +31 (+33 bull rush); **CMD** 42 (44 vs. bull rush)

Feats Augment Summoning[B] (with conch), Combat Reflexes, Critical Focus, Improved Initiative[MF], Improved Vital Strike, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack[MF], Vital Strike[MF], Weapon Focus (falcata)[MF]

Skills Diplomacy +11, Intimidate +34, Knowledge (nature) +12, Perception +27, Perform (wind) +15, Sense Motive +19, Survival +17, Swim +24

Languages Aquan, Common, Giant

SQ amphibious, longevity[MA], mythic infusion, wartrained

Gear *Rift King's Blade* (*+5 keen seaborne*[UE] *falcata*, see below), *cloak of resistance +5*

Special Abilities

Conch Focus (Su) When holding its conch, an ocean giant can cast *greater shout* (DC 24) instead of *shout*, and gains Augment Summoning as a bonus feat. If the conch is destroyed (hardness 5, 20 hp), the giant can spend 1 week to craft a replacement.

King of the Deep (Su) Whenever a mythic ocean giant uses his *summon nature's ally* spell-like ability, he summons one more creature than would normally respond to his call, and the effect lasts an additional seven rounds. If he uses his conch shell during the summoning, he gains the benefits of the mythic version of the Augment Summoning feat.

Mythic Infusion (Su) A mythic ocean giant adds his mythic tier to his caster level for all of his spell-like abilities.

Rift King's Blade (Ex) Mythic ocean giants bear legendary blades as a badge of royalty, and these weapons bond with their owner and members of their bloodline alone. An ocean giant's falcata has the unyielding (hardness 30 with 130 hp) and upgradable legendary properties (see *Pathfinder Roleplaying Game Mythic Adventures*) and confers the rejuvenating legendary ability on its bearer. Twice per day, a mythic ocean giant can use the falcata's legendary surge ability to add 1d12 to an attack roll, damage roll, or combat maneuver check made while wielding the weapon. A Rift King's Blade presently functions as a Huge *+5 keen seaborne*[UE] *falcata* in a mythic ocean giant's hands.

Wartrained (Ex) Even among creatures of legend, a mythic ocean giant stands as a mighty defender of his people. He is proficient in the use of all melee and ranged weapons and suffers no penalties for nonproficiency or inappropriately sized weapons. He takes the normal penalties for wielding two weapons or for wielding two-handed weapons in one hand. Weapons deal damage appropriate for their own size in a mythic ocean giant's hands.



Ocean giants embody the great extremes of the sea. Their skin colors vary from deep blue to pale green, and their eyes and hair range from foamy white to coral pink. They decorate themselves with the treasures of the sea, wearing shell jewelry or scrimshaw, and clothing woven from underwater plants, or even salvaged sails. Each ocean giant carries a hand-crafted musical horn made from a conch shell, an object of cultural significance representing its family history and travels on the vast sea.

Many ocean giants view themselves as guardians of the sea, its creatures, and those who travel the waves, safeguarding their charges from remarkable coral towers. Others, however, claim domains measuring thousands of leagues, enslaving the beasts and aquatic races within and shattering any ship that dares trespass near their citadels of urchins and bones.

Adult ocean giants stand approximately 22 feet tall and weigh about 15,000 pounds. Most live to be about 500 years old.

Golem, Coral

This tall creature appears to be made of wrinkled stone and coral, bits of plant life clinging to its creased body and clawlike hands.

MYTHIC CORAL GOLEM[B4] **CR 11/MR 4**

XP 12,800

N Large construct (mythic)

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

Defense

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 160 (12d10+94)

Fort +6, **Ref** +4, **Will** +4

Defensive Abilities block attacks[MA], reef stance[MA]; **DR** 10/adamantine and epic; **Immune** construct traits, magic

Offense

Speed 30 ft.

Melee 2 claws +20 (1d6+12/19–20/x3 plus bleed and coral infestation)

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

Special Attacks bleed (1d6), coral infestation[MA], mythic power (4/day, surge +1d8)

Statistics

Str 28, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +22; **CMD** 32

Feats Great Fortitude[B, MF], Improved Critical[B, MF] (claw), Toughness[B, MF]

SQ aquatic reconstruction[MA], healing powder[MA], powerful blows (slam)

Ecology

Environment warm oceans or coastlines

Organization solitary or gang (1 mythic coral golem plus 2–5 non-mythic coral golems)

Treasure none

Special Abilities

Aquatic Reconstruction (Ex) Whenever a mythic coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 10. Additionally, if the remains of a destroyed mythic coral golem are placed in such a body of water, and the mythic coral golem had at least 1 point of mythic power remaining when it was destroyed, its body slowly reforms over the course of 2d4 days, at which point it animates again with full hit points and full uses of mythic power.

Coral Infestation (Ex) Whenever a coral golem damages a creature currently suffering from bleed damage with its claw attack, tiny fragments of living coral become dislodged in the victim's bloodstream, where they begin to slowly colonize the creature's body. Each hour, the creature must succeed on a DC 16 Fortitude save or suffer 1 point of Dexterity drain, as her body becomes stiff and rigid from coral growing inside. A creature reduced to 0 Dexterity while affected by this ability is completely petrified, transforming fully into coral. If the creature succeeds on three consecutive Fortitude saves, the remaining coral dies off. Similarly, a *remove disease* spell can stop the creature from having to make any further saving throws to resist the effect. Multiple instances of this ability do not stack, but do increase the saving throw DC by 1 for each additional instance (for example, a creature damaged by the coral golem's claw attacks three times while bleeding would need to succeed on DC 18 Fortitude saves to resist Dexterity drain, rather than DC 16). The saving throw DC is Constitution-based.

Healing Powder (Ex) As a full-round action, by expending 1 use of mythic power, a mythic coral golem can break off part of its body and grind it into a coral powder, which, if ingested, has strong healing properties. Breaking off a piece of itself in this way inflicts 2d10 points of damage to the mythic coral golem. Consuming the healing powder is a standard action that provokes attacks of opportunity, and causes the imbiber to heal 5d6 + 12 points of damage and heal 1 point of ability score damage to an ability score of the imbiber's choice.

Immunity to Magic (Ex) A mythic coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a mythic coral golem 1d6 points of damage per level of the caster (maximum 10d6).
- *Transmute rock to mud* slows a mythic coral golem (as the slow spell) for 1d6 rounds (no save).
- *Transmute mud to rock* increases the mythic golem's bleed damage to 2d6 for 3 rounds.
- *Soften earth and stone* causes a coral mythic golem to lose its damage reduction for 3 rounds.

Tough Construction (Ex) A mythic coral golem is built particularly sturdily. It gains Great Fortitude and Toughness as bonus feats.



Coral golems are constructs made entirely of colonies of living coral drawn from the ocean. While their sharpened appendages are capable of performing tasks that require meticulous precision, they are equally useful in martial combat. Wizards and sorcerers employ coral golems to collect delicate specimens of plant life from local beaches, spear and retrieve fish from the ocean for meals, and protect valuable locations such as their masters' homes or veins of minerals and other potent resources. A coral golem is 9 feet tall and weighs 1,000 pounds.

Hippocampus

This creature has the foreparts of a horse and the hindquarters of a fish. Its forelegs end in splayed fins rather than hooves.

ADVANCED MYTHIC HIPPOCAMPUS[B2] **CR 3/MR 1**

XP 800

N Large magical beast (aquatic, mythic)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Defense

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 41 (3d10+25)

Fort +7, **Ref** +4, **Will** +4

Offense

Speed 5 ft., swim 60 ft.

Melee bite +7 (1d4+5), tail slap +2 (1d4+2)

Space 10 ft.; Reach 5 ft.

Special Attacks mythic power (3/day, surge 1d6), splash[MA]

Statistics

Str 20, **Dex** 13, **Con** 19, **Int** 2, **Wis** 16, **Cha** 15

Base Atk +3; **CMB** +9; **CMD** 20

Feats Extra Mythic Power, Skill Focus (Swim), Toughness

Skills Perception +8, Swim +16

SQ sea stallion[MA], water dependency

Ecology

Environment any water

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

Treasure none

Special Abilities

Sea Stallion (Su) By spending one use of its mythic power, a hippocampus can grant its rider the ability to breathe water for up to 1 hour. If its rider can already breathe water, it can instead grant the ability to attack underwater without penalty as if using *freedom of movement* for 1 hour. This does not confer any of the other benefits of *freedom of movement*. These abilities apply only as long as the rider remains mounted on the mythic hippocampus. The rider may dismount from the hippocampus, holding his breath while away from the creature, and return to it and resume breathing water, but the duration of this effect continues to elapse even while the rider is dismounted.

Splash (Ex) As a standard action, a mythic hippocampus can smash its tail against the water, churning up a powerful wave that drenches a 10-foot cone-shaped burst, extinguishing any nonmagical fires in that area. This splash also acts as a bull rush combat maneuver against any creatures in the area. If a mythic hippocampus can spend one use of its mythic power while using this ability, any creatures that are successfully bull rushed are also knocked prone.

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

A hippocampus's scales vary in color from ivory to deep green to cerulean blue with shades of silver. Aquatic races such as merfolk and locathahs often train hippocampi as steeds or as draft animals used to pull cunningly designed underwater carriages. In the wild, hippocampi prefer to dwell in relatively shallow waters where their favorite food (seaweed and kelp) is more plentiful and larger predators are less common. These creatures often travel in large schools, analogous to free-roaming herds of wild horses on the surface world.



Kraken

This tremendous leviathan resembles a vast squid, yet the markings on its body are strangely unsettling to look upon.



MYTHIC KRAKEN[B1] **CR 22/MR 9**

XP 614,400

NE Gargantuan magical beast (aquatic, mythic)

Init +13/-7[MF], dual initiative[MA]; **Senses** darkvision 60 ft., low-light vision, eyes of the deep[MA]; Perception +28

DEFENSE

AC 41, touch 6, flat-footed 41 (+35 natural, –4 size)

hp 420 (20d10+310)

Fort +23, **Ref** +12, **Will** +11; second save[MA]

DR 10/epic; **Immune** cold, mind-affecting effects, poison

OFFENSE

Speed 10 ft., swim 40 ft., jet 280 ft.

Melee 2 arms +28 (2d6+12/19–20 plus grab), 8 tentacles +26 (1d8+6/19–20 plus grab), bite +28 (2d8+12)

Space 20 ft.; **Reach** 20 ft. (40 ft. with tentacles, 60 ft. with arms)

Special Attacks constrict (1d8+18), fling[MA], ink cloud, lord of the lightless depths[MA], master of the waves[MA], mythic power (9/day, surge 1d10), rend[MA] (2 tentacles, 1d8+18), rend ship, sea of blood[MA], swallow whole[MA] (6d6 slashing damage plus 6d6 acid damage, AC 27, 42 hp)

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

1/day—*control weather*, *control water*, *control winds*, *dominate monster* (DC 24; animal only), *resist energy*, *seamantle*, *tsunami* (DC 24),

whirlwind (DC 23)

Statistics

Str 34, **Dex** 10, **Con** 33, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +20; **CMB** +36 (+40 grapple, +38 trip); **CMD** 48 (can't be tripped)

Feats Arms of the Deep[MF], Bleeding Critical[MF], Blind-Fight, Combat Expertise, Critical Focus, Improved Critical (arms), Improved Critical (tentacles), Improved Initiative[MF], Improved Trip, Inescapable Grasp[MF], Multiattack, Power Attack[MF]

Skills Intimidate +25, Knowledge (geography) +25, Knowledge (nature) +25, Perception +28, Stealth +11, Swim +43, Use Magic Device +25

Languages Aquan, Common

SQ clouds of darkness[MA], tenacious grapple

Ecology

Environment any ocean

Organization solitary

Treasure triple

Special Abilities

Clouds of Darkness (Ex) If a kraken's ink cloud touches the water's surface, it creates a murky black *fog cloud* 20 feet high above the ink cloud. It can expend one use of mythic power to increase the cloud's height to 40 feet and make it as dark as *deeper darkness*.

Eyes of the Deep (Ex) A mythic kraken gains blindsight to a range of 120 feet underwater and within its clouds of darkness; this blindsight does not otherwise extend out of the water.

Ink Cloud (Ex) A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based.

Kraken Ink: Ink cloud—contact; *save* Fort DC 31; *frequency* 1/round for 10 rounds; *effect* 1 Str damage plus nausea; *cure* 2 consecutive saves.

Jet (Ex) A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line but does not provoke attacks of opportunity while jetting.

Lord of the Lightless Depths (Su) A mythic kraken may expend one use of its mythic power to make the waters filling its space and adjacent squares as dark, chilly, and pressurized as those a thousand fathoms below for 1 minute. The waters offer total concealment (or concealment against creatures with darkvision), and creatures beginning their turn in the area take 6d6 points of pressure damage and 1d6 points of cold damage and becomes fatigued from hypothermia; a DC 31 Fortitude save halves damage and negates fatigue.

Master of the Waves (Sp) A mythic kraken gains *control water*, *seamantle*, *tsunami*, and *whirlwind* as spell-like abilities and may expend mythic power to duplicate the mythic and augmented versions of these spells.

Rend Ship (Ex) As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the kraken gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Sea of Blood (Su) A mythic kraken can expend one use of mythic power to transform its ink cloud into turgid, clinging blood. Creatures other than the mythic kraken within the blood take 1d6 points of bleed damage per round and become sickened and nauseated for as long as they remain in the sea of blood and for 1 minute thereafter; a DC 31 Fortitude save makes the damage nonlethal and negates the nauseated condition.

The legendary kraken is one of the greatest of sailors' fears, for here is a creature the size of a whale, one that can strike from the unseen depths below, can command the winds and weather that a ship needs to move, and possesses the cruel intellect of the world's most creative and spiteful criminals. Some believe krakens to be a punishment of the gods, while others hold them to be the true lords of the deep, with the air-breathing races naught but their cattle.

A kraken measures nearly 100 feet in length and weighs 4,000 pounds.



Leshy, Seaweed

This massive, eel-like dragon has two webbed talons. Its tail ends in large and powerful-looking flukes.

MYTHIC SEAWEED LESHY **CR 4/MR 1**

XP 1,200

N Small plant (aquatic, leshy, mythic, shapechanger)

Init +1; **Senses** low-light vision; Perception +7

Defense

AC 16, touch 12, flat-footed 15 (+1 armor, +1 Dex, +3 natural, +1 size)

hp 38 (4d8+20)

Fort +6, **Ref** +2, **Will** +3

Immune electricity, sonic, plant traits

Offense

Speed 20 ft., swim 20 ft.

Melee slam +4 (1d6)

Ranged jet +5 (1 plus blind)

Special Attacks sargasso strangler[MA], sneak attack +1d6, mythic power (1/day, surge 1d6)

Spell-Like Abilities (CL 8th; concentration +9)

Constant—*pass without trace*

1/day—*entangle* (in water only, DC 12), *plant shape I* (aquatic assassin vine)

Statistics

Str 10, **Dex** 13, **Con** 14, **Int** 9, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 13

Feats Ability Focus (water jet), Toughness[MF]

Skills Perception +7, Stealth +9 (+13 in water), Survival +3 (+7 in water), Swim +8; **Racial Modifiers** +4 Stealth in water, +4 Survival in water

Languages Druidic, Sylvan, plantspeech (seaweed)

SQ air cyst, amphibious, change shape (Small seaweed; *tree shape*), seaweed strider[MA], verdant burst

Ecology

Environment any ocean or coastline

Organization solitary or patch (2–16)

Treasure standard

Special Abilities

Air Cyst (Su) Seaweed leshys constantly grow small bulbs filled with air. As a move action, they can detach a bulb and give it to another creature. If consumed as a standard action, this air cyst grants *water breathing* (as the spell) for 10 minutes. Seaweed leshys can have a maximum of four usable air cysts at any one time, and air cysts regrow at a rate of one per 24 hours.

Change Shape (Su) Mythic seaweed leshys can transform into seaweed, sea grass, kelp, and similar Small plants, with results similar to the *tree shape* spell. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.

Plantspeech (Ex) Mythic seaweed leshys can speak with seaweed and similar aquatic plants as if subject to a continual *speak with plants* spell.

Sargasso Strangler (Sp) Once per day, a mythic seaweed leshy can expend one use of its mythic power to assume the form of an aquatic assassin vine, as if using *plant shape I*. In this form it retains its swim speed and its Special Abilities and special qualities.

Seaweed Strider (Ex) A mythic seaweed leshy can see without obstruction and move through areas of kelp, seaweed, sea grass, and similar aquatic vegetation without indrance or damage, even if that vegetation is magically animated. This ability does not protect it from the attacks of plant creatures.

Verdant Burst (Ex) When slain, a mythic seaweed leshy explodes in a burst of fertile energies. All plant creatures within 30 feet heal 1d8+2 points of damage and fungi quickly infest the area. If in aquatic or swamp terrain, the area is treated as difficult terrain for 24 hours and then subsides to a normal level of aquatic plant growth.

Water Jet (Ex) A seaweed leshy can expel a high-pressure jet of water from its mouth to a rnage of 30 feet. It must make a ranged touch attack to strike a target; if it hits, the blast deals 1 point of bludgeoning damage (this damage is not modified by Strength). In addition, the target is blinded for 1 round (DC 15 Fortitude negates). The save DC is Dexterity-based.

Seaweed leshys usually dwell along coastlines, happily splashing and playing in tide pools, but they are equally at home at sea, floating among large kelp beds. Although perfectly capable of existing out of water indefinitely, seaweed leshys prefer to limit their time away from the sea almost out of a sense of pride. Most seaweed leshys take a dim view of freshwater plant life, to the point of mocking such plants in the same way an urbanite might talk down to folk who live in more rural areas. Rumors

of freshwater leshys are a sure way to bring peals of mocking laughter from a seaweed leshy.

Seaweed leshys resemble miniature, waterlogged green humans grown from leafy green seaweed, with skinny arms and legs, webbed hands and feet, and long strands of brown, green, or red seaweed for hair. They wear armor made from a pair oflarge clam shells or from several smaller shells tied together. This armor functions as a suit of masterwork padded armor for a seaweed leshy, but not for any other creature.

Patient and thoughtful by inclination (save for matters associated with those silly freshwater leshys), seaweed leshys believe that in time nature brings what is needed by the ebb and flow of the tide or the steady flow of the river. They counsel against hasty decisions and rash actions, always preferring to wait and see what another day might bring.



Growing A Mythic Seaweed Leshy

A mythic seaweed leshy can be grown in seawater, knitted together from strands of kelp and sea grass treated with algae and bone ash every day. A mythic seaweed leshy quickly constructs its armor from driftwood, shells, and stones without need for a skill check, taking one day of labor. Only a mythic creature can create a mythic seaweed leshy, expending one use of mythic power per day spent on the ritual.

RITUAL **6,750 GP**

CL 10th

Requirements **Cost 3,375 gp**

1st mythic tier, Knowledge (nature) 5 ranks, *plant growth*, *summon nature's ally III*, *water breathing*

Skill Knowledge (nature) DC 16



Linnorm, Fjord

This massive, eel-like dragon has two webbed talons. Its tail ends in large and powerful-looking flukes.

MYTHIC FJORD LINNORM[B3] CR 20/MR 8

XP 307,200

CE Gargantuan dragon (aquatic, mythic)

Init +18[MF]; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Perception +24

Aura frightful presence[MA] (160 ft., DC 27)

DEFENSE

AC 38, touch 12, flat-footed 32 (+6 Dex, +26 natural, –4 size)

hp 344 (16d12+240); regeneration 10 (cold iron)

Fort +20, **Ref** +18, **Will** +15

Defensive Abilities *freedom of movement*; **DR** 15/ cold iron and epic; **Immune** cold, curse effects, mind-affecting effects, paralysis, poison, sleep; **SR** 35

OFFENSE

Speed 30 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +27 (2d8+15/1–20/×3 plus poison), 2 claws +27 (2d6+15), tail +22 (2d6+7 plus grab)

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

Special Attacks breath weapon[MA], capsize[MA], cold iron hatred[MA] +8, constrict (tail, 2d6+22), death curse[MA], fluke spray[MA], mythic power (8/day, surge +1d10), ship hunter[MA], tidal wave[MA]

Spell-Like Abilities[MA] (CL 16th; concentration +25)
At will—*hydraulic torrent*
3/day—*control water*, quickened *hydraulic torrent*
1/day—*control weather*

STATISTICS

Str 40, **Dex** 23, **Con** 30, **Int** 5, **Wis** 21, **Cha** 28

Base Atk +16; **CMB** +35 (+39 grapple, +41 bull rush); **CMD** 51 (57 vs. bull rush, can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Bull Rush[MF], Improved Critical[MF] (bite), Improved Initiative[MF], Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (hydraulic torrent), Vital Strike

Skills Fly +19, Perception +24, Swim +42

Languages Aklo, Draconic, Sylvan

SQ amphibious

ECOLOGY

Environment cold mountainous coastlines

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a fjord linnorm can expel a 120-foot line of icy fluid, dealing 16d8 points of cold damage to all creatures struck (Reflex DC 28 for half damage). The freezing liquid quickly hardens to sheets of ice, causing any creature that takes damage to move at only half its normal speed for 1d4 rounds. A DC 28 Strength check made as a full-round action allows a character to break free of the ice before this duration expires. The save DC and Strength check DC are Constitution-based.

If the linnorm expends one use of its mythic power when using its breath weapon, the line of icy fluid is accompanied by a mythic *wall of ice*[MAdv] sharing the same space for a number of rounds equal to its Hit Dice.

Death Curse (Su) *Curse of Drowning*: *save* Will DC 27; *effect* creature can never gain the benefit of water breathing, and if it possesses this ability, loses it as long as it suffers the curse. In addition, the creature can hold its breath only half as long as normal, and whenever the cursed creature holds its breath, it functions as if sickened.

When a mythic fjord linnorm expends one use of mythic power with its curse of drowning, a cursed creature is affected as if by the spell suffocation (Fortitude save DC equals the curse's save DC) when it must hold its breath to avoid drowning. This effect can only apply to the same creature once per hour.

Fluke Spray (Ex) If a mythic fjord linnorm is in at least 10-foot-deep water, it can to forgo its tail attack as part of an attack action or full-attack action and throw a powerful spray of water in a 30-foot cone. The water deals 4d6 bludgeoning damage to all creatures in the area (Reflex DC 28 for half damage). If the linnorm expends one use of mythic power, the water deals 8d6 bludgeoning damage and makes a bull rush check (using the linnorm's CMB) against creatures failing their Reflex saves. The save DC is Constitution-based.

Poison (Su) Bite—injury; *save* Fort DC 28; *frequency* 1/round for 10 rounds; *effect* 3d6 cold damage and 1d6 Con drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

Ship Hunter (Ex) Three times per day, a mythic fjord linnorm can choose a seagoing vessel to hunt. The linnorm gains the benefits of the ranger's favored enemy class ability (class level equals Hit Dice) against this vessel, typically giving it a +6 bonus on applicable skill checks, attack rolls, and damage rolls against that ship or any creature aboard it.

Spell-Like Abilities (Sp) A mythic fjord linnorm gains the use of the listed spell-like abilities. dditionally, it can expend uses of mythic power to use and augment *hydraulic torrent* as a mythic spell-like ability.

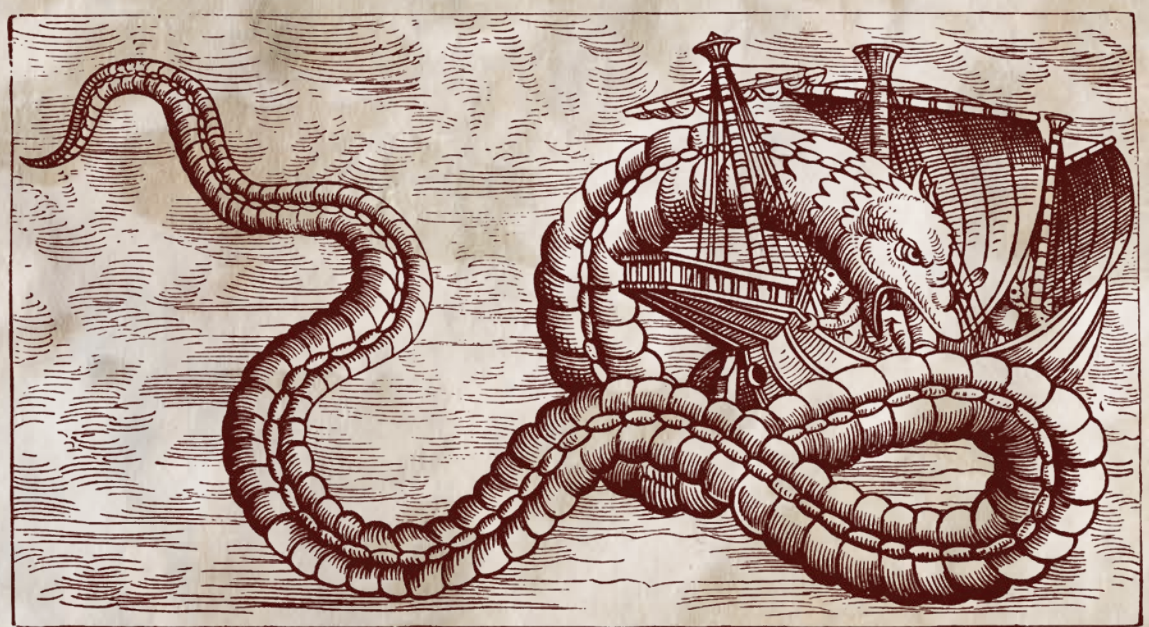
Tidal Wave (Ex) A mythic fjord linnorm can create a massive wave once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore. Treat the targets as if struck by an avalanche, in the bury zone (Reflex DC 33 for half damage). Those failing their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits. The save DC is Strength-based.

By expending one use of mythic power as a swift action while creating the tidal wave, the linnorm increases the length of affected coastline to 240 feet and targets all creatures within 60 feet of shore. The save DC increases by half the linnorm's mythic rank.

Fjord linnorms dwell among the deep waters that grace northern coastlines where fingers of land create complex rivulets, venturing out to sea to feed on sharks and whales when they cannot find settlements or traveling caravans to savage. As their favored haunts often overlap with coastal trade routes, regions known to be within the territory of a fjord linnorm are often avoided by ships. Fjord linnorms are not particularly adept at capsizing ships, as are some other large aquatic monsters, but one might argue that such tactics are unnecessary for a creature the size and power of a fjord linnorm in the first place.

Both the curse and poison of a fjord linnorm are extremely dangerous for those who frequent the waterways of the north. The fjord linnorm's curse is particularly devastating to aquatic creatures, and such beings are careful to avoid any possible conflict with such linnorms.

A fjord linnorm is 60 feet long and weighs just over 10,000 pounds.



Lycanthrope

Lycanthropy is one of the most dreaded of all curses, turning allies and friends into ravening beasts. In a mythic campaign, you can use the standard lycanthrope template alongside class levels and mythic tiers, following the standard mythic paths. Alternatively, you can use the following mythic template, granting mythic ranks and the following abilities instead, based on the CR of the original lycanthrope (including the CR adjustment for the non-mythic lycanthrope, but not the adjusted CR based on the mythic ranks it gains from this template).

Creating a Mythic Lycanthrope

"Mythic lycanthrope " is an acquired template that can be added to any creature with the lycanthrope template (referred to hereafter as the base lycanthrope). A mythic lycanthrope uses the base lycanthrope's stats and abilities except as noted here.

Mythic Subtype: A mythic lycanthrope gains the mythic subtype, with a rank equal to half the CR of the base lycanthrope. A mythic lycanthrope gains additional abilities depending on the base lycanthrope's CR instead of the mythic abilities it would get for having a rank. The mythic lycanthrope gains all other benefits of having the mythic subtype: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance increase (if any).

CR: Adjust the base lycanthrope's CR according to its mythic rank (this template doesn't increase the base lycanthrope's CR other than from the mythic rank). Note that a mythic lycanthrope's abilities on Table 1 depend on the base lycanthrope's CR, not the final CR of the mythic lycanthrope.

Tier: A lycanthrope with mythic tiers that becomes a mythic lycanthrope loses its tiers (and all abilities from those tiers) and gains abilities from the mythic lycanthrope template, according to the base lycanthrope's CR.

Table 10–1: Mythic Lycanthrope Abilities

Base Creature CR	Mythic Rank	Mythic Abilities
1–3	1st	Bloodthirsty, curse of lycanthropy, regeneration, skintalker
4–5	2nd	Bloodscent, powerful rage
6–7	3rd	Brotherhood of the skin
8–9	4th	Enhanced rage, sovereign skin
10–11	5th	Great beast
12–13	6th	Herald of the skin
14–15	7th	Run with the pack
16–17	8th	Create mythic lycanthrope
18–19	9th	Impervious skin
20+	10th	Wild hunt

Bloodthirsty (Ex): A mythic lycanthrope gains the blood rage universal monster ability, though once per day per mythic rank it may choose to suppress this rage (or any other rage effect) for 1 round as a free action. If the lycanthrope has the rage class feature, it does not gain the blood rage (or powerful rage or enhanced rage) abilities but instead adds mythic rank to its class level for all purposes relating to rage, including acquiring (and qualifying for) bonus rage powers or rage-related class features, such as greater rage and tireless rage. If this increases its effective level over 20th, it gains one additional rage power per 2 levels beyond 20th.

In addition to this blood rage, a mythic lycanthrope's bite deals bleed damage equal to one-half its mythic rank (minimum 1) on a hit.

This bleed damage stacks. On a critical hit with its bite, or if it expends one use of its mythic power on a normal hit, the target also takes 1 point of Constitution bleed.

Curse of Lycanthropy (Su): A mythic lycanthrope adds its mythic rank to the save DC to resist its curse of lycanthropy, or even notice its presence. The curse cannot be removed by non-mythic effects.

Regeneration (Ex): A mythic lycanthrope gains regeneration equal to its mythic tier. Its regeneration can be suppressed only by silver weapons.

Skintalker (Su): A mythic lycanthrope can converse with animals of its type as *speak with animals*, and adds its mythic rank to the bonus it gains on Diplomacy checks with such animals from its lycanthropic empathy.

Bloodscent (Ex): At 2nd rank, a mythic lycanthrope multiplies the distance at which it can detect a creature by scent by its mythic rank. It can pinpoint the location a creature taking bleed damage within 5 feet times its mythic rank. It also gains a bonus equal to twice its mythic rank on Survival checks to track a creature taking bleed damage by scent.

Powerful Rage (Ex): At 2nd rank, a mythic lycanthrope may select a barbarian rage power, which functions whenever its blood rage is active. It treats its mythic rank as its barbarian level for all purposes related to rage powers. It gains an additional rage power at 6th and 10th tier. These rage powers cannot be changed once chosen. A mythic lycanthrope may select the Extra Rage Power feat.

Brotherhood of the Skin (Sp): At 3rd rank, a mythic lycanthrope can summon animals (including dire animals) of its type once per hour, as if using *summon nature's ally III*. A mythic lycanthrope can summon animals of its type not on the standard list, including swarms, treating them as the level of other animals with the same CR. A mythic lycanthrope also can add the advanced or giant simple template to these animals, treating them as one level higher, or both templates, treating them as two levels higher, or the young template, treating them as one level lower. These animals understand the lycanthrope as if using *speak with animals* and serve it for 1 hour or until slain. Once per day, it can double the number of animals summoned, or may summon the normal number of creatures with the savage mythic simple template. It can expend one use of its mythic power to perform this enhanced summons an additional time per day.

Each time a mythic lycanthrope gains a mythic rank, it increases the effective level of its *summon nature's ally* ability. At 10th tier, all animals it summons gain the savage mythic simple template.

Enhanced Rage (Ex): At 4th rank, the bonuses to Strength and Constitution from the mythic lycanthrope's blood rage improve to +4, and the lycanthrope may choose to reallocate up to 4 points of these bonuses to Dexterity instead. These bonuses improve to +6 at 8th rank, and may reallocate up to 6 points to Dexterity.

Sovereign Skin (Ex): At 4th rank, a mythic lycanthrope retains its DR/silver in its humanoid form. In animal or hybrid form, it gains fortification (25%); this fortification does not apply against critical hits or sneak attacks with silver weapons. This increases to fortification (50%) at 7th rank and fortification (75%) at 10th rank.

Great Beast (Sp): At 5th rank, a mythic lycanthrope in animal or hybrid form may increase its size at will as a standard action lasting 1 minute. This functions as *enlarge person*, but if the lycanthrope is in animal form and expends one use of its mythic power it functions as *animal growth*.

Herald of the Skin (Su): At 6th rank, as a standard action a mythic lycanthrope can see, hear, and speak through the body of an animal it has summoned. The mythic lycanthrope can use this ability indefinitely on one creature at a time, as long as it and the summoned creature remain on the same

plane. A mythic lycanthrope using this ability can't move, but is still aware of its surroundings and can end this ability as a free action. In addition, when it summons animals it can designate one as its herald; this herald does not disappear after one hour but serves until death. As long as the herald lives, the number of creatures the lycanthrope summons is reduced by 1 each time it uses its *summon nature's ally* ability.

Run with the Pack (Sp): At 7th rank, a mythic lycanthrope can touch a creature and polymorph it into an animal or dire animal of its type, as *beast shape II*. A successful Fortitude save (DC 15 + the lycanthrope's Wisdom modifier) negates this transformation and grants immunity to this effect for 24 hours. A failed save forces the target into animal form for a number of minutes equal to the lycanthrope's mythic rank, at which point the target gains a second saving throw. If failed, the transformation lasts for an additional 24 hours, after which a third save is allowed. If failed, the transformation becomes permanent. This is a curse effect. The mythic lycanthrope can use this ability as a standard action a number of times per day equal to its mythic rank. It can expend two daily uses of this ability to use it as a swift action after hitting a creature with its bite.

Create Mythic Lycanthrope (Su): At 8th rank, a mythic lycanthrope can expend one use of mythic power when using a creature fails its saving throw against its curse of lycanthropy to cause the victim to transform into a lycanthrope the next night, rather than waiting until the next full moon. The mythic lycanthrope can expend two uses of mythic power when using a creature contracts its curse of lycanthropy to create a mythic lycanthrope.

Impervious Skin (Ex): At 9th rank, a mythic lycanthrope's DR/silver increases by 5, and its damage reduction cannot be overcome by weapons that are not silver or mithral, regardless of their enhancement bonus or abilities that normally bypass damage reduction, such as a paladin's smite evil or a mythic champion's fleet charge.

Wild Hunt (Su): At 10th rank, a mythic lycanthrope can expend one use of its mythic power to grant itself and a number of animals or lycanthropes of its type equal to its Hit Dice the ranger's quarry class feature for 24 hours, designating a single creature as the target of the hunt. As a full-round action, the lycanthrope may expend one use of its mythic power to grant all participants in the wild hunt the benefits of *longstrider*, *tireless pursuers*, and *air walk* (caster level equal to the lycanthrope's Hit Dice), or it may expend two uses of mythic power to grant all members of the hunt the agile mythic simple template for 1 hour.

Lycanthrope, Wereshark

This muscular creature has a human body, but the head of a ravenous shark, complete with jet-black eyes and razor-like teeth.

MYTHIC WERESHARK[B4] (HYBRID FORM) FIGHTER 3 CR 4/MR 1

XP 1,200

CE Medium humanoid (human, mythic, shapechanger)

Init +1; **Senses** blindsense 30 ft., low-light vision, keen scent; Perception +3

Defense

AC 17, touch 11, flat-footed 16 (+1 Dex, +7 natural)

hp 46 (3d10+25); regeneration 1 (silver)

Fort +6, **Ref** +2, **Will** +3 (+1 vs. fear)

Defensive Abilities bravery +1; **DR** 10/silver

Offense

Speed 30 ft.

Melee mwk longspear +9 (1d8+6/x3), bite +2 (1d8+2 plus curse of lycanthropy)

Ranged trident +5 (1d8+4)

Special Attacks blood rage, bloodthirsty, curse of lycanthropy (DC 16), mythic power (1/day, surge +1d6)

Statistics

Str 19, **Dex** 12, **Con** 16, **Int** 8, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 18

Feats Cleave[MF], Furious Focus[APG], Power Attack, Toughness, Weapon Focus (longspear)

Skills Diplomacy ⊠1 (+4 with sharks), Perception +3,

Survival +8, Swim +10

Languages Common, skintalker

SQ armor training 1, change shape (human, hybrid, and shark; *polymorph*), lycanthropic empathy (sharks and dire sharks)

Ecology

Environment any oceans or coastlines

Organization solitary, pair, or shiver (3–6)

Treasure NPC gear (masterwork longspear, 2 tridents, other treasure)

MYTHIC WERESHARK CHIEFTAIN (HYBRID) CR 13/MR 5

XP 25,600

Hobgoblin barbarian (scarred rager UC) 11

LE Large humanoid (goblinoid, mythic, shapechanger)

Init +3; **Senses** bloodscent, darkvision 60 ft., low-light vision, scent, keen scent; Perception +16

Defense

AC 34, touch 11, flat-footed 31 (+7 armor, +1 deflection, +3 Dex, +16 natural, –2 rage, –1 size)

hp 224 (11d12+147); regeneration 5 (silver)

Fort +15, **Ref** +7, **Will** +9; +6 vs. spells, spell-like abilities, and supernatural abilities, +7 vs. enchantments

Defensive Abilities fortification (25%), improved uncanny dodge, indomitable will, scarification 3, sovereign skin, tolerance, improved tolerance; **Immune** frightened, nauseated, shaken, sickened; **DR** 10/epic and silver and 3/—

Offense

Speed 20 ft., swim 40 ft.

Melee bite +20 (1d8+10/19–20 plus bleed and curse of lycanthropy), 2 claws +20 (2d6+10/19–20/x3) or lance +21/+16/+11 (2d6+16/x3)

Ranged spear +13 (2d6+10/x3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with lance)

Special Attacks brotherhood of the skin (*summon nature's ally V*), curse of lycanthropy (DC 20), great beast, greater rage (38 rounds/day), mythic power (5/day, surge +1d8), rage powers (as barbarian 16, beast totem APG, fearless rage, ferocious mount APG, greater beast totem APG, greater ferocious mount APG, internal fortitude, lesser beast totem APG, reckless abandon APG, superstition +6, witch hunter APG +5)

Statistics

Str 30, **Dex** 16, **Con** 24, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +11; **CMB** +22; **CMD** 35

Feats Extra Rage Power (reckless abandon APG), Extra Rage Power (superstition), Mounted Combat MF, Power Attack MF, Ride-By Attack, Spirited Charge MF

Skills Climb +12, Diplomacy +7 (+16 with sharks), Intimidate +10 (+15 non–barbarian humanoids), Linguistics +1, Perception +16, Ride +14, Survival +6, Swim +19; **Racial Modifiers** +5 Intimidate non-barbarian humanoids, +4 Stealth

Languages Common, Goblin, Tribal, skintalker

SQ curse of lycanthropy, lycanthropic empathy (sharks), terrifying visage

Combat Gear *potion of barkskin* +4, *potion of good hope*, *potion of greater magic fang* +2, *potion of haste*, 3 spears; **Other Gear** *+1 breastplate, ring of protection +1, +1 lance, cloak of resistance +1, amulet of mighty fists (keen), +2 belt of giant strength*

Base Statistics When not raging, the barbarian's statistics are **AC** 36, touch 13, flat-footed 33; **hp** 131; **Immune** all immunities lost; **Melee** bite +17 (1d8+7/19–20) and lance +18/+13/+8 (2d6+11/x3); **Str** 24, **Con** 18; **CMB** +19, **CMD** 32; Climb +9, Swim +16

In either humanoid or hybrid form, a wereshark is generally burly, has a mouth full of unusually large teeth, and typically has a personality that is both crude and bullying. They're bloodthirsty and are very easy to anger. They will jump into fights they have no stake in just to snap bones and draw blood.

Weresharks prefer life at sea or in port settlements commonly frequented by seagoing merchants and pirates. They can be found leading pirate gangs or loitering at seaside taverns accompanied by crowds of toadies. Since they get into fights so often, they try to stick close to the sea so they can escape into the water if they bite off more than they can chew. The other members of a wereshark's crew learn quickly that the boss is bound to skip out without much notice once a bigger fish comes along.





Merfolk

Slipping in and out of the crashing waves, this beautiful woman has the lower torso of a long, slender fish.

MYTHIC MERFOLK **CR 1/MR 1**

XP 400

Merfolk warrior 1

N Medium humanoid (aquatic)

Init +1; **Senses** low-light vision, mistsight[MA]; Perception +0

Defense

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 15 (1d10+10)

Fort +4, **Ref** +1, **Will** –1

Offense

Speed 5 ft., swim 50 ft.

Melee trident +2 (1d8+1)

Ranged heavy crossbow +2 (1d10/19–20)

Special Attacks mythic power (1/day, surge 1d6)

Statistics

Str 13, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 13 (can't be tripped)

Feats Eel Strike, Share Breath[MF]

Skills Perception +3, Swim +13

Languages Aquan, Common, aquatic telepathy[MA]

SQ amphibious

Ecology

Environment temperate ocean

Organization solitary, company (2–4), patrol (3–10 plus 2 lieutenants of 3rd level and 1 leader of 3rd–6th level), or shoal (11–60 plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, 3 captains of 7th level, and 8–12 dolphins)

Treasure NPC gear (trident, heavy crossbow with 10 bolts, other treasure)

Special Abilities

Aquatic Telepathy (Su) A mythic merfolk can mentally communicate with aquatic animals. She can calm them as a druid using wild empathy, with a +6 bonus on the check. She also can communicate with them as if using *speak with animals* but with a range of 100 feet. In addition, if she expends one use of mythic power she can duplicate any of the following spells: *animal trance*, *calm animals*, *charm animal*, *hold animal*, *possess animal*, or *whispering wind* (though this spell is transmitted through water rather than air). These take effect at caster level 3 but are supernatural rather than spell-like. This ability can affect aquatic vermin and magical beasts with Intelligence 3 or lower as if they were animals. Save DCs are Charisma-based.

From the waist up, merfolk have the torsos of well-built humans and delicate features reminiscent of elves and other humanoids tied to the natural world. A merfolk's lower body consists of the fins and tail of a great fish. Depending on the region, the scales of merfolk vary in hue, including gleaming silver, pale green, or even blue with stripes of yellow and crimson. Merfolk typically measure 6 to 8 feet in length and weigh over 200 pounds, with females being slightly smaller than males. Although amphibious, merfolk move only with difficulty on land and rarely wander more than a mile from sea.

It is quite rare for a merfolk to make contact with a creature not of its kind. In fact, many go to great lengths to steer sailors away from their lands, even resorting to violence if necessary. Ancient accounts hint at merfolk protecting a terrible secret bound to the depths, and though no reports mention what this secret is, the lengths merfolk go to remain isolated from other races highlight the importance of this safeguard.

While merfolk outwardly appear to be a beautiful and powerful race, some sages and seafarers whisper that degenerate and mutated merfolk roam the deepest, most isolated regions of the seas and oceans. Some evidence states that this offshoot fell to the worship of twisted and sinister powers lurking in the darkness below, while other theories include all merfolk in this sinister agenda, holding that even those merfolk who believe they control their own destinies are, in fact, merely unknowing puppets of a sinister and unknown master race deep under the sea.

Merrow

This giant has pale green, scaled skin and large, webbed hands and feet. On either side of its neck are slotted gills.

MYTHIC FRESHWATER MERROW[B2] CR 4/MR 1

XP 1,200

NE Large humanoid (aquatic, giant, mythic)

Init +4; **Senses** low-light vision; Perception +5

Defense

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, –1 size)

hp 38 (4d8+20)

Fort +7, **Ref** +5, **Will** +3

Offense

Speed 40 ft., swim 40 ft.

Melee 2 claws +6 (1d6+4 plus grab)

Ranged harpoon +6 (2d6+4/x3)

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

Special Attacks hooked harpoon[MA], mythic power (1/day, surge 1d6), rend[MA] (2 claws, 1d6+6)

Statistics

Str 19, **Dex** 18, **Con** 17, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 22

Feats Iron Will[MF], Power Attack

Skills Perception +5, Stealth +2 (+6 in water), Swim +12; Racial Modifiers +4 Stealth in water

Languages Giant

SQ amphibious

Ecology

Environment temperate lakes or rivers

Organization solitary, pair, gang (3–4), or family (5–16)

Treasure standard (2 harpoons, other treasure)

Special Abilities

Hooked Harpoon (Ex) A mythic merrow is proficient with the harpoon, and it can make a grapple check against a Medium or smaller creature on any hit with its harpoon, rather than only on a critical hit. Whenever a merrow has a creature grappled with its harpoon, it can attempt a drag combat maneuver against that creature as a swift action. A mythic merrow can expend one use of its mythic power on any grapple or drag combat maneuver check to roll twice and select the better result.

MYTHIC MERROW, SALTWATER[B2] CR 7/MR 3

XP 3,200

NE Huge humanoid (aquatic, giant, mythic)

Init +3; **Senses** low-light vision; Perception +7

Defense

AC 22, touch 11, flat-footed 19 (+3 Dex, +11 natural, –2 size)

hp 97 (7d8+66)

Fort +11, **Ref** +5, **Will** +4

DR 5/epic

Offense

Speed 40 ft., swim 40 ft.

Melee 2 claws +10 (2d6+7 plus grab)

Ranged harpoon +6 (3d6+7/x3)

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

Special Attacks hooked harpoon[MA], hullcracker[MA], mythic power (3/day, surge 1d6), rend[MA] (2 claws, 2d6+10), toss overboard[MA]

Statistics

Str 25, **Dex** 16, **Con** 23, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +5; **CMB** +14 (+18 grapple); **CMD** 27

Feats Improved Natural Attack (claw), Iron Will[MF], Power Attack[MF], Vital Strike

Skills Perception +7, Stealth –2 (+2 in water), Swim +15; Racial Modifiers +4 Stealth in water

Languages Giant

SQ amphibious

Ecology

Environment temperate lakes or rivers

Organization solitary, pair, gang (3–4), or family (5–16)

Treasure standard (2 harpoons, other treasure)

Special Abilities

Hooked Harpoon (Ex) As mythic freshwater merrow.

Hullcracker (Ex) A mythic saltwater merrow ignores the hardness of wooden objects, and if it hits the same wooden object with both claws it can rend that object. Its rend deals double damage against wooden objects, and if using its Power Attack feat its bonus damage applies to its rend damage (and is then doubled) as well as to the damage dealt by its claw attacks.

Toss Overboard (Ex) When a mythic saltwater merrow successfully grapples a creature smaller than itself with one of its claw attacks, as a swift action it can fling the target 1d6 x 5 feet in any direction it chooses. The creature takes 1d6 points of damage per 10 feet traveled or else falling damage from the height it was when it was grappled, whichever is greater. If it hits the target with both claws, it may rend the target and then use this ability.



Merrows are best described as the aquatic cousins of ogres. Although their green, scaled skin and webbed hands and feet make them appear different, merrows are just as cruel, savage, and wicked as their ogre relatives. The saltwater variety grows much larger than the freshwater variety, but the behavior and society of the two types are otherwise similar.

Merrows are known for pillaging small fishing villages and towns under cover of night. Similar to ogres, merrows have a strong sense of family and typically hunt in gangs, preferring to grab a couple of villagers and head back into the water rather than sticking around and dealing with armed resistance. Merrows have a stronger sense of unity than ogres do, and rarely will the leader of a tribe be challenged. When they have chosen a village or town to plunder, they attack as a gang and share the spoils.

Saltwater merrows easily reach 20 feet tall and 4,000 pounds, and have been known to hunt whales. The two species do not often come in contact, but when they do, feuding and conflict are swift to develop.

Nereid

This beautiful woman has pearlescent skin and long, dark hair. Her nudity is barely hidden by a diaphanous, wet shawl.

MYTHIC NEREID **CR 12/MR 5**

XP 9,600

CN Medium fey (mythic, water)

Init +9; **Senses** low-light vision; Perception +21

Aura beguiling aura (30 ft., DC 25)

Defense

AC 32, touch 27, flat-footed 22 (+7 deflection, +9 Dex, +1 dodge, +5 natural)

hp 156 (12d6+114)

Fort +11, **Ref** +17, **Will** +14; second save[MA]

Defensive Abilities fortification (50%)[MA], transparency; **DR** 10/cold iron and epic; **Immune** cold, poison; **SR** 23

Weaknesses shawl

Offense

Speed 30 ft., swim 60 ft.

Melee touch +15 (poison)

Ranged spray +15 touch (poison) (range 30 ft.)

Special Attacks drowning kiss, liquefy[MA], mythic power (5/day, surge 1d8), sea summoner[MA], virulent venom[MA]

Spell-Like Abilities (CL 12th; concentration +19)

At will—*control water*, *suggestion* (DC 20; only against creatures that are currently fascinated by her beguiling aura)

1/day—*summon monster VI* (water elementals only)

Statistics

Str 11, **Dex** 29, **Con** 24, **Int** 14, **Wis** 22, **Cha** 25

Base Atk +6; **CMB** +15; **CMD** 39

Feats Ability Focus (beguiling aura), Agile Maneuvers, Defensive Combat Training, Dodge[MF], Mobility, Weapon Finesse

Skills Bluff +22, Escape Artist +24, Knowledge (nature) +17, Perception +21, Perform (sing) +20, Sense Motive +21, Stealth +24, Swim +23; **Racial Modifiers** +8 Swim

Languages Aquan, Common, Sylvan

SQ call shawl[MA], change shape (medium water elemental, *elemental body II*), unearthly grace

Ecology

Environment any aquatic

Organization solitary or troupe (1 nereid plus 1 giant squid, 1 giant octopus, 1 giant moray eel, or an orca)

Treasure standard

Special Abilities

Beguiling Aura (Su) Any creature sexually attracted to women runs the risk of being beguiled by a nereid if it looks upon her beauty from a distance of 30 feet or less. If the creature fails a DC 25 Will save, it is immediately fascinated. A nereid may use her suggestion spell-like ability at will against creatures that are fascinated by her beguiling aura. This is a mind-affecting compulsion effect. The save DC is Charisma-based,

Call Shawl (Su) If a nereid's shawl is taken from her, she can sense its presence by concentrating as a standard action, as if she had cast *locate object*. If she has line of sight to the shawl and it is within 100 feet, she can expend one use of mythic power as a move action to teleport the shawl to her hand. If the shawl is destroyed, she can summon the tattered remnants of it to herself by expending one use of mythic power as an immediate action. If she has these remnants, each attempt to craft a new shawl takes only 1 hour to complete, and if she uses a mythic surge to enhance her saving throw for this purpose she can roll twice and select the better result.

Drowning Kiss (Su) A nereid can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a DC 23 Fortitude save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to –1 hit points and be dying; on the third round it must save again or die (see Drowning). The save DC is Constitution-based.

Liquefy (Su) When a mythic nereid touches a creature, rather than using its poison it can

transform the target (including all gear it carries) into liquid water (DC 23 Fortitude negates). While in this form, the target is affected similarly to *gaseous form*, but cannot fly and instead has a swim speed of 10 feet. This is a polymorph effect that lasts up to 1 minute, during which the target gains the water subtype and can breathe water. The target can attempt a new saving throw eachround at the end of its turn. Once the target succeeds on 2 consecutive saves, it can reform its body and gear. A mythic nereid can extend the duration of this effect to 1 hour by expending one use of its mythic power when using this ability, or to 24 hours by expending two uses. If it extends the duration, the target can attempt a new save to recover only once per minute (if the duration is 1 hour) or once per hour hour (if the duration is 24 hours) rather than once per round. The save DC is Constitution-based.

Poison (Ex) Touch or spray (range 30 ft.)—contact; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus blindness; *cure* 2 consecutive saves.

Sea Summoner (Su) When a mythic nereid summons water elementals, she can choose to give them the entropic[B2] or giant[B1] simple template. In addition, she can use *summon monster VI* more than once per day by expending one use of mythic power for each use after the first.

Shawl (Ex) A nereid's shawl (hardness 2, hp 6) contains a portion of her life force. If the shawl is ever destroyed, the nereid takes 1d6 points of Constitution drain per hour until she dies. A nereid can craft a new shawl from water by making a DC 25 Will save, but each attempt takes 1d4 hours to complete. Attempts to destroy or steal a nereid's shawl require the sunder or disarm attempts.

Transparency (Su) When underwater, a nereid's body becomes transparent, effectively rendering her invisible. She can become visible or transparent at will as a free action.

Unearthly Grace (Su) A nereid adds her Charisma bonus as a deflection bonus to her Armor Class and CMD if she wears no armor.

Virulent Venom (Ex) A mythic nereid adds one-half her mythic rank to the DC and duration of her poison. In addition, if she touches or sprays a living creature that is immune to poison or has a saving throw bonus that applies specifically to poison, she can expend one use of her mythic power as a free action to bypass that immunity and negate that bonus until the end of her next turn.



Nereids are capricious and often dangerous aquatic fey that appear as strikingly beautiful women, often seen bathing unclothed in the water. Many sailors have met their doom following a nereid, for though a nereid's beauty is otherworldly, her watery kiss is death. Others seek out nereids, for if one can secure control over the creature's shawl, the cloth can be used to force the nereid's compliance. A nereid forced to obey in this manner immediately attempts to slay her master as soon as she can secure her shawl's safety.

Octopus, Giant

A storm of tentacles, each twenty feet in length, flails with deadly precision from the leathery body of this gigantic octopus.

MYTHIC GIANT OCTOPUS **CR 10/MR 4**

XP 9,600

N Large animal (aquatic, mythic)

Init +11[MF]; **Senses** low-light vision; Perception +16

Defense

AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, –1 size)

hp 122 (12d8+68), regeneration[MA] 5 (acid or fire)

Fort +11, **Ref** +13, **Will** +7

Defensive Abilities ink cloud (30-foot-radius sphere); **DR** 10/epic

Offense

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +14 (1d8+6 plus poison), 8 tentacles +12 (1d4+3 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)

Special Attack clinging ink[MA], constrict (tentacle, 1d4+2), mythic power (4/day, surge 1d8)

Statistics

Str 22, **Dex** 17, **Con** 17, **Int** 10, **Wis** 12, **Cha** 3

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 29 (can't be tripped)

Feats Combat Reflexes, Improved Initiative[MF], Iron Will[MF], Lightning Reflexes, Multiattack[B], Skill Focus (Stealth), Stealthy

Skills Escape Artist +20, Perception +16, Stealth +32, Swim +14; **Racial Modifiers** +10 Escape Artist, +8 Stealth

Languages Aklo, Aquan (can't speak); *speak with animals* (cephalopods only)

SQ camouflage[MA], extreme compression[MA], keen intelligence[MA]

Ecology

Environment any ocean

Organization solitary

Treasure incidental

Special Abilities

Camouflage (Ex) A mythic giant octopus can change the color of its skin to match its surroundings while in natural terrain, and its coloration can shift and change even as it moves across different backgrounds. A mythic giant octopus takes no penalty on Stealth checks when moving at full speed, and it and can use the Stealth skill to hide in its natural terrain even if the terrain doesn't grant cover or concealment.

Clinging Ink (Ex) When a mythic giant octopus uses its ink cloud ability, its ink clings to creatures other than itself (DC 19 Reflex negates), clearly marking their location in a manner identical to *glitterdust* for 1 minute. In addition, creatures failing their save are blinded but can attempt a new save each round at the end of their turn to end this blindness.

Extreme Compression (Ex) A mythic giant octopus gains the compression[B2] ability, and as long as it is adjacent to a solid surface at least 10 feet wide it cannot be flanked. In addition, a mythic giant octopus can expend one use of its mythic power to make an Escape Artist check as a move action, regardless of the amount of time normally required for the check.

Ink Cloud (Ex) An octopus can emit a 30-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water and persists for 1 minute.

Jet (Ex) An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting and does not provoke attacks of opportunity when it does so.

Keen Intelligence (Ex) Mythic giant octopi are far more intelligent than their typical kin, able to understand several languages of the deep and to communicate with other octopi, squids, and similar cephalopods. Their intelligence makes them keen observers of their surroundings and quick to react when threatened. They always can act in a surprise round and can expend one use of its mythic power to be able to take a full-round action during a surprise round.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 saves.

While an ordinary octopus is a cunning animal capable of developing complex tactics to get its food, a giant octopus is a devious dweller in the depths capable of catching and eating sharks, humans, or anything else it can grab with its tentacles.



Sahuagin

This scaly humanoid has a long, fish-like tail. Its arms and legs end in webbed claws, and its piscine head features a toothy maw.

MYTHIC SAHUAGIN **CR 3/MR 1**

XP 800

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

Defense

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 25 (2d10+14)

Fort +4, **Ref** +4, **Will** +4

Weaknesses light blindness

Offense

Speed 30 ft., swim 60 ft.

Melee trident +4 (1d8+3), bite –1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2)

Ranged heavy crossbow +3 (1d10/19–20)

Special Attacks blood frenzy[MA], mythic power (3/day, surge 1d6), spontaneous mutation[MA]

Statistics

Str 14, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 15

Feats Extra Mythic Power[MF], Great Fortitude

Skills Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

Ecology

Environment temperate or warm ocean

Organization solitary, pair, team (5–8), patrol (11–20 plus 1 lieutenant of 3rd level and 1–2 sharks), band (20–80 plus 100% noncombatants, 1 lieutenant of 3rd level and 1 chieftain of 4th level per 20 adults, and 1–2 sharks), or tribe (70–160 plus 100% noncombatants, 1 lieutenant of 3rd level per 20 adults, 1 chieftain of 4th level per 40 adults, 9 guards of 4th level, 1–4 under-priestesses of 3rd–6th level, 1 priestess of 7th level, 1 baron of 6th–8th level, and 5–8 sharks)

Treasure NPC gear (trident, heavy crossbow with 10 bolts, other treasure)

Special Abilities

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter. While in a blood frenzy, a mythic sahuagin's melee attacks deal 1 point of bleed damage with each hit, and this bleed damage stacks. In addition, a mythic sahuagin's blindsense is treated as blindsight for the purpose of perceiving creatures taking bleed damage.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Spontaneous Mutation (Ex) A mythic sahuagin can tap into the latent mutational potential of its species by expending one use of mythic power as a swift action, granting it one of the following mutational benefits for 1 minute.

- *Blind Angler:* The sahuagin's skin becomes pallid and eyeless. While blind (and therefore immune to visual effects), its blindsense increases to 90 feet and it gains Blind-Fight as a bonus feat. A glowing tendril protruding from its head a sightless sahuagin causes all sighted creatures to be dazzled while within 10 feet, and it can use *animal trance* once per day as a spell-like ability. This animal trance effect is entirely visual, so it doesn't have the sonic descriptor or work on blind creatures.
- *High Mutant:* The sahuagin gains four arms, giving it two additional claw attacks. It gains Multiattack and Toughness as bonus feats, and gains multiweapon mastery, removing penalties for attacking with multiple weapons.
- *Malenti:* The sahuagin's appearance shifts to resemble an aquatic elf. Its natural armor bonus to AC is reduced by 3 and it loses its natural weapons, but it also loses its light blindness and gains a +4 enhancement bonus to Dexterity and Charisma. It gains Deceitful and Skill Focus (Bluff) as bonus feats and can use *command* once as a spell-like ability (aquatic creatures only).
- *Primordial:* The sahuagin's size increases as if it had used *enlarge person* and its natural armor bonus to AC also increases by 2. In this form, it can use its speak with sharks ability on aquatic dinosaurs and megafauna.



- *Spinefish:* The sahuagin's flesh becomes covered with hundreds of needle-like spines. Creatures that grapples or are grappled by the sahuagin, or hit it with an unarmed strike, melee touch attack, or natural weapon, take 1d4 points of piercing damage. The sahuagin also gains Defensive Combat Training and Improved Grapple as bonus feats.
- *Thresher:* The sahuagin's maw expands and fills with rows of shark-like teeth, while its lower body becomes shark-like, resembling a monstrous merfolk. Its land speed is decreased to 5 feet but its swim speed increased to 80 feet. It gains a primary bite attack dealing 1d6 points of damage and is immune to trip combat maneuvers.

Ravenous and cruel, the sahuagin are, unfortunately, among the most prosperous oceanic races. Great cities raised by these creatures darken the deep ocean trenches, and many are the near-coastal fortresses where they launch endless raids against their air-breathing enemies who dwell in close proximity to the shore. Warlike and proud, the sahuagin rarely ally with others, and view most other aquatic races such as the aboleths, the merfolk, and their ilk as competitors. The only creatures they seem to respect and adore apart from their own kind are sharks, for in these relentless predators the sahuagin see much of themselves. A sahuagin stands 7 feet tall and weighs about 250 pounds.

Scylla

This horrifying creature has the upper body of a beautiful woman, but a lower body of snapping wolf heads and writhing tentacles.

MYTHIC SCYLLA[B2] **CR 20/MR 8**

XP 307,200

CE Huge aberration (aquatic, mythic)

Init +15/-5, dual initiative[MA]; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision, mistsight[MA], *see invisibility*; Perception +29

Aura frightful presence (30 ft., DC 26)

Defense

AC 42, touch 24, flat-footed 26 (+15 Dex, +1 dodge, +18 natural, –2 size)

hp 314 (20d8+224); fast healing 10

Fort +14, **Ref** +21, **Will** +18

Defensive Abilities *freedom of movement*, improved evasion, second save[MA]; **DR** 10/cold iron, epic, and lawful; **Immune** cold, charm effects, confusion and insanity effects; **Resist** acid 20, fire 20; **SR** 35

Offense

Speed 30 ft., swim 50 ft.

Melee 4 bites +29 (1d8+15/19–20/x3 plus bleed), 4 tentacles +27 (1d6+15 plus grab)

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

Special Attacks bleed (1d6), constrict (1d6+8), flexible grappler[MA], mythic power (8/day, surge +1d10), mythic drain[MA], mythic spell-like abilities[MA], toss overboard[MA], wolf down[MA]

Spell-Like Abilities (CL 16th; concentration +22)

Constant—*freedom of movement*, *nondetection*, *see invisibility*

At will—*acid arrow*, *control water*, *fog cloud*, *greater dispel magic*, *major image* (DC 19)

3/day—*black tentacles*, *charm monster* (DC 20), *insanity* (DC 23), *mirage arcana* (DC 21), *solid fog*

1/day—*control weather*, *power word stun*, *project image* (DC 23), summon (level 8, 1 charybdis)

Statistics

Str 27, **Dex** 40, **Con** 27, **Int** 20, **Wis** 23, **Cha** 22

Base Atk +15; **CMB** +32 (+36 grapple); **CMD** 51 (can't be tripped)

Feats Agile Maneuvers, Arms of the Deep[MF], Combat Reflexes, Dodge, Improved Critical (bite)[MF], Mobility, Multiattack, Power Attack[MF], Weapon Finesse[MF], Weapon Focus (bite), Weapon Focus (tentacles)

Skills Acrobatics +38, Bluff +26, Intimidate +29, Knowledge (nature)* +25, Perception +29, Sense Motive +26, Stealth +30, Swim +39, Use Magic Device +26

Languages Abyssal, Aquan, Common

SQ amphibious, change shape (1 humanoid form, *alter self*), sorcerous spite[MA], undersized weapons*

Ecology

Environment any water

Organization solitary

Treasure triple

Special Abilities

Flexible Grappler (Ex) A mythic scylla does not gain the grappled condition when she grapples a foe with her tentacles, and she can maintain one grapple per round as a free action, two grapples as a swift action, three grapples as a move action, or four grapples as a standard action.

Mythic Drain (Su) Whenever a mythic scylla confirms a critical hit with a natural weapon against a creature that has mythic power, she steals one use of that creature's mythic power and adds it to her own daily uses of mythic power. If the mythic scylla has a mythic feat or ability that has a daily limit on its use, she can use this stolen mythic power to recharge and activate one daily use of that ability, but this must be done within 1 minute of stealing the mythic power. Otherwise, the additional use of mythic power is subject to the normal restrictions on its use.

Mythic Spell-Like Abilities (Su) Three times per day, a mythic scylla may use the mythic spell version of any of its corresponding spell-like abilities. She must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating her mythic rank as her mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Sorcerous Spite (Su) Mythic scyllas have a tremendous loathing for arcane spellcasters (including alchemists), due to an ancient rivalry between the progenitor of their kind and a legendary sorceress. Mythic scyllas gain continuous *arcane sight*, though this effect detects only arcane spells and extracts, as well as the spellcasting ability of arcane spellcasters and extract users. Such creatures take a -8 penalty on concentration checks when threatened by a mythic scylla. When a creature casts an arcane spell or uses an arcane extract within a mythic scylla's reach, she can expend 1 use of her mythic power to make a single melee attack against that creature. This is separate from (and potentially in addition to)

any attack of opportunity that would normally be provoked.

Toss Overboard (Ex) When a mythic scylla successfully grapples a creature smaller than itself with one of her tentacles, as a swift action she can fling the target 1d6 x 10 feet in any direction she chooses. The creature takes 1d6 points of damage per 10 feet traveled or else falling damage from the height it was when it was grappled, whichever is greater. A mythic scylla that has summoned a charybdis often uses this ability to toss grappled creatures into the gullet of the charybdis.

Wolf Down (Ex) When a mythic scylla confirms a critical hit on a Medium or smaller creature with her bite attack, she may choose to forgo dealing additional damage in order to swallow the target whole, as though she had the fast swallow and swallow whole (6d6 acid damage, AC 19, 31 hp) special attacks. She may instead expend one use of mythic power (including a use of mythic power she gains from her mythic drain special attack) to deal normal critical hit damage and then swallow the target. Each wolf-head has its own hit points for the purpose of swallowing whole, and damage dealt a creature cutting its way out of one of a scylla's gullets does not affect the scylla's actual hit points. Cutting out of a gullet does not prevent a scylla from swallowing whole with its other bite attacks.

The scylla is one of the more nightmarish aberrations to blight the mortal world. Conflicting tales of her origins abound, from demonic flesh-crafting and arcane experiments to a divine curse handed down by a vengeful deity. The most popular stories cast the first scylla as the monstrous spawn of a union between a mortal and a god. Whatever the case, scyllas are fortunately quite rare, enough so that many consider them nothing more than tall tales told by sailors deep in their cups.

Scyllas dwell along major shipping lanes, often near coastlines, where they use their spell-like abilities to lure entire ships to their doom. The hideous monsters are intelligent creatures, though half-mad with hunger and self-loathing. They normally do not use weapons, but when they do, they prefer to fight with light weapons wielded by their human-sized upper arms. However, they much prefer to keep their hands free to utilize magic items like wands, staves, and other powerful devices.



Sea Hag

Hair like rotting seaweed drapes this ancient witch. Loose, algae-colored skin sags off her starved frame.

MYTHIC SEA HAG[B1] CR 5/MR 2

XP 1,600

CE Medium monstrous humanoid (aquatic, mythic)

Init +3; **Senses** darkvision 60 ft.; Perception +11

Aura horrific appearance (60 ft., DC 14)

Defense

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 58 (4d10+36)

Fort +5, **Ref** +7, **Will** +5

SR 16

Offense

Speed 30 ft., swim 40 ft.

Melee 2 claws +8 (1d6+4) or harpoon +9 (1d8+7/x3)

Ranged harpoon +8 (1d8+5/x3)

Special Attacks evil eye, hexed harpoon[MA], mythic power (4/day, surge 1d6), salt wife[MA]

Spell-Like Abilities (CL 4th; concentration +7)

1/day—*aqueous orb* (DC 16), *control water*, *old salt's curse* (DC 18), *water breathing*

Statistics

Str 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +4; **CMB** +8; **CMD** 21

Feats Extra Mythic Power[MF], Skill Focus (Perception), Skill Focus (Bluff)

Skills Bluff +10, Knowledge (any one) +5, Perception +11, Stealth +10, Swim +19

Languages Common, Giant

SQ amphibious, water witch[MA]

Ecology

Environment any aquatic

Organization solitary, family (1 hag and 1d3 freshwater merrow), or coven (3 hags of any kind)

Treasure standard

Special Abilities

Evil Eye (Su) Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 15 Fortitude save or perish (see the salt wife ability). The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.

Evil Eye Curse: *Gaze*—failed save; *save* Will DC 14; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

Hexed Harpoon (Su) A mythic sea hag carries a two-tined harpoon of dripping bone, coral, and rusted metal, with a trailing rope of braided kelp. She can wield this weapon proficiently, and in her hands it functions as a *+1 returning harpoon*. In addition, any creature she strikes with the hexed harpoon is stricken with doubt and ill luck, causing the target to take a -2 penalty to one of the following (hag's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This is a mind-affecting curse effect that lasts for 4 rounds; a DC 15 Will save reduces the duration to 1 round. The weapon has no magical properties and gains the fragile weapon quality in the hands of others. A creature carrying a hexed harpoon for more than 1 round must save be afflicted with a -2 penalty to all of the categories listed above for as long as the hexed harpoon is carried and for 24 hours thereafter. A mythic sea hag can expend one use of her mythic power to resolve attacks with her hexed harpoon as melee touch or ranged touch attacks until the end of her next turn. If her hexed harpoon is lost or destroyed, she can make another in a ritual requiring 8 hours.

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 15 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Salt Wife (Su) A mythic sea hag gains the charm, disguise, and misfortune hexes of a 4th-level witch, using these abilities to lure lovers into her clutches. A creature rendered comatose by her evil eye, gains the amphibious special quality and are dragged below the waves and each day must succeed at a DC 14 Fortitude save or be transformed into a freshwater merrow (even if the transformation occurs in salt water) rather than perishing. These merrow are besotted with the sea hag, gaining immunity to her horrific appearance

but taking a -10 penalty on Will saves and Sense Motive checks against her. This transformation cannot be dispelled but can be reversed with *remove curse*, requiring a DC 19 caster level check. The DC of this check increases by 1 each day, becoming permanent after seven days.

Water Witch (Sp) A mythic sea hag can use *aqueous orb*[APG], *control water*, *old salt's curse*[ARG], and *water breathing* as spell-like abilities once per day each. If a mythic sea hag is killed, she can expend one use of mythic power as an immediate action to cast *old salt's curse* upon her killer, even if she had already used that ability that day. If she has no mythic power remaining or if she was already unable to take actions prior to being slain, she cannot use this ability.



Monstrous sea witches, these wicked hags possess terrifying features that few dare look upon. Reveling in discord, the foul creatures drag sailors to watery graves and torment the peoples of the oceans with wicked promises. Sea hags are always terrible to look upon, and despite their gluttonous ways, they are usually emaciated creatures who look half-starved. Most stand about 6 feet tall and weigh 150 pounds.

Sea hags prefer to dwell relatively close to shore where fishermen and trading vessels are more commonly encountered. Most choose to live far from urban areas so that their acts don't draw as much attention from would-be enemies, but it's not uncommon for a particularly brave or eager sea hag to settle in a city harbor or in the mouth of a deep river.

Sea hags form covens similar to other hags, but their aquatic nature generally keeps them from forming mixed covens. In the case of a shoreline-dwelling green hag (often a green hag who dwells in a saltmarsh or other coastal swampland), a coven often consists of two sea hags who look to the green hag as their mother and leader. More commonly, a sea hag coven consists of a group of particularly friendly and sisterly sea hags.

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.

MYTHIC SEAWEED SIREN[B4] CR 16/MR 6

XP 76,800

CN Large magical beast (aquatic, mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +17

Aura cacophony (100 ft., DC 23)



DEFENSE

AC 33, touch 12, flat-footed 30 (+3 Dex, +21 natural, –1 size)

hp 260 (16d10+172)

Fort +17, **Ref** +13, **Will** +8

Defensive Abilities fortification (50%)[MA]; **DR** 10/epic; **Immune** mind-affecting effects; **Resist** fire 10, sonic 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +25 (4d6+15/19–20/x3 plus grab[MA])

Ranged 3 sonic beams[MA] +18 (5d6/19-20 sonic)

Space 10 ft.; **Reach** 5 ft.

Special Attacks fast swallow[MA], gulping gullet[MA], howling hurricane[MA], mythic power (6/day, surge 1d8), staggering gaze, swallow whole (4d6 bludgeoning and slashing plus drowning, AC 20, hp 26)[MA], trample (1d10+15, DC 28)

Spell-Like Abilities (CL 16th; concentration +20)

At will—*shatter* (DC 17)

3/day—*charm monster* (DC 19), quickened *confusion* (DC 19)

1/day—*bestow curse* (DC 19, ranged touch attack, 30 ft.)

STATISTICS

Str 30, **Dex** 17, **Con** 24, **Int** 11, **Wis** 16, **Cha** 21

Base Atk +16; **CMB** +27 (+31 grapple); **CMD** 40 (48 vs. trip)

Feats Blind-Fight, Critical Focus[MF], Deadly Aim[MF], Improved Critical (bite)[MF], Improved Critical (sonic beam), Power Attack, Quicken Spell-Like Ability (confusion), Skill Focus (Perception)

Skills Bluff +13, Perception +17, Stealth +18 (+22 in water), Swim

+18; **Racial Modifiers** +4 Stealth in water

Languages Aklo; *tongues*

SQ false heads, water dependency

Ecology

Environment any coastlines

Organization solitary

Treasure standard

Special Abilities

Cacophony (Su) A seaweed siren's noises disrupt spellcasting; casting within 100 feet of a seaweed siren requires a concentration check (DC 15 + the level of the spell being cast). All other concentration checks and Perception checks involving hearing made inside the aura have their DCs increased by 5. A siren can begin or end this ability as a free action. This is a sonic effect.

False Heads (Ex) A seaweed siren's false heads can be severed. 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 siren's Hit Dice (typically 16 hp). To sever a head, an opponent must deal enough damage to reduce the head's hit points to 0 or fewer. Severing a head deals an amount of damage to the siren's body equal to the siren's Hit Dice. A siren can't attack with a severed head. A siren with no remaining heads can't use its cacophony ability or its spell-like abilities.

Gulping Gullet (Ex) A mythic seaweed siren's gullet is filled with brackish seawater choked with silt and kelp. Any creature swallowed is treated as being underwater and must hold its breath or begin drowning[CRB], and the filty seawater also blocks vision (including darkvision). In addition, swallowed creatures become entangled (DC 23 Reflex negates), and this condition persists even after a creature escapes being swallowed until it succeeds on a DC 23 Strength check or Escape Artist check to remove the tangled seaweed. The save DC is Constitution-based.

Howling Hurricane (Su) A mythic seaweed siren can use its ululating mystic song to call down powerful storms, creating any of the following spell effects by howling and screaming for a number of rounds equal to the level of the spell: *call lightning storm*, cloak of winds[APG], *control weather*, *control winds*, river of wind[APG], *whirlwind*, *wind wall*. These effects are supernatural rather than spell-like, with a caster level equal to the siren's Hit Dice. It can create up to 10 spell levels of such effects each day, though it can expend one use of its mythic power to gain an additional 10 spell levels. It also can expend mythic power to augment these spell effects. Save DCs are Charisma-based.

Sonic Beams (Su) Each of the siren's false heads can fire a beam at a range of 60 feet, dealing 5d6 points of sonic damage. Making these ranged attacks does not provoke attacks of opportunity. Alternatively, it can combine the voices of all three heads to create a 60-foot line dealing 10d6 points of sonic damage (DC 23 Reflex half). If the siren expends one use of mythic power when creating its sonic beams, this damage is increased to 5d10 per beam, or 10d10 for a line. The save DC is Constitution-based.

Staggering Gaze (Su) Staggered 1d6 rounds, 30 feet, DC 23 Will negates. This is a mind-affecting effect. 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 (typically 24 rounds). Beyond this limit, a seaweed siren begins to suffocate.

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.

Selkie

This beautiful woman changes shape rapidly to become a sleek, aquatic creature with a gray hide of short fur. Her webbed hands end in sharp claws, and her jaws open unnaturally wide to reveal pointed teeth.

MYTHIC SELKIE[B4] **CR 6/MR 2**

XP 2,400

CN Medium monstrous humanoid (aquatic, mythic, shapechanger)

Init +7; **Senses** darkvision 60 ft., scent; Perception +9

Defense

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 65 (6d10+32)

Fort +4, **Ref** +8, **Will** +5

DR 5/epic; **Resist** cold 10

Offense

Speed 20 ft., swim 50 ft.

Melee bite +10 (1d8+6/19-20/x2 plus grab), 2 claws +10 (1d6+4)

Special Attacks grab (Large), mythic power (2/day, surge +1d6), powerful blows (bite), shake, smother

Spell-Like Abilities (CL 6th; concentration +11)

3/day—*charm person* (DC 16), *vocal alteration* (DC 16)

1/day—*reckless infatuation*[UM] (DC 18), *suggestion* (DC 18)

Statistics

Str 18, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 21

Base Atk +6; **CMB** +10; **CMD** 23 (can't be tripped)

Feats Combat Reflexes, Deceitful[MF], Improved Critical (bite)[B], Improved Initiative

Skills Bluff +15, Disguise +13, Perception +9, Sense Motive +4, Stealth +10, Swim +21

Languages Aquan, Common

SQ change shape (any Small or Medium humanoid; *alter self*), echo of reason, hold breath

Ecology

Environment cold oceans

Organization solitary, pair, or pack (1 mythic selkie plus 2–13 non-mythic selkies)

Treasure standard

Special Abilities

Echo of Reason (Su) A selkie can instinctively alter the intonation of its voice to make anything it says sound more pleasing to those who understand it. When using the Bluff skill, a mythic selkie treats its lies as one step more believable for the purposes of bonuses or penalties on the check.



Shake (Ex) On a successful critical hit with its bite attack, a mythic selkie automatically violently shakes a Large or smaller target. The target must succeed at a DC 15 Fortitude save or it is dazed for 1 round. Even on a successful save, the target still takes a –2 penalty on all attack rolls and skill checks for the next 2 rounds. The save DC is Constitution-based.

Selkies are clever and brutal seal-like humanoids that often inhabit the colder oceans of the world. Although capable predators, selkies are best known for their mysterious shapechanging ability, which allows them to come ashore in the guise of land dwellers and even live among other races before luring their victims beneath the waves to drown. In its natural form, a selkie has webbed, clawed hands and a muscular trunk ending in broad flippers. A selkie's head is a blend of human and seal, with large eyes and a mouth full of curved teeth. Selkies' coats range from chestnut brown to slate, dappled with darker spots of gray. Male selkies grow to a length of 6-1/2 feet but can weigh up to 300 pounds because of the extra fat the creatures need to survive in colder climes. Females are slightly shorter and slimmer. Selkies typically live up to 75 years.

Shark

Large as a dragon, this shark's jaws open to reveal a cavernous, tooth-lined gullet capable of swallowing a horse whole.



MYTHIC DIRE SHARK[B1] (MEGALODON) CR 11/MR 4

XP 12,800

N Gargantuan animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +25

Defense

AC 27, touch 8, flat-footed 25 (+2 Dex, +19 natural, –4 size)

hp 144 (15d8+77)

Fort +14, **Ref** +13, **Will** +8

Defensive Abilities indomitable[MA], serration[MA]; **DR** 10/epic; **Immune** mind-affecting

Offense

Speed swim 60 ft.

Melee bite +19 (4d10+17/19–20 plus grab)

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

Special Attacks fast swallow[MA], feral savagery (full attack)[MA], mythic power (4/day, surge +1d8), swallow whole (2d6+17 damage, AC 17, 11 hp)

Statistics

Str 34, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +27 (+31 grapple); **CMD** 39

Feats Bleeding Critical[MF], Critical Focus[MF], Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +25, Swim +20

Ecology

Environment any ocean

Organization solitary

Treasure none

Special Abilities mythic

Indomitable (Ex) A mythic dire shark is immune to mind-affecting effects. After a mythic dire shark makes a Will save it may expend one use of mythic power to roll again and take the higher result.

Ramming Speed (Ex) A mythic dire shark can choose to deal bludgeoning damage when it makes a charge attack against an inanimate object it may expend one use of mythic power to deal a slam attack instead of a bite attack. The slam attack deals 8d10 damage (x2 on a critical hit). A Huge or smaller object with hardness of 5 or less is destroyed by this attack (DC 29 Fortitude save). The save DC is Strength-based.

Serration (Ex) Creatures moving through a mythic dire shark's space or hitting it with an unarmed strike or melee touch attack take 1d6 points of bleed damage (DC 20 Reflex negates). This bleed damage does not stack with itself but it stacks with other sources of bleed damage. The save DC is Constitution-based.

The true nightmare of the sea is the megalodon, a shark that represents the pinnacle of this species' evolution. Horrifying in its immense size and ruinous appetite, the megalodon is certainly the beast behind many legends of enormous fish who swallow ships whole. A megalodon is 60 feet long and weighs 100,000 pounds.

Shrimp, Giant Mantis

This brightly colored crustacean looks like a large lobster with cruel pincers poised at its fore.

MYTHIC GIANT MANTIS SHRIMP[B5] CR 11/MR 4

XP 12,800

N Medium vermin (aquatic, mythic)

Init +7; **Senses** darkvision 60 ft., incredible sight; Perception +1

Defense

AC 31, touch 18, flat-footed 23 (+8 Dex, +13 natural)

hp 137 (14d8+74)

Fort +12, **Ref** +12, **Will** +5

Defensive Abilities unbreakable carapace[MA] **DR** 10/epic; **Immune** mind-affecting effects; **Resist** sonic 10

Offense

Speed 40 ft.; swim 30 ft.

Melee 2 pincers +18/+13 (2d6+8 plus grab and sonic burst)

Space 5 ft.; **Reach** 5 ft. (10 ft. with pincer[MA])

Special Attacks mythic power (6/day, surge +1d8), sonic burst[MA], speedy pincers[MA], sundering smash[MA]

Statistics

Str 20, **Dex** 27, **Con** 16, **Int** —, **Wis** 13, **Cha** 16

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 33 (45 vs. trip)

Feats Extra Mythic Power[MF], Weapon Finesse[B, MF]

Ecology

Environment warm coastlines

Organization solitary

Treasure none

Special Abilities

Incredible Sight (Ex) A giant mantis shrimp's eyes pick up colors well beyond those visible to humans, and it can see perfectly in all light conditions, including supernatural darkness, fog, and murky water. As long as the giant mantis shrimp is not blinded, it is treated as having blindsight 60 feet.

Sonic Burst (Ex) A giant mantis shrimp attacks with such extreme speed that its pincers issue a concussive blast of light and force when they snap closed. Each time a giant mantis shrimp makes a pincer attack, the target is dazzled for 1 round (DC 20 Fortitude negates). The duration of this effect stacks with multiple failed saves. In addition, whether its pincer attack hits or misses all creatures in a 10-foot-radius burst centered on the



target takes 1d8 points of sonic damage and must succeed at a DC 20 Fortitude save or be stunned for 1 round. A creature that succeeds at this save is immune to this stunning effect (but not the sonic damage) from that giant mantis shrimp until the vermin's next turn. Giant mantis shrimp are immune to this effect. The save DC is Constitution-based.

Speedy Pincers (Ex) A mythic giant mantis shrimp can make iterative attacks with both pincers. It can expend one use of its mythic power to remove the -5 iterative penalty from its pincer attacks until the end of its turn, so that all 4 pincer attacks have a +18 attack bonus.

Sundering Smash (Ex) When a mythic giant mantis shrimp hits a target with its first (non-iterative) attack with either pincer, it can attempt a sunder combat maneuver as a free action against a random item worn or wielded by the target.

Unbreakable Carapace (Ex) A giant mantis shrimp has fortification (25%), and if a critical hit or precision damage overcomes this chance it can expend one use of its mythic power as an immediate action to gain a 75% chance to treat the attack as a normal hit.

Though the colorful shells of giant mantis shrimp are beautiful to behold, the sight of one often means death. These apex predators prowl tide pools and coastal shallows, competing for territory with karkinoi and shark eater crabs. A typical giant mantis shrimp grows to 4 feet high and 6 feet long and weighs around 200 pounds.

Variants

- **Cave Mantis Shrimp:** A cave mantis shrimp has adapted to life in caves, losing its coastal cousin's vibrant shell and becoming almost translucent. A cave mantis shrimp gains a +8 racial bonus on Stealth checks and can take a full-round action when it acts on a surprise round. A mythic cave mantis shrimp loses the unbreakable carapace ability and instead gains concealment from its translucent shell.
- **Mantis Shrimp Lord:** Found on the seabed in deeper waters than its smaller relatives, mantis shrimp lords are Large. Their attacks ignore the first 20 points of hardness when attacking objects, which the mantis shrimp lords use to their advantage, scuttling ships and devouring the unfortunate cargoes and crews. All pincer attacks from a mythic mantis shrimp lord receive a free sunder attempt on a successful attack. The sunder attempts from iterative attacks take a –4 penalty.
- **Sand Mantis Shrimp:** Sand mantis shrimp bury themselves in deserts, waiting for passersby to approach a little too close to their claws. A sand mantis shrimp loses the aquatic subtype. A mythic sand mantis shrimp cannot dazzle a creature with its sonic burst. Instead the sonic burst deals 1d8 points of piercing damage in addition to the sonic damage (DC 20 Reflex half).

Siren

This creature has the body of a hawk and the head of a beautiful woman with long, shining hair.

MYTHIC SIREN[B2] **CR 6/MR 3**

XP 2,400

CN Medium magical beast (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

Defense

AC 21, touch 14, flat-footed 17 (+3 Dex, +2 dodge, +7 natural)

hp 82 (8d10+38)

Fort +7, **Ref** +11, **Will** +6

DR 5/epic

Immune mind-affecting effects

Offense

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

Melee 2 talons +11 (1d6)

Special Attacks bardic performance, love at first sight[MMA], mythic power (3/day, surge +1d6), siren's song, sneak attack +2d6

Spell-Like Abilities (CL 7th; concentration +12)

3/day—*cause fear* (DC 17), *charm person* (DC 17), *deep slumber* (DC 19), shout (DC 20)

Statistics

Str 10, **Dex** 17, **Con** 12, **Int** 14, **Wis** 19, **Cha** 23

Base Atk +8; **CMB** +8; **CMD** 22

Feats Dodge[MF], Flyby Attack, Lightning Reflexes[MF], Weapon Finesse

Skills Fly +7, Knowledge (history) +10, Perception +15, Perform (sing) +14, Stealth +14

Languages Auran, Common

SQ persistent obsession[MMA]

Ecology

Environment temperate or warm hills

Organization solitary or flight (2–7)

Treasure standard

Special Abilities

Bardic Performance (Su) A siren may use bardic performance as a 4th-level bard (9 rounds/day), and can use countersong, distraction, fascinate, inspire competence, and inspire courage. Levels in the bard class stack with this ability.

Love at First Sight (Su) The first time a creature sees a specific mythic siren the creature must succeed on a DC 20 Will save or be charmed as the spell charm person. Love at first sight can only affect a creature once for each mythic siren it sees.

Persistent Obsession (Su) When a mythic siren successfully affects a creature with her obsession effect, she may expend 1 use of mythic power. The obsessed victim remains obsessed for the next 3 hours. If the mythic siren remains in control of the victim at the end of that time period she may expend another use of mythic power to extend the period of obsession by 3 days.

Siren Song (Su) When a siren sings, all non-sirens within a 300-foot spread must succeed on a DC 20 Will save or become enthralled (see below). The effect depends on the type of song the siren chooses, and continues for as long as the siren sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of that siren's songs for 1 hour. These are sonic, mind-affecting effects. The save DC is Charisma-based. Enthralled creatures behave in one of the following four ways, which the siren chooses when she begins singing.

Captivation: A siren's song has the power to infect the minds of those that hear it, calling them to the siren's side. When a siren sings, all creatures aside from other sirens within a 300-foot spread must succeed on a DC 17 Will saving throw or become captivated. A creature that successfully saves is not subject to the same siren's song for 24 hours. A victim under the effects of the captivating song moves toward the siren 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. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the siren simply stands and offers no resistance to the siren's attacks. This effect continues for as long as the siren sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Fascination: Affected creatures are fascinated.

Obsession: An obsessed victim becomes defensive of the siren and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by the siren but views her as a cherished ally. This is a charm effect.

Slumber: The victim immediately falls asleep, rendering the creature helpless. While the siren is singing, no noise will wake the sleeping creature, though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after the siren stops singing but can be awakened by loud noises or any other normal method.



These bizarre beings have the bodies of hawks, owls, or eagles, but the heads of beautiful human women. Their faces typically reflect the human ethnicity dominant in the area in which they lair, and they almost always bear a vibrant and youthful countenance.

All sirens are female and long-lived. The oldest known sirens haunt their territories for nearly a millennium, although most only live for a few hundred years. Sirens require male humanoids to mate, and several times per decade either capture or rescue bold or comely sailors who enter their territories. Stories abound of sirens dying—either through heartache or suicide—when sailors they attempted to lure overcame their compelling powers and escaped their grasps. Sirens always live near the sea, where their powerful voices can carry over the waves and attract the attention of unwary sailors who trespass near their isles.

A typical siren has a wing span of 8 feet and weighs 120 pounds.

Squid, Giant

Immense in size, this great squid's tentacles writhe and flash with almost nauseating speed. The beast's eyes are as big as shields.

MYTHIC GIANT SQUID CR 11/MR 4

XP 12,800

N Huge animal (aquatic)

Init +7; **Senses** low-light vision, mistsight[MA]; Perception +22

Defense

AC 24, touch 11, flat-footed 21 (+3 Dex, +13 natural, –2 size)

hp 134 (12d8+80)

Fort +14, **Ref** +13, **Will** +5

Defensive Ability deep dweller[MA], ink cloud (20-ft. radius) ; **DR** 10/epic; **Resist** cold 20

Offense

Speed swim 60 ft., jet 260 ft.

Melee bite +16 (2d6+9), 2 arms +16 (1d6+9), tentacles +14 (4d6+13/19-20/x3 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (4d6+13), feral savagery (full attack)[MA], gnawing grapple[MA], mythic power (6/day, surge 1d8), powerful blows (tentacles)[MA]

Statistics

Str 29, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +20 (+24 grapple); **CMD** 33

Feats Combat Reflexes, Extra Mythic Power[MF], Great Fortitude, Improved Critical[MF] (tentacle), Improved Initiative, Lightning Reflexes, Multiattack[B], Skill Focus (Perception)

Skills Perception +22, Swim +17

Ecology

Environment any ocean

Organization solitary

Treasure none

Special Abilities

Deep Dweller (Ex) A mythic giant squid is immune to damage from water pressure and is highly resistant to cold due to their long ages spent in the chill pelagic depths. Unlike their lesser cousins, their bodies are can adjust instantly to the pressure at different water depths or even the surface with ease. Their enormous eyes gain darkvision with a range of 300 feet when they are underwater; this darkvision does not extent above the water's surface.

Gnawing Grapple (Ex) A mythic giant squid does not gain the grappled condition if it grapples a foe with its tentacles. In addition, when it succeeds on a combat maneuver check to maintain a grapple, it can make a bite attack against the grappled opponent as a move action. If it expends one use of its mythic power, it can make a bite attack against the grappled target as a swift action.

The giant squid is a legendary beast capable of feeding on humans with ease. Hunger has been known to drive these normally deep-dwelling creatures up to the ocean surface where anything they encounter is potential prey. A giant squid is 45 feet long and weighs 1,500 pounds.





Star-Spawn of Cthulhu

A mountainous form lumbers to life, a hideous creature only accidentally humanoid in shape, its hateful face a writhing mass of tentacles.

MYTHIC STAR-SPAWN OF CTHULHU[B4] CR 25/MR 10

XP 1,638,400

CE Huge aberration (alien, mythic, mythos)

Init +15/–5[MF], dual initiative[MA]; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +38

Aura frightful presence (150 ft., DC 32)

Defense

AC 46, touch 9, flat-footed 45 (+1 Dex, +37 natural, –2 size)

hp 517 (25d8+405); regeneration 15 (fire)

Fort +20, **Ref** +9, **Will** +24; +8 vs. divination and mind-affecting, second save[MA]

Defensive Abilities fortification (50%)[MA], immortality, overwhelming mind; **DR** 10/epic; **Immune** cold, disease, poison; **SR** 41

Offense

Speed 40 ft., fly 60 ft. (average), swim 40 ft.

Melee 2 claws +34 (2d6+18/19–20), 6 tentacles +32 (1d8+9/19–20 plus grab)

Space 15 ft.; **Reach** 30 ft.

Special Attacks constrict (1d8+9), impossible reach[MA], mind blast[MA], mind flaying[MA], mythic power (10/day, surge +1d12), overwhelming mind, psychic crush[MA], simple divine spellcasting[MA]

Spell-Like Abilities (CL 20th; concentration +30; save DCs are Wis-based)

Constant—*mind blank*

At will—*control water*, *dream*, *insanity* (DC 27), *nightmare* (DC 25), *sending*

3/day—*demand* (DC 28)

1/day—*gate*

Statistics

Str 46, **Dex** 13, **Con** 34, **Int** 23, **Wis** 31, **Cha** 24

Base Atk +18; **CMB** +38 (+42 grapple); **CMD** 49

Feats Combat Reflexes[MF], Critical Focus, Greater Vital Strike, Improved Critical (claw), Improved Critical (tentacle), Improved Initiative[MF], Improved Vital Strike, Inescapable Grasp[MF], Multiattack, Power Attack[MF], Staggering Critical, Stunning Critical, Toughness, Vital Strike[MF]

Skills Fly +25, Intimidate +35, Knowledge (arcana, geography, planes) +31, Perception +38, Sense Motive +35, Spellcraft +34, Stealth +20, Swim +30, Use Magic Device +32

Languages Aklo; telepathy 300 ft.

SQ compression, even death may die[MA], limited starflight, no breath, sealord[MA], terrifying will[MA]

Ecology

Environment any

Organization solitary, pair, or cult (3–6 with 10-100 skum or mythic skum)

Treasure standard

Special Abilities

Even Death May Die (Su) When a mythic star-spawn of Cthulhu would be killed, it may expend one or more uses of its mythic power to save itself from death. Using this ability does not take an action, and the revival happens at the beginning of the spawn's next turn. When it uses this ability to create an effect other than *breath of life*, the spawn becomes comatose and bound, as *binding* (bound slumber), for 1d100 years.

MP Spent	Revival Effect
1	*breath of life*
2	*raise dead*
3	*resurrection*
4	*true resurrection*
+1 MP	*word of recall* to its lair before being revived
+2 MP	*word of recall* as above, bypassing non-mythic effects that block teleportation (or mythic effects with a successful caster level check against a DC equal to 15 plus the caster level of the mythic effect)
+1 MP	reduce *binding* effect to slumber
+2 MP	eliminate *binding*

Immortality (Ex) A star-spawn of Cthulhu does not age, nor does it need to eat or breathe. Only violence can bring about the death of one of these creatures.

Impossible Reach (Ex) A mythic star-spawn of Cthulhu's reach spans dimensional boundaries with incomprehensible geometries that allow it to attack in ways that defy conventional countermeasures. It ignores non-mythic abilities, actions, or effects that normally allow creatures to perform actions without provoking attacks of opportunity, including cover (other than total cover), concealment, casting defensively, Acrobatics, feats like Improved Trip, Point Blank Master, and Spring Attack, and spells like *bladed dash* and *grace*. The spawn has a 50%

chance to ignore mythic effects that do the same, such as fleet charge, and it can expend one use of its mythic power as a swift or immediate action to increase this to 100% until the end of its next turn.

Limited Starflight (Ex) A star-spawn of Cthulhu can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight (like that of the mi-go), a star-spawn of Cthulhu's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses its gate ability to make the journey quickly.

Mind Blast (Ex) Once every 1d4 rounds, a mythic star-spawn of Cthulhu can unleash the power of its overwhelming mind in a 60-foot cone-shaped spread, stunning or staggering creatures as described. If the spawn expends one use of its mythic power, even creatures already exposed to its overwhelming mind can be affected by its mind blast.

Mind Flaying (Su) When a mythic star-spawn of Cthulhu begins its turn with a creature grappled, it can make one combat maneuver check with each of its tentacles to maintain the grapple. As long as at least one check succeeds, it maintains the grapple. For each successful check, that tentacle bores into the target's skull (dealing normal constrict damage) and begins devouring its brain, dealing 2 points each of Intelligence, Wisdom, and Charisma drain. A successful DC 32 Fortitude save reduces this to 1 point of Intelligence, Wisdom, and Charisma damage. If any ability score is reduced to 0, the target's brain is devoured and it dies, and the spawn gains the benefits of a *death knell* spell. The save DC is Constitution-based.

Overwhelming Mind (Ex) A star-spawn of Cthulhu's mind is overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a star-spawn of Cthulhu, it must succeed at a DC 32 Will save or be stunned for 1d4 rounds. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the star-spawn of Cthulhu initiates mental contact (such as via a *demand*, *dream*, *nightmare*, or *sending* spell-like ability, or once per round merely by telepathic communication) or another creature attempts to do so (such as via *detect thoughts* or *dominate monster*). Once a creature is exposed to a specific star-spawn of Cthulhu's overwhelming mind, it is immune to this effect from all star-spawn of Cthulhu for 24 hours. This is a mind-affecting effect.

Psychic Crush (Ex) If a mythic star-spawn of Cthulhu stuns a creature with its overwhelming mind, it may expend one use of its mythic power to cause the target's synapses to overload, affecting it as *feeblemind*; a successful DC 32 Will save reduces this effect to that of *touch of idiocy*. If the spawn expends two uses of its mythic power, the duration of the stun is doubled and if the target fails a DC 32 Fortitude save its brain implodes, killing it instantly. This is a mind-affecting effect.

Sealord (Sp) A mythic star-spawn of Cthulhu can use *control water* at will as a spell-like ability. It can use the mythic version of *control water* by expending uses of its mythic power, and it may also expend two uses of its mythic power to create a *tsunami*.

Simple Divine Spellcasting (Ex) A mythic star-spawn of Cthulhu can cast each of the following spells once per day (caster level 25th; concentration +35): *barkskin*, *divine power*, euphoric tranquility (DC 28), *greater dispel magic*, *miracle*, *overwhelming presence* (DC 26), *owl's wisdom*, *righteous might*, *word of chaos* (DC 27).

Terrifying Will (Ex) A mythic star-spawn of Cthulhu uses its Wisdom modifier rather than its Charisma modifier to determine the save DC for its spell-like and supernatural ablities, as well as its overwhelming mind.

Of all the strange and malefic denizens of the void between the stars, few cause the same terror as this titanic race. They hail from a mad star whose light cannot be seen by conventional telescopes, and the smallest of these behemoths stand nearly 30 feet in height. Humanoid in shape, their immense bodies have rubbery flesh that seems to wriggle and seethe like a half-solidified ooze. Tremendous draconic wings, murderous taloned hands, and a tentacled visage that evokes the alien gaze of an octopus complete the being's monstrous shape. This malevolent race has a name, yet it is no name known to the sane. Among mortal scholars, they are known merely by the name of their greatest priest—they are the star-spawn of Cthulhu. The star-spawn of Cthulhu have a strange, mutable anatomy—their form is not fixed. They can absorb parts of their



bodies or enlarge others at will, a trait they often use on their claws or tentacles to dramatically extend their reach in combat beyond what might normally be possible for a creature of the same shape and size. Despite this mutable shape, the star-spawn's forms generally don't deviate far from that of an octopus-headed, winged humanoid, likely because of the powerful links their otherworldly minds have to their overlord and master, who lies dead but dreaming in the lost city of R'lyeh. Although they typically appear as immense humanoid creatures with rubbery hides and octopoid heads, the star-spawn of Cthulhu are not any more aquatic in nature than they are terrestrial—that they're often associated with a planet's oceans lies more in the simple fact that oceans often cover the majority of a planet's surface. The creatures themselves, being equally at home on land, at sea, or in the depths of space, make no real distinction between such regions, choosing them as the sites of their cities and temples for purposes only they can know.

Servants of the alien gods of the void, they work upon the worlds they invade to wipe them clean of indigenous life in preparation for the eventual time when the deep void expands to replace all that exists with its strange realities. The star-spawn of Cthulhu hold little malice toward indigenous life—they simply can't proceed with their plans for a world while such life exists. Just as a human might move into a house thinking it to be abandoned, only to discover colonies of ants dwelling within the building's walls, the star-spawn work to eradicate indigenous infestations. Their methods seldom vary from world to world—those whose intellects they can influence via dreams and nightmares they besiege as their victims sleep, seeding the growth of destructive cults and societies. These groups in turn further the star-spawn's agenda, preparing the world and bringing it to the brink of destruction. When such worlds are poised to tear themselves apart from within through unrest, civil war, excessive pollution, or genocide, the star-spawn mobilize their cults to end all things. The only reward such cults may receive for their (sometimes unwitting) aid is the dubious honor of being among the final few to be eradicated, for the star-spawn have no interest in and feel no responsibility toward their pawns.

Triton

This scaly, finned humanoid has an athletic build and blue-green coloration. Its legs end in wide flippers rather than feet.

MYTHIC TRITON[B2] **CR 3/MR 1**

XP 800

NG Medium outsider (mythic, native, water)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

Defense

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 19 (3d10+3)

Fort +4, **Ref** +1, **Will** +4

Offense

Speed 5 ft., swim 40 ft.

Melee mwk trident +5 (1d8+1)

Ranged heavy crossbow +3 (1d10/19–20)

Special Attacks horn of the tritons[MA], mythic power (1/day, surge 1d6)

Spell-Like Abilities (CL 7th; concentration +7)

1/day—*summon nature's ally II* (Small water elemental or 1d3 dolphins only)

Statistics

Str 12, **Dex** 10, **Con** 12, **Int** 13, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +4; **CMD** 14

Feats Mounted Combat[MF], Ride-By Attack

Skills Craft (any one) +7, Diplomacy +6, Perception +7, Ride +6, Sense Motive +7, Stealth +6, Survival +7, Swim +9

Languages Aquan, Common

SQ sea rider[MA]

Ecology

Environment any oceans

Organization solitary, company (2–5), squad (6–11), or band (12–21 plus 2–16 dolphins)

Treasure standard (masterwork trident, heavy crossbow with 10 bolts, other treasure)

Special Abilities

Horn of the Tritons (Su) When a mythic triton sounds a non-magical conch shell, he can use it as if it were a horn of the tritons by expending one use of his mythic power. If the triton creates *fear,* it does not affect its allies. If it uses the horn to summon, it may choose to summon 1d3 giant seahorses or a single killer seahorse or advanced sea cat. It cannot use this ability if a *horn of the tritons* has already been sounded within 1 mile until 1 minute has passed.

Sea Rider (Ex) A creature ridden by a mythic triton gains a +10-foot enhancement bonus to its swim speed and a +1 dodge bonus to its AC. In addition, if a mythic triton rides the creature for at least one hour, it can expend one use of its mythic power to grant the creature agile mythic simple template (as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*) for 24 hours. This ability affects only aquatic or water subtype creatures with 6 or fewer Hit Dice and an Intelligence of 1 or 2.

These aquatic outsiders resemble merfolk, except where a merman has a single fish tail, a triton has two scaly, finned legs. They are the watchers of the sea, often using dolphins or other aquatic creatures as mounts, and maintaining a vigil against the evil races below the waves. Originally hailing from the Plane of Water, long ago the triton race migrated to the oceans of the Material Plane, and they are now fully adapted to life there. Their split legs allow them to hobble about slowly on land, but they rarely do so, preferring their natural environment and the greater mobility their forms afford there.

Tritons make their homes on the sea floor, growing coral reefs and sculpting stones into gentle arcs to create living spaces that are beautiful and natural-looking. While their cities are designed for

water-breathers, they usually feature one or two airtight buildings set aside to hold air for landwalking visitors. Triton settlements can be found anywhere from arctic to tropical waters, but most are in temperate locations. They generally avoid the deepest reaches of the ocean, for it is here that creatures like aboleths and krakens rule—creatures that the tritons have long waged war against—while maintain relationships with other good undersea creatures and aiding others in fights against their enemies with squadrons of aquatic cavalry.

Most tritons have silvery skin, hued in tones of aqua blue and kelp green, but those in tropical seas often have more vivid hues of red, orange, and electric blue like the fish of their home reefs. Older tritons often have barnacles, corals, and seashells crusting the back, chest, and shoulders, worn almost like jewelry as a mark of status among their kind. They have white, blue, or green hair. Tritons' eyes shine blue like sunlight upon a clear sea. A typical triton stands 6 feet in height and weighs 180 pounds.



Whale

This immense whale has an enormous, box-shaped head over a massive, toothy maw. Its rough white hide is laced with scars.

MYTHIC GREAT WHITE WHALE CR 17/MR 7

XP 102,400

N Colossal magical beast (mythic)

Init –2; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; Perception +13

Defense

AC 35, touch 0, flat-footed 35 (–2 Dex, +35 natural, –8 size)

hp 353 (18d10+254)

Fort +24, **Ref** +9, **Will** +8; second save[MA]

DR 10/epic; **SR** 28[MA]

Offense

Speed swim 40 ft.

Melee bite +30 (6d6+20/19–20/x3 plus grab[MA]), tail slap +25 (3d6+30)

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

Special Attacks capsize, fast swallow[MA], smashing breach, swallow whole[MA] (3d6+20 damage, AC 27, 35 hp)

Statistics

Str 50, **Dex** 6, **Con** 33, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +18; **CMB** +46 (+48 bull rush); **CMD** 54 (can't be tripped)

Feats Breaching Leap[MF], Critical Focus[MF], Diehard, Great Fortitude, Improved Bull Rush, Improved Critical (bite)[MF], Iron Will, Power Attack[MF], Staggering Critical, Stunning Critical

Skills Perception +13, Stealth +0, Swim +39

Languages Aquan

SQ awakened[MA], hold breath, powerful blows (tail slap)[MA], unconquerable hate[MA]

Ecology

Environment any oceans

Organization solitary, pair, or pod (2 mythic great white whales, and 1–14 non-mythic great white whales)

Treasure none

Special Abilities

Awakened (Su) A mythic great white whale is an intelligent creature that guides and protects other whales. It has 10 Intelligence, 8 Charisma, and its type is magical beast.

Smashing Breach (Ex) As a full-round action, a great white whale can make a special charge attack against creatures on the surface of the water. At the end of its charge, the whale breaches, then slams down onto the target with incredible force. Any Huge or smaller creatures in the whale's space must make a DC 30 Reflex save or take 4d8+45 points of bludgeoning damage and be forced into the nearest square that is adjacent to the whale. This breach automatically attempts to capsize any boats caught wholly or partially in this area. The save DC is Constitution-based.

Unconquerable Hate (Su) Whenever a mythic great white whale is affected by a mind-affecting effect with a duration greater than 1 round, it can attempt a new save to end the effect (even if normally has a partial effect on a successful save) each round as a free action, and each round after the first it gains a cumulative +1 bonus on this saving throw. If the original effect did not allow a save, the whale is entitled to save against the default DC of an effect of that level or type. Once the whale breaks free of the effect, it can use *locate creature* at will and *discern location* once per day as spell-like abilities (caster level 18th) to find the creature that created the effect. In addition, whenever the mythic white whale has line of sight to that creature, it is affected as vengeful outrage[UM]. These effects persist until that creature is dead.



Legendary in size and temper, great white whales are far more aggressive than their smaller kin, over 80 feet long and weighing over 60 tons.

Our Sprightly Ship

To the tune of "The Coast of High Barbary"

Twas sailing in the western coves when what did my eyes see?

Blow high! Blow low! And so sailed we.

A dragon to the north of us, down south of us flew three!

I've sailed all the coasts there are, the ocean, and the sea!

I told the captain, "Turn around, or we'll become a feast!"

Blow high! Blow low! And so sailed we.

The captain heard my wisdom and our sprightly ship turned east.

I've sailed all the coasts there are, the ocean, and the sea!

Was sailing by the eastern cliffs, when what did my nose smell?...

A pit lord with a sulfur cloud, ascended straight from Hell!...

I asked the captain, "Turn around, you see his flaming mouth?"

The captain heard my wisdom, and our sprightly ship turned south...

Was sailing in the southern seas, when what did my eyes hear?...

An orcish horde upon the shore, raising a bloody cheer...

I warned the captain, "Turn around, we must not sail forth!"...

The captain heard my wisdom, and our sprightly ship turned north...

Was sailing through the northern ice, when what did my skin feel?...

A thunderstorm from some foul god, with bolts that ring and peal...

I begged the captain, "Turn around, or we'll be laid to rest!"...

The captain heard my wisdom, and our sprightly ship sailed west...

I've sailed all the seas there are, and still I've yet to find...

A village with a smoking hearth where folks are good and kind...

I beg my fellows, "Go ashore, let's work the fields like men!"...

But captain turns the ship around, and 'round we go again!...

Spices and Flesh: A 4th-level adventure



Part 1: Easy Pickings

Another vessel appears in the distance. A cargo ship which, from the look of her, has seen much better days. She moves sluggishly along, sitting low in the water, her hull scarred with old scuffs and scratches, her paint worn and faded, and her sails covered in patches. A tarnished nameplate labels her the "Tamarind".

At first glance, the *Tamarind* appears to be a cargo ship with a small crew, carrying a load of low to mediocre quality spices. Her captain, a man named Bartholomew Craw, seems an amiable fellow more interested in parley than battling pirates on the high seas. When the PCs board, they find him to be a cordial and gracious host who hopes to negotiate a peaceful solution over drinks and perhaps a fine meal.

The truth, however, is much different. Captain Craw is actually a vicious slaver and the *Tamarind* has a secret hold, hidden beneath the first, filled with shackled prisoners. While all of Craw's crew are slavers, it is Sito Ripplepott, the ship's gnomish cook, who serves as the captain's main accomplice. Sito is a poisons expert who uses his nefarious craft to keep the sentient cargo docile during the journey.

Ship Combat

Once the *Tamarind* becomes aware of the PCs' vessel and their intentions, she immediately attempts to flee. Only if the PCs bring their ship directly behind the *Tamarind* does Captain Craw order the crew to use the light ballista on board and only for a few shots to hopefully disable some of the PCs' ship's rigging before making escape the primary focus again. If the PCs are obviously gaining, the *Tamarind* brings out her oars to help keep her distance. If this isn't enough, she immediately strikes her sails and raises the white flag of surrender.

Should the PCs approach the *Tamarind* under the guise of friendship, truce, or other subterfuge, Captain Craw gives the order to heave to without delay, and invites the party aboard. Instead of the Surrender section, proceed straight to the Parley section.

Surrender

Upon boarding the *Tamarind*, the PCs find Captain Craw waiting for them on deck. He immediately offers his masterwork scimitar to the PCs as an official surrender. Likewise, his crew place their various weapons on the deck. Captain Bartholomew Craw introduces himself then apologizes for any attempt to flee, and any shots from the *Tamarind's* ballista; he explains that this was just so he can appease his clients and insurers when he returns home. He then invites the PCs below deck in order to discuss terms over drinks.

The Truth: The surrendered weapons are a distraction. Each crew member of the *Tamarind* has a light melee weapon concealed somewhere on their person, ready to be drawn if they receive the signal to attack. Captain Craw also drank an extract of *disguise self* just before the PCs boarded, not to change his appearance, but to allow him to conceal his magical scimitar. If the PCs cast detect magic and notice an aura of magic around Craw, he smiles ingratiatingly and says that he knows a few minor magic tricks, including one that slightly improves his looks and makes him seem more personable. After identifying the auras of faint conjuration and illusion on Craw, suspicious PCs who attempt to figure out exactly what spell it is can make a DC 16 Knowledge (arcana) check to realize that spells similar to those Craw describes, such as *cultural adaptation*, *honeyed tongue*, or *tap inner beauty*, are either divination or transmutation spells and not illusions.

Parley

Craw is most hospitable and once the PCs are below decks in the galley, Sito serves everyone a stiff drink of heavily spiced grog before returning to his kitchen duties. Craw begins by toasting the PCs before leading them to the hold and expressing his regrets for the low-quality of his cargo. If Craw surrendered to the PCs, he tries to persuade them that while they could take his cargo, it's barely worth the effort of transferring it to the PCs' ship, and will only take up space in their hold that they could fill with much more valuable plunder. Craw attempts to convince the PCs to release his ship instead. To help sway them, Craw offers to help the PCs by selling some of their existing ill-gotten plunder at the nearest legitimate port, using his mercantile contacts to obtain an excellent price. Craw also proposes that he could order and purchase expensive items needed by the PCs that are unavailable in the Pirate Isles, such as siege engines or exceptional magic items, when he makes one of his regular visits to a major port.

If the PCs boarded the *Tamarind* under false pretenses, Captain Craw still invites them below—only the conversation is one of friendly small talk, the swapping of the latest news and information, and perhaps an offer to sell some of the *Tamarind*'s spices.

The Truth: If the PCs came aboard under false pretenses then Sito's grog is poisoned and each PC who drinks is exposed to a dose of oil of taggit (Poison—ingested; *save* Fort DC 15; *onset* 1 minute; *effect* unconsciousness for 1d3 hours; *cure* 1 save). Before the PCs boarded the *Tamarind*, Craw drank one of Sito's *delay poison* infusions, so he can imbibe the poisoned brew without fear of suffering its effects immediately. Craw plans on riding out the poison's effects when the *delay poison* extract expires by drinking an antitoxin and remaining locked in his cabin. The rest of the conversation is simply Craw's way of stalling for time to let the poison do its work.

If the PCs boarded and captured the Tamarind then Craw expects that the wary PCs are unlikely to fall for the poisoned grog ruse. He still has Sito offer grog (that isn't poisoned) and watches to see if the PCs cast spells on their drinks before imbibing them. When in the cargo hold, Craw pretends to act slightly nervous and his eyes seem to repeatedly wander to a section of the hull on the port side next to the ladder, 10 feet round from the ship's bow. PCs who make a successful DC 15 Sense Motive check notice Captain Craw doing this, but PCs whose check result also beats Craw's opposed Bluff check realize that Craw is purposefully acting in this way, deliberately trying to draw their attention to that area rather than unintentionally revealing it. A successful DC 15 Perception check while searching that area reveals a small hidden compartment set against the hull. Resting in a nest of straw inside the compartment is a set of four oily clay vials. The vials contain a *potion of comprehend languages*, a *potion of endure elements*, a *potion of expeditious retreat*, and a small amount of saffron oil (worth 60 gp). Normally these potions are in Sito's possession and the valuable saffron oil secured away in Craw's sea chest. All the vials are covered in a contact poison version of oil of taggit; anyone who touches these vials is exposed to the poison. The lid of the vial of saffron oil is loose, making it appear as if it has leaked over the other vials. Craw feigns disappointed when the PCs discover this cache, but secretly hopes the PCs pass these treasures around as they try to identify them. A successful DC 20 Craft (alchemy) check reveals the toxic nature of the oily coating on the vials. Avoid having the PCs rolls saving throws as soon as they touch a poisoned vial. Secretly track which PCs have touched the vials, keeping note of how often each PC is in contact with a vial, as there may be multiple exposures. Have the PCs make saving

throws retroactively when they become aware of the poison, or at the end of the 1 minute onset period when some of them may start succumbing to the poison. This curtails any metagaming, and increases the chances of the vials being passed to different party members.

Clues

The following suggestions are some ways that the PCs can start to learn that not all onboard the *Tamarind* is as it seems:

- A DC 20 Profession (sailor) check or a DC 15 Craft (ships) check, after seeing the cargo in the hold: the ship is sitting too low in the water for the amount of cargo in the hold. If the PCs mention this, Craw says that he has a large load of ballast to keep the *Tamarind* from capsizing in the frequent storms that strike this area of ocean and that the ship's hull has a multitude of small leaks, meaning the ship usually carries a lot of bilgewater.
- A DC 15 Knowledge (engineering) check or a DC 15 Craft (ships), after seeing the size of the cargo hold: the cargo hold is small for a ship this size. If questioned about this, Craw simply points out that while the *Tamarind* isn't the most efficiently or elegantly built ship on the ocean, she is very sturdy. Craw says that the ship's extra structural supports means he can't carry quite as much cargo but it does mean the *Tamarind* is a lot more likely to arrive in port in one piece.
- A DC 18 Perception check or a DC 12 Profession (cook) check after watching Sito preparing food in the galley: Ripplepott is making two separate meals. One is a regular ship's dinner while the other is a large pot of simple gruel. If the PCs draw attention to this, Craw mentions that he's a fair but



firm captain and one of the more common punishments he metes out for disciplinary infractions is putting crewmembers on gruel rations for at least a week.

- A DC 18 Perception check or a DC 13 Profession (merchant) check while examining the spices in the hold: many of the containers of spice in the far corners of the cargo hold are old and dusty. Only those in the easiest to reach places show signs of being new or recently moved. If the PCs call Craw on this, he sighs and goes into a long discourse on his recent string of misfortunes in the spice trade. He confides that he's hoping to sell his cargo as a job lot and get rid of the older spices by mixing them in with his fresher stock.
- A DC 15 Craft (alchemy) check by a character with ranks in the skill after seeing the galley: many of Ripplepott's bottles and equipment in the galley are for crafting alchemical items rather than food. If the check result beats the DC by 10 or more, then the PC recognizes tools and materials for poison-making.
- A DC 20 Sense Motive check against crew members other than Captain Craw or Sito Ripplepott: gives the sense that they are very uncomfortable about the PCs being onboard.
- A DC 20 Perception check while in the hold: beneath the strong scent of spices in the cargo hold is the distinct smell of feces and sweat. Any PC within 5 feet of the trap door leading to the secret hold gets a +2 circumstance bonus on this check.
- A successful opposed Perception check by a PC against a crewmember's Sleight of Hand check while closely observing or searching a crew member: notices the presence of a hidden weapon on that crewmember.

Attack!

Captain Craw's plan of attack depends on how well the poison works against the party. If none of the PCs succumb and they remain unaware of the attempt, Craw keeps up the ruse, perhaps offering the PCs a fine meal if they look weak or divided and he believes a second attempt at poisoning might work. Otherwise, Craw simply lets the PCs take the spices and leave. He also chooses this option if the PCs and their crew obviously outnumber and outmatch his. Depending on their negotiations, the PCs may encounter Craw again and make use of his services before learning his true nature (if they ever do).

If some of the PCs succumb, or if none do but the PCs become aware of the poisoning attempt, then Craw initiates combat. The Captain signals his crew to draw their hidden weapons and attack the PCs' crew. Sito Ripplepott appears and harasses the party at range while Craw himself wades into battle. If the PCs find the hidden trap door to the secret hold before Craw has a chance to spring his trap, he lets one or two PCs go down before attempting to separate the PCs by slamming the hatch shut and signaling the attack. If the party won't split, he signals the attack immediately.

If all the PCs fall unconscious from the poison, they later wake to find themselves stripped of gear and chained in the secret hold with the rest of the slaves. They learn the truth of the *Tamarind* from a visit by Sito, who brings gruel and water, and from Craw himself, who reveals his true colors. They can also learn the fate of their ship and crew. Perhaps a less trustworthy member of the PCs' crew saw the opportunity to become captain, or maybe Craw forced the PCs' crew to withdraw by threatening to kill the PCs, and their ship is still sailing nearby. Ultimately, how the party escapes from this predicament is up to the players' ingenuity and your discretion as GM.

The *Tamarind*

TAMARIND

Gargantuan ship (Keelboat)[SSPG]

Squares 60 (25 ft. by 60 ft.)

Defense

AC 6; **Hardness** 5

hp 600 (oars 80, sails 80)

Base Save +4

Offense

Maximum Speed 30 ft. (muscle), 30 ft. (wind), or 60 ft. (muscle and wind);

Acceleration 30 ft.

Ranged light ballista (3d8/19-20)

CMB +4; **CMD** 14

Ramming Damage 4d8

Statistics

Propulsion muscle, wind, or current

Sailing Check Diplomacy or Intimidate (when using muscle); Profession (sailor) (when using wind or current)

Sailing Check Modifier +1

Control Device wheel

Means of Propulsion 8 oars, 20 squares of sails (one mast)

Crew 15

Decks 2

Cargo/Passengers 55 tons/100 passengers

Cargo 4 points of plunder. (Just 1 point of plunder comes from the spices and ship's equipment, the other 3 points are from the slaves. Whether the PCs free these slaves or choose to actively engage in the slave trade to sell them could present a moral quandary.)

Equipment

Weapons 1 light ballista with 20 bolts (aft)

Ship Improvements broad rudder, increased cargo capacity, smuggling compartment (15 squares)

Above Deck

1. Upper Main Deck: This area rises just over 4 feet above the main deck. It holds the ship's steering wheel and its only armament—a light ballista mounted off the stern. Two ladders, one on either side, connect the platform with the main deck. On the main deck next to the port-side ladder is a small door that leads to a storage space under the platform that holds oars, spare planks, sails, tools, and other supplies.

2. Main Deck: The main deck of the *Tamarind* has a simple layout. The mast is at the center of the ship and forward of it are large loading doors that lead into the cargo hold below. A ladder near the mast and another near the cargo hold both lead below deck.

3. Crow's Nest: At the top of the mast is a simple, 5-foot square platform that serves as a lookout point for the ship.

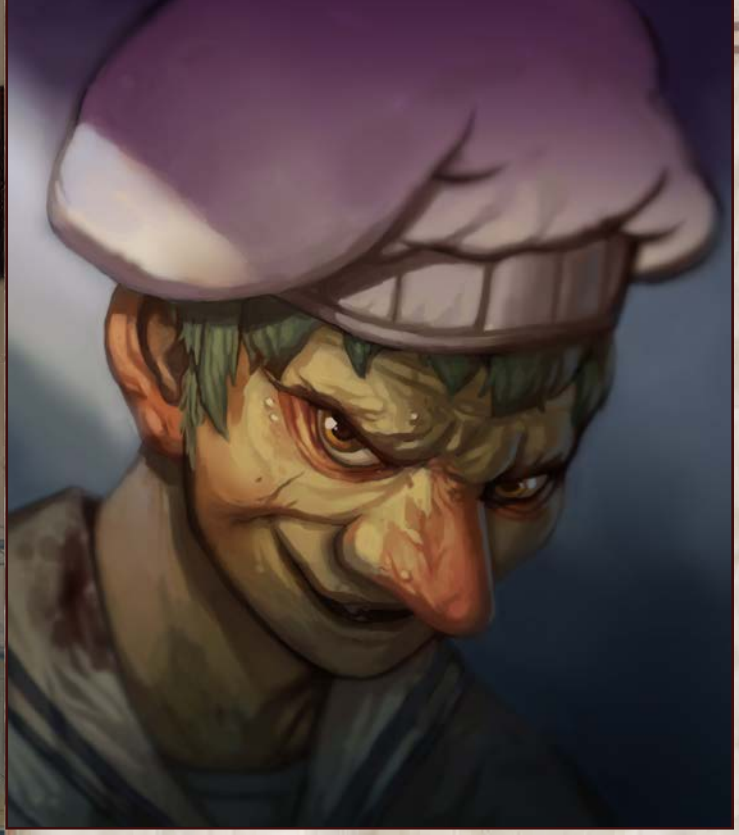
Below Deck

4. Captain's Quarters: The private bunk of Captain Craw also serves as his chart room and office. A comfortable cot and nightstand are in one corner and maps, charts, and other navigational tools cover the walls. There is also a small writing desk containing numerous logs and record books detailing the captain's dealings—in both spices and slaves. A thorough search of the cabin finds a weathered piece of parchment that potentially leads to further adventure (see **Part 2** below). Beside the bed is a sea chest that contains his personal belongings. The door to this room is always locked and Captain Craw carries the key with him at all times.

5. Cabin/Galley: This main cabin is both the eating and sleeping area for the rest of the crew. A large stained and dirty table with matching benches takes up the center of the space while old hammocks and personal effects are strung all around in a haphazard manner. On the starboard side, a narrow section holds a small galley. Foodstuffs and kitchen utensils mix seamlessly with Ripplepott's alchemical tools and belongings in a bizarre-looking mess.

6. Cargo Hold: Crates, barrels, and sacks of various spices partially fill the ship's hold. The dusty air is thick with the heavy odor of spices. One





of the large crates in the southeast section rests on top of a secret trap door leading down into the secret hold below. Finding this trap door requires the searching character to make a successful DC 20 Perception check.

7. Secret Hold: This space is only tall enough for a Medium-sized creature to stand hunched over. Dozens of people lie chained to the floor and walls with thick, iron manacles. Most are unconscious and the few who are awake are torpid. They are all in poor health and show all the signs of being malnourished. The stench of sweat and human waste is overpowering, made all the worse by the stale air.

Captain of the Tamarind

Bartholomew Craw is a paunchy, heavy-set man wearing the dirty and threadbare outfit of a merchant sea captain. His shaved head is ruddily-sunburned and his squinting, deep-set eyes are dark brown. A scraggly, dull-red beard only serves to make his wide smile, full of yellowed teeth, all the more noticeable.

BARTHOLOMEW CRAW **CR 4**

XP 1,200

Male human ranger (skirmisher) 5

NE Medium humanoid (human)

Init +2 (+4 in water terrain); **Senses** Perception +8 (+10 in water terrain)

Defense

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 47 (5d10+15)

Fort +5, **Ref** +6, **Will** +3

Offense

Speed 30 ft.

Melee *+1 scimitar* +10 (1d6+6/18–20)

Special Attacks favored enemy (elves +2, humans +4), hunter's tricks (2/day, upending strike)

Tactics

Before Combat Captain Craw drinks Sito's *delay poison* and *disguise self* infusions before the PCs board the *Tamarind*.

During Combat Craw uses his upending strike hunter's trick to trip opponents. Against tougher opponents who are mostly human or elven, he also uses his hunter's bond to boost his crew's abilities.

Morale Bartholomew Craw surrenders if reduced to 10 hit points or less. However, if he believes he is fighting abolitionists, he fights to the death rather than be captured and hanged as a slaver.

Statistics

Str 18, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +5; **CMB** +9; **CMD** 21

Feats Cosmopolitan (Bluff, Diplomacy), Endurance, Iron Will, Power Attack, Skill Focus (Bluff), Toughness

Skills Bluff +14, Climb +7, Diplomacy +11, Knowledge (geography) +7 (+9 in water terrain), Perception +8 (+10 in water terrain), Profession (sailor) +6, Sense Motive +5, Swim +7

Languages Common, Gnoll, Infernal

SQ favored terrain (water +2), track +2, hunter's bond (companions), silver tongued, wild empathy +6

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk chain shirt, *+1 scimitar*, mwk scimitar, signal whistle, keys to captain's cabin and sea chest

Ship's Cook

With a hunch that makes him seem shorter than he already is, this gnome dresses in simple clothes and

a leather apron covered in grease and other stains. His slick hair is the color of moss and his beady eyes are a quiet gray. Slung around his waist is a bandoleer of flasks and cooking utensils.

SITO RIPPLEPOTT **CR 3**

XP 800

Male gnome alchemist 4

CE Small humanoid (gnome)

Init +4; **Senses** low-light vision; Perception +9

Defense

AC 20, touch 15, flat-footed 16 (+3 armor, +4 Dex, +2 natural, +1 size)

hp 33 (4d8+12)

Fort +6, **Ref** +8, **Will** +3; +2 vs. despair and fear, +4 vs. poison

Offense

Speed 20 ft.

Melee mwk punching dagger +4 (1d3–1/×3)

Ranged mwk light crossbow +9 (1d6/19–20/×2 plus poison) or

bomb +9 (2d6+3 acid/×2)

Special Attacks bomb 7/day (2d6+3 acid or fire, DC 15)

Alchemist Extracts Prepared (CL 4th)

2nd—*delay poison*, *invisibility*

1st—*cure light wounds*, *disguise self*, *shield*, *touch of the sea*

Tactics

Before Combat Sito applies a dose of concentrated large scorpion venom (enhanced by his concentrated poison discovery) to a crossbow bolt and drinks his mutagen to increase his Dexterity.

During Combat Sito drinks his *shield* extract and tries his best to stay out of melee combat. He prefers to stay back and pepper opponents with poisoned bolts, bombs, and other thrown weapons. He always uses his acid bomb discovery while fighting on board the *Tamarind* to minimize the risk of fire.

Morale Sito flees if reduced to 6 hit points or less. He dives overboard, using his potions and extracts to survive and hide underwater until the PCs' ship leaves. He surrenders if his escape route is blocked or the PCs chase him down.

Base Statistics Without his mutagen, Sito's statistics are **Init** +2; **AC** 16, touch 13, flat-footed 14; **Ref** +6, **Will** +4; **Melee** mwk light crossbow +7 (1d6/19–20/×2) or bomb +7 (2d6+3 acid/×2); **Dex** 14, **Wis** 13; **CMD** 13; **Skills** Heal +8, Perception +10, Profession (cook) +8

Statistics

Str 8, **Dex** 18, **Con** 14, **Int** 16, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +1; **CMD** 15

Feats Brew Potion, Extra Discovery, Iron Will, Throw Anything

Skills Appraise +10, Craft (alchemy) +10 (+12 create poisons), Heal +7, Knowledge (nature) +10, Perception +9, Profession (cook) +7, Spellcraft +10; **Racial Modifiers** +2 Craft (alchemy) to create poisons, +2 Perception

Languages Common, Dwarven, Elven, Gnoll, Gnome, Sylvan

SQ alchemy (alchemy crafting +4, identify potions), mutagen (+4/–2, +2 natural, 40 minutes), discoveries (acid bomb, concentrate poison, infusion), eternal hope (reroll a natural 1, 1/day), knack with poison, poison use, swift alchemy

Combat Gear *potion of comprehend languages*, *potion of cure light wounds*, *potion of endure elements*, *potion of expeditious retreat*, *potion of invisibility*, *potion of water breathing*, antitoxin (2), concentrated blue whinnis (Poison—injury; *save* Fort DC 16; *frequency* 1/round for 3 rounds; *initial effect* 1 Con; *secondary effect* unconsciousness for 1d3 hours; *cure* 1 save), concentrated large scorpion venom (Poison—injury; *save* Fort DC 20; *frequency* 1/round for 9 rounds; *effect* 1d2 Str; *cure* 1 save), oil of taggit (4 doses), oil of taggit (contact poison*, 4 doses), smokesticks (3), tanglefoot bags (2); **Other Gear** mwk studded leather, mwk punching dagger, mwk light crossbow with 20 bolts, alchemy crafting kit, backpack, bandoleer, formula book (stored in a waterproof bag, contains

Designer's Note

Alchemist's AC too high?

With his *shield* extract, Sito the cook has an Armor Class that may be very difficult for 4th level characters to hit. As a GM, if you think this is likely to be too challenging for your PCs, or just plain frustrating for their players, then consider changing things so that Sito has given his *shield* extract to Captain Craw, who drinks the infusion during combat. This gives them both a more reasonable Armor Class of 20..

The Desolate Islet



N

1 square = 5 ft.

1

2

3

4

all prepared extracts plus *crafter's fortune* and *true strike*), mess kit

* Sito stole this unusual form of poison from a fellow alchemist who possessed the Poison Conversion alchemist discovery. It has the same statistics as normal oil of taggit, but is a contact poison instead of an ingested poison.

Tamarind Crew

SAILORS (15) **CR 1/2**

XP 200 each

Human expert 1/warrior 1

NE Medium humanoid (human)

Init +1; **Senses** Perception +4

Defense

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 10 each (2 HD; 1d8+1d10+1)

Fort +2, **Ref** +1, **Will** +2

Offense

Speed 30 ft.

Melee sap +3 (1d6+3)

Ranged dagger +2 (1d4+2/19–20)

Tactics

Before Combat The sailors have already concealed various weapons on their person. They also carry a selection of weapons openly, including longswords, morningstars, and scimitars, but surrender these weapons when the PCs board the *Tamarind*.

During Combat The sailors gang up on lightly armored foes first, hoping to take them out of the fight quickly.

Morale If reduced to 3 hit points or less, a sailor flees or surrenders.

Statistics

Str 14, **Dex** 13, **Con** 11, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 14

Feats Athletic, Power Attack

Skills Climb +9, Perception +4, Profession (sailor) +5, Sleight of Hand +5, Swim +9

Languages Common

Gear leather armor, sap, dagger, 4d10 gp

Making Mythic Dramatic!

Normally, a writer using up valuable word count on an NPC's background that the PCs may never learn isn't a good idea. However, the Gaunt is a *mythic* sea hag. Even in a short adventure like this one, the PCs should be aware that they face something ominous and terrifying. If the PCs defeat her and live to tell the tale, they automatically gain +2 to their Infamy and Disrepute when they next make port and speak of this deed. Whether or not you choose to give the PCs a mythic tier for defeating Shayonna, the PCs still gain a spark of her power. Each PC gains the one-time ability to use an imposition[SSPG] costing up to 10 Disrepute points as a supernatural ability. Using this ability does not decrease the PCs' Disrepute.

Part 2: Delivering the Cargo

Among the papers in Captain Craw's cabin, the PCs find a piece of weathered parchment containing a curious message and rough map. The message contains an order for a consignment of slaves and instructions for delivery of this shipment. The map marks the delivery location as a point in the open ocean, with the nearest island over 20 miles away. Scrawled on the parchment in Craw's handwriting is the following: "This be an odd trade run if ever there were one. I guess there'll be a ship waiting out there, but why not make the trade at an island instead? Would have been much easier. Still if the pay is as good as that down payment of pearls it'll make the trip well worthwhile, even if it means the risk of sailing through pirate-infested waters." The only other clue is in Craw's ledgers from over 2 months ago. A note next to an entry paying off a large debt reads, "Those pearls did the trick, that'll keep the legbreakers off me. It was good of old Jarkus the drunkard to put me onto this deal. I don't know why the ancient poxy lubber kept



muttering about it being "Shayonna's debt". I don't give a damn about the name of whoever he gets any of these jobs from. Getting more of those lustrous pearls is what I care about."

The Legend of Shayonna

A successful DC 21 Knowledge (local) check reveals the name 'Shayonna' is part of a tragic ghost story told by sailors in many ports. The tale tells of an amoral charlatan called Bren Taylee who owned a local tavern. A charismatic and bald-faced liar, Taylee became rich swindling wealthy investors by selling off unseen parcels of land on a nearby island. He also fell madly in love with his barmaid and married her, an innocent redheaded beauty named Shayonna. When one of the more intrepid investors discovered the 'rich farmland' was, in fact, a swamp (or a waterway, depending on the version of the story), Taylee was forced to flee.

He left his wife Shayonna behind, abandoning her to face the furious investors and a large debt from the tavern. The tales say that Shayonna stowed away on the same ship Taylee fled on to escape the angry mob and that a drunken sailor on deck one night claimed to have seen Taylee with his hands locked around a young woman's throat (or possibly even throwing her limp body overboard). Whatever the truth, neither Taylee or Shayonna were ever seen or heard from again. However, infrequent sightings of Shayonna's drowned ghostly spirit are reported to this day, in or around the harbors of a number of port cities.

Whatever the truth of this legend, Shayonna does exist. Whether it was as the tales describe, and Shayonna's outrage at her husband's betrayal kept her from succumbing to death and drove her to become what she is today or whether there was always the blackest evil in her heart and it was she who seduced Taylee, foully murdered him, and stole his fortune, no-one knows. But Shayonna lives and has become the powerful and villainous hag known as "the Gaunt". At present, the wicked sea hag seeks

a shipment of slaves to work her foul witchcraft upon, and transmogrify into a horde of monstrous and slavishly obedient servitors.

The Islet

Assuming the account of the valuable pearls strikes the PCs' interest, it takes less than a week of travel to reach the location marked on the map. It is a tiny islet, sandy and barren, surrounded by a large coral reef. The shallow waters and jagged reefs around this speck of land mean that the PCs' ship needs to moor at least 300 feet away to avoid damage to the hull. There is, however, no one on the isle and no other ships in sight.

Reception (CR 5)

Creatures: Shortly after the PCs land on the islet, a pair of hulking, brutish things put their heads above the surface of the sea nearby and warily wade toward the PCs. These are merrows, the unholy offspring of the legendary sea hag, Shayonna the Gaunt. They approach the islet from the east, using the shallow water for cover and, providing the PCs don't attack, slowly lumber ashore. Both creatures have the waterlogged remnants of sailor's outfits still clinging to their gross forms. One of them speaks in gurgling, barely understandable Common asking why the PCs have come. If the PCs provide a believable reason to be here, such as to sell slaves, the merrows nod and one dives into the water to convey this information to Shayonna. Shayonna is already aware of the presence of the PCs' ship and has sent her minions to ascertain their intentions if a party comes ashore.

The remaining merrow has a deep scar across the right side of its face that cuts off the lower half of its right ear. The curious thing is a piece of silver jewelry crafted to resemble the missing piece of flesh dangles from two earrings in the upper half of this ear. PCs can recognize this unusual jewelry and its owner with a DC 20 Knowledge (local) check. It belongs to a knavish scallywag named Gamin 'half-ear' Crystos, a womanizing half-elven pirate, popular in many local ports for his willingness to spread his plunder around. Gamin lost his ear from a close call with an imperial ballista bolt. If any of the PCs have ever actually seen Gamin, the merrow bears a warped, monstrous resemblance to the man. If addressed by name, the merrow stares blankly at the PCs before a flicker of recognition crosses the creature's face and it burbles three words in Giant, "please kill me". The grotesque thing that was once a man then stiffens and comprehension fades from its eyes, leaving only brutish hostility.

MERROW, FRESHWATER (2) **CR 3**

XP 800 each

hp 30 each[B2]

Tactics

Morale If attacked when Shayonna isn't present, the merrows retreat into the underwater passage (see area 1 below) to warn her when reduced below 15 hit points. When defending Shayonna, they fight to the death.

Treasure: Gamin's earring is only worth 50 gp, but if spent to influence an Infamy check, it is worth 10 times that, giving a +1 bonus to the PCs' check.

Parley

If the PCs wait, after several minutes Shayonna the Gaunt (see area 4) rises up out of the ocean. She has used her disguise hex to conceal her horrific form, appearing as a youthful aquatic humanoid, similar to a merfolk, but with legs instead of a tail. Even in this unassuming form, there is something palpably sinister in her manner. The ocean itself seems to recoil from her and as she steps onto the sand; her blood-red hair is dry. Flanked by her two merrows, Shayonna approaches the PCs and asks what they have brought her. Shayonna cagily negotiates for the consignment of slaves and shrewdly asks why the PCs are making this delivery rather than the Captain Craw. Shayonna demands the PCs bring a sample selection of slaves ashore for her to examine.

She haggles over the price and the quality of the merchandise but is prepared to pay up to 2,800 gp in pearls for all the *Tamarind's* slaves, regardless of their condition, which is an exceptionally good price.

If the PCs sell the slaves, these poor wretches are brought ashore where they huddle together on the tiny islet. Each day at dawn, shells full of brackish water and raw fish are left on the shore to sustain them, and each night one of the doomed slaves vanishes, as the unfortunate is dragged below the waves to a ghastly fate. After completing such a despicable bargain, the PCs had best be gone quickly and never return, for when Shayonna has at least six merrows in total under her control, she avariciously boards any nearby vessel to gain additional minions.

1. Underwater Passage

Just to the south of the islet is an underwater tunnel into the coral reef that leads through to Shayonna's lair. The tunnel is marked with a darker outline on the map; the other lighter areas are simply gaps between the colonies of coral surrounding the islet. The thick coral over the tunnel makes it impossible to spot from above and a steep overhang above the tunnel entrance conceals it from the view of anyone on the island. The passage slopes down from a depth of 5 feet at the northern end to 25 feet at the southern end where it opens out into area 3. Scattered sunlight filters in during the day, providing dim illumination; at night, the tunnel is in darkness. The Large-sized merrows need to squeeze through this tunnel which slows them significantly.

2. Coral Flensing Trap (CR 3)

Shayonna has placed a warding trap on this area. When a creature of Small size or larger, other than Shayonna or a merrow, passes through this area, a torrent of water attempts to slam the creature into the razor sharp corals that line the passage. This trap automatically resets and can trigger once per round.

CORAL FLENSING TRAP **CR 3**

XP 600

Type magic; **Perception** DC 26; **Disable Device** DC 26

Effects

Trigger location (*alarm*); **Reset** automatic

Effect spell effect (*hydraulic push* [CL 4th], CMB +7 bull rush into razor-sharp coral, Atk +10 melee, 1d3+1 piercing damage plus 1 bleed)

3. Urchin Cluster (CR 4)

The coralline tunnel opens out into an underwater clearing. Multicolored corals grow in profusion all around this open area, but there are gaps in coral branches overhead, allowing more light through from above (giving this area the same illumination level as above the waves) and providing Medium or smaller creatures with a way up to the surface. The area is 10 feet high and the seafloor is 25 feet below the surface.

The passage to the south narrows to a small shaft that leads up to the outside of the reef. It requires DC 20 Escape Artist checks for Small- or Medium-sized creatures to squeeze along this shaft, larger creatures can't fit at all, and smaller creatures can move through without restriction.

Creatures: While there are tiny fish swimming among the coral and aquatic plant life, the main danger here is a large number of predatory sea urchins. These spiny marine creatures are under Shayonna's sway and don't attack her or her merrows, but hungrily surge over intruders.

RAVENOUS URCHIN SWARM PF56 **CR 2**

XP 600

N Tiny vermin (aquatic, swarm)

Init +1; **Senses** darkvision 60 ft., scent; Perception +1

Defense

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 18 (4d8)

Fort +4, **Ref** +2, **Will** +2

Immune mind-affecting effects; **Resist** cold 5

Offense

Speed 10 ft., swim 20 ft.

Melee swarm +6 (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), jet, underfoot

Statistics

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +2; **CMD** 7 (can't be tripped)

Feats Weapon Finesse

Skills Acrobatics +9, Swim +3

SQ amphibious

Special Abilities

Jet (Ex) While underwater, a ravenous urchin swarm can jet as a full-round action at a speed of 70 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Poison (Ex) Swarm—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex and reduce movement speed by 10 feet (to a minimum of 5 feet); *cure* 1 save. The venom of ravenous urchin swarms stiffens muscles and locks joints into painful configurations. The save DC is Constitution-based.

Underfoot (Ex) Each time a creature moves through a space occupied by a ravenous urchin swarm or starts its movement in such a space, it runs the risk of a ravenous urchin moving underfoot. The creature must succeed at a DC 13 Reflex save or take 1 point of damage plus poison. Additionally, the affected creature's movement speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a ravenous urchin. Any creature moving at half its speed or slower can pick its way through a tidal pool of ravenous urchins (but not a ravenous urchin swarm) with no trouble. The save DC is Constitution-based.

HUNTER URCHINS (2) PF37 — CR 1

XP 400 each

N Medium vermin (aquatic)

Init –4; **Senses** all-around vision, low-light vision, scent, tremorsense 30 ft.; Perception +4

Defense

AC 12, touch 6, flat-footed 12 (–4 Dex, +6 natural)

hp 13 each (2d8+4)

Fort +5, **Ref** –4, **Will** +0

Defensive Abilities stability; **Immune** mind-affecting effects

Offense

Speed 15 ft.

Melee tongue +3 (1d3+3 plus pull)

Space 5 ft.; **Reach** 5 ft.; 20 ft. with tongue

Special Attacks spines (+3, 1d4+2 plus poison), pull (tongue, 5 feet)

Statistics

Str 15, **Dex** 3, **Con** 14, **Int** —, **Wis** 11, **Cha** 2

Base Atk +1; **CMB** +3; **CMD** 9 (17 vs. bull rush or trip)

Skills Perception +4

SQ amphibious

Special Abilities

All-Around Vision (Ex) All giant sea urchins can see in all directions. They gain a +4 racial bonus on Perception checks and cannot be flanked.

Poison (Ex) Hunter urchin venom causes intense pain that staggers those who suffer its effects, but does not actually inflict ability damage. The save DC is Constitution-based. Spines—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* staggered for 1 round; *cure* 1 save.

Spines (Ex) A hunter urchin's spines can swivel to face any approaching creature. Any creature that attacks a hunter urchin with an unarmed strike or a natural attack, or any Medium or smaller creature that attacks with a one-handed weapon or light weapon, is automatically attacked by the hunter urchin's spines as an immediate action. If the spines hit, they can poison the target as well.

Stability (Ex) All giant sea urchins receive a +8 bonus to CMD when resisting a bull rush or trip attempt.

4. Sea Hag's Grotto (CR 6)

A carpet of pale bones litters the seabed in this grotto of dead skeletal coral. Sharp spikes of lifeless coral jut from the walls and opposite the entrance, glistening pearls rest in several large seashells. Curtains of lifeless blackened seaweed hang from the walls.



The thick coral blocks any light from the surface leaving the area in darkness.

Creature: This dark grotto is the lair of Shayonna the Gaunt. Her merrow minions have likely already alerted her to the approach of the PCs' ship. Shayonna lurks here, patiently waiting for the PCs to bring her the slaves she needs to complete her foul ministrations.

If she retreats here to her grotto after a fight on shore, she animates her *claw of the briny depths* and attempts to heal her wounds with her *wand of cure light wounds* by activating it using her Use Magic Device skill. If she hears the PCs approaching, she attempts to use a *wand of summon monster II* she stores here to summon a fiendish octopus by activating the wand with her Use Magic Device skill.

SHAYONNA THE GAUNT — CR 5/MR 2

XP 1,600

Mythic female sea hag[MMSM]

CE Medium monstrous humanoid (aquatic, mythic)

Init +3; **Senses** darkvision 60 ft.; Perception +6

Aura horrific appearance (60 ft., DC 15)

Defense

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 58 (4d10+36)

Fort +5, **Ref** +7, **Will** +5

SR 16

Offense

Speed 30 ft., swim 40 ft.

Melee 2 claws +8 (1d6+4) or *+1 returning harpoon* +9 (1d8+7/x3)

Ranged *+1 returning harpoon* +8 (1d8+5/x3)

Special Attacks evil eye, hexed harpoon[MA], mythic power (4/day, surge 1d6), salt wife[MA]

Spell-Like Abilities (CL 4th; concentration +7)

1/day—*aqueous orb* (DC 16), *control water*, *old salt's curse* (DC 18), *water breathing*

Tactics

Before Combat If aware of the PCs' presence nearby, Shayonna repeatedly attempts to active her *wand of mage armor* with her Use Magic Device skill. She has an 8 in 9 chance of being able to successfully activate it before she rolls a natural 1 on her skill check (not included in her statistics).

During Combat Shayonna starts by revealing her horrific appearance and using her misfortune hex. She also cackles using her *cackling hag's blouse* to extend the hex's duration. Shayonna focuses her attacks on one PC, hurling her returning harpoon to lower that PC's saving throws and repeatedly using her evil eye ability to knock that PC unconscious for later transformation into a merrow. Shayonna uses *aqueous orb* to keep strong looking melee combatants away from her. She uses her mythic power to increase her saving throws again the PCs' spells or to resolve attacks with her harpoon as touch attacks. If her death is imminent, Shayonna reserves one use of her mythic power to cast *old salt's curse* on the PC who strikes the killing blow against her.

Morale If fighting on the islet, Shayonna retreats into the coral tunnel if she is being overwhelmed or when reduced below 30 hit points. In her grotto, however, she makes a final stand and fights to the death.

Statistics

Str 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +4; **CMB** +8; **CMD** 21

Feats Diehard, Endurance, Extra Mythic Power[MF]

Skills Bluff +7, Intimidate +12, Perception +8, Stealth +8, Swim +17, Use Magic Device +7

Languages Common, Giant

SQ amphibious, water witch[MA]

Combat Gear *claw of the briny depths*, *wand of cure light wounds* (9 charges), *wand of mage armor* (15 charges); **Other Gear** mwk harpoon, *cackling hag's blouse*[UE]

Special Abilities

Hexed Harpoon (Su) A mythic sea hag carries a two-tined harpoon of dripping bone, coral, and rusted metal, with a trailing rope of braided kelp. She can wield this weapon proficiently, and in her hands it functions as a *+1 returning harpoon*. In addition, any creature she strikes with the hexed harpoon is stricken with doubt and ill luck, causing the target to take a –2 penalty to one of the following (hag's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This is a mind-affecting curse effect that lasts for 4 rounds; a DC 15 Will save reduces the duration to 1 round. The weapon has no magical properties and gains the fragile weapon quality in the hands of others. A creature carrying a hexed harpoon for more than 1 round must save be afflicted with a –2 penalty to all of the categories listed above for as long as the hexed harpoon is carried and for 24 hours thereafter. A mythic sea hag can expend one use of her mythic power to resolve attacks with her hexed harpoon as melee touch or ranged touch attacks until the end of her next turn. If her hexed harpoon is lost or destroyed, she can make another in a ritual requiring 8 hours.

Evil Eye (Su) Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 15 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 15 Fortitude save or perish (see the salt wife ability). The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.

Evil Eye Curse: *Gaze*—failed save; *save* Fortitude or Will DC 15; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 15 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Salt Wife (Su) A mythic sea hag gains the charm, disguise, and misfortune hexes of a 4th-level witch. If she renders a victim comatose with her evil eye, that creature gains the amphibious special quality. She then drags the victim below the waves, and each day that passes the creature must succeed at a DC 15 Fortitude save or be transformed into a freshwater merrow (this is true even if the transformation occurs in salt water; use the freshwater merrow statistics regardless) rather than perishing. This merrow regards the mythic sea hag as its beloved mistress. She gains a +10 bonus on Bluff checks when interacting with her merrow servants, and they in turn become immune to her horrific appearance. This transformation cannot be dispelled but can be reversed with *remove curse*, requiring a DC 19 caster level check. The DC of this check increases by 1 each day, becoming permanent after seven days have passed.

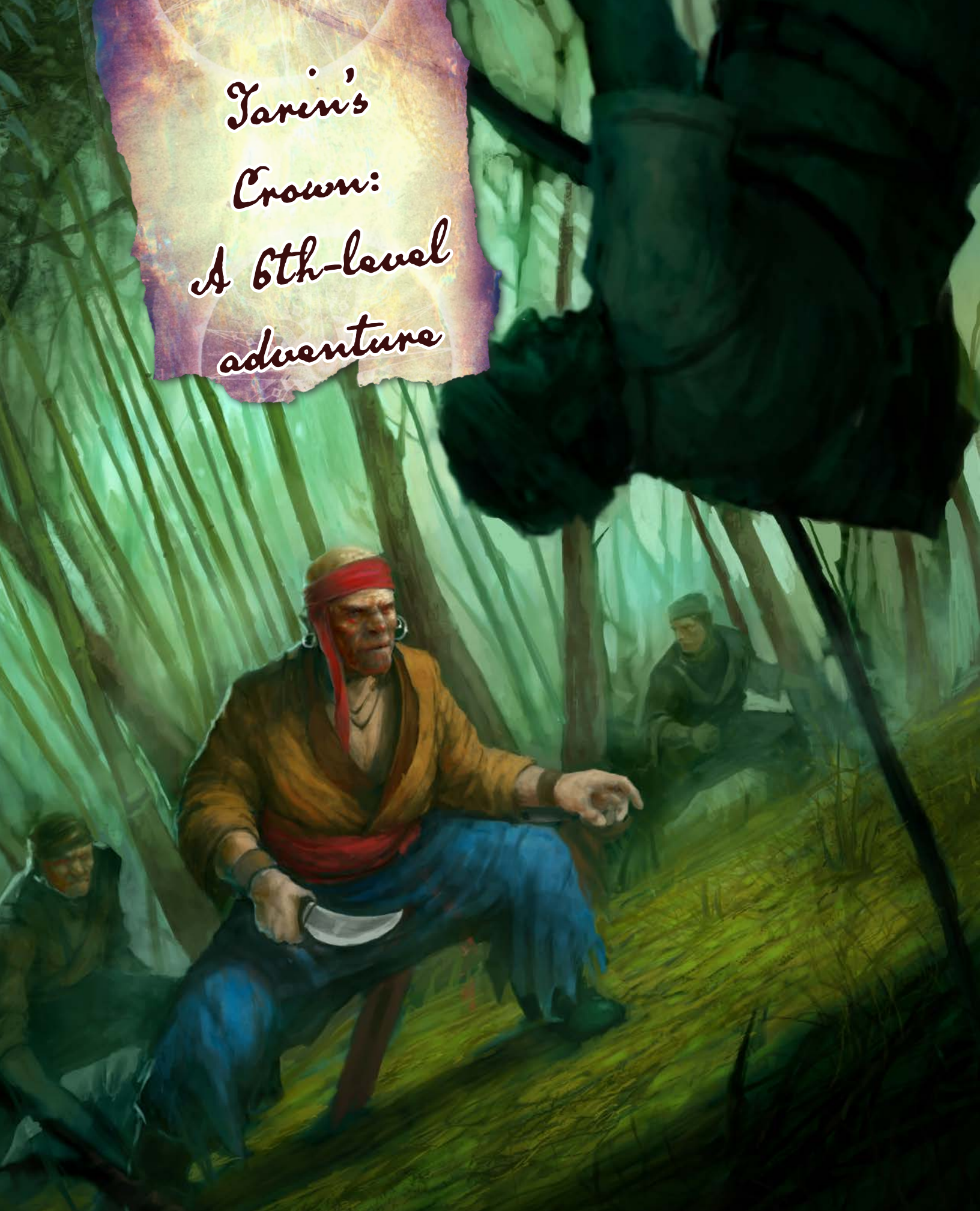
Water Witch (Sp) A mythic sea hag gains *aqueous orb*, *control water*, *old salt's curse*, and *water breathing* as spell-like abilities and may use each once per day. If a mythic sea hag is killed, she can expend one use of her mythic power as an immediate action to cast *old salt's curse* upon her killer, even if she had already used that ability that day. If she has no mythic power remaining or if she was already unable to take actions prior to being slain, she cannot use this ability.

Treasure: A coral *wand of summon monster II* (6 charges) rests on a niche in the southwest alcove. The piles of silvery pearls are worth 3,200 gp in total.

Conclusion

Once the PCs have dealt with the *Tamarind* and Shayonna the Gaunt in one way or another, and likely gained a rich prize of pearls, they are free to continue raiding the sea lanes. If the PCs still have the *Tamarind's* cargo of slaves, they need to decide what to do with them. If Shayonna the Gaunt survives, PCs may encounter her again, perhaps as the captain of a ship of her own crewed by a horde of monstrous merrows.

Jarin's Crown: A 6th-level adventure



Adventure Background

The island now called Tarin's Crown was originally known as Crown Island. Named for its three low peaks resembling a three pointed tiara from a distance, local pirates often simply refer to it as "the Crown". With its lush jungle and beautiful lagoon harbor on the northern side of the island, it seemed to be an inviting and picturesque spot for a pirate lord's lair. The island attracted many a pirate crew looking to carve out a base of operations. Yet each attempt met with failure as the aggressive carnivorous plant life and sentient vegetation native to the island destroyed anyone foolish enough to try. Survivors of unsuccessful attempts spread word of these dangers, and aside from the occasional crew desperate for fresh water, the island remained unoccupied; most considered the Crown a good navigational landmark and little else, until recent times.

For Captain Jared "Red Skewer" Tarin of the *Silver Narwhal*, however, this deadly isle was merely another challenge to overcome. The vicious pirate had decided that he needed an island fortress which would be all but impenetrable, and an island as dangerous as Crown Island was exactly what he was looking for. Three years ago, Tarin landed on the Crown and began clearing a path from the lagoon to the highest peak using a large number of slaves as a workforce. The sentient plant creatures that flourish on the isle usually fed on wild boars and seals, but didn't overlook such a bountiful offering. Casualties among the labor force were high, but by sacrificing a large number of slaves and livestock to satisfy the vegetation's appetite, Tarin kept his own crew from being eaten. Whenever Tarin experienced significant losses due to predation, the *Silver Narwhal* would leave port and return with more animals and slaves.

Soon a dock was built and a solid path led to the bare peak above the jungle. Here Tarin built what he intended to be the first tower of a significant fortress, overlooking a sheer hundred foot cliff to the south, using stone quarried from the eastern peak of the island. As the tower was being constructed, Tarin looked out over the lagoon with his ship docked there and was struck by an inspiration. Using more rock from the quarry, he had slaves build rough seawalls across the entrance of the lagoon. This created a single winding passage that any ship entering the harbor would have to follow. Ships of significant size (including the *Silver Narwhal*) would have to slow and make hard turns to successfully navigate it. He then had two catapults laboriously transported up next to the tower and carefully calibrated so they fired into this narrow passage. Now Tarin could easily disable any ship attempting to enter the lagoon.

His "impenetrable" base complete to the first tower, Tarin returned to raiding and pillaging. Red Skewer Tarin added much to his reputation by taming the island, and people began referring to it as Tarin's Crown. Whenever the jungle became too aggressive, Tarin would sacrifice sheep, or some of the slaves he now kept as domestic servants; he knew he could always get more on the next raid.

Tarin's renown grew, and so did the envious greed of his fellow pirates. A number of them then did exactly what Tarin expected and tried to loot his base, and one by one, they fell into his trap. These pirates tried to cut through the jungle and were destroyed by the plant creatures, or sought to scale the sheer cliff only to be picked off by crossbow bolts from laughing pirates, or even actually attempted to sail into the lagoon. This last was the best of all for Tarin and his crew. Once the ship was in range, his catapults would rain hell upon the ship, disabling it in the tight waterway. The *Narwhal*'s crew then moved along the rough seawalls and took the ship, along with whatever gold and plunder it had aboard.



Recent Events

Not long ago, Tarin stole a valuable treasure called the *Pirate Queen's Pearl* from a pirate lord during a treacherous raid. This magical statue of pearl is a blessed object, sacred to the Goddess of Piracy. Many pirate crews, including the pirate lord Tarin stole it from, dearly want this prize.

An alliance of several pirate captains has decided to retrieve the *Pirate Queen's Pearl*. Rather than assault the island directly, their strategy has been to anchor just in sight of Tarin's Crown and embargo the island, waiting for the *Silver Narwhal* to run or be forced to leave to obtain supplies. Although the crew of the *Narwhal* are experienced, they are heavily outnumbered by these latest foes. This blockade has now been going on for months and the *Narwhal*'s crew are getting desperate.

Tarin has become paranoid and now refuses to leave his tower for any reason. Food storage is low, the supply of slaves is gone, and a few of the crew have already been taken by the jungle. Alsindra Devrol, Tarin's first mate, has tried to persuade the captain to give up some of his treasure to pay off the besiegers or to buy allies to help. Gren Trevak, the ship's navigator, secretly desires the captaincy and has spread malicious lies throughout the crew, manipulating Tarin against Alsindra. In his paranoia, Tarin now sees Devrol as a conspirator with his enemies and has banned her from his tower. She now remains on the ship with those of the crew that believe as she does.

Introduction

Assuming the PCs have heard rumors of Red Skewer Tarin, Crown Island, and the *Pirate Queen's Pearl*, there are several ways for the PCs to become involved in the adventure. The pirate lord that Tarin stole the pearl from could hire the PCs to get it back, the PCs could choose to cooperate with the pirate crews currently embargoing the island, or they could decide to add to their growing infamy by brazenly raiding Tarin's Crown and claiming the sacred pearl for themselves.

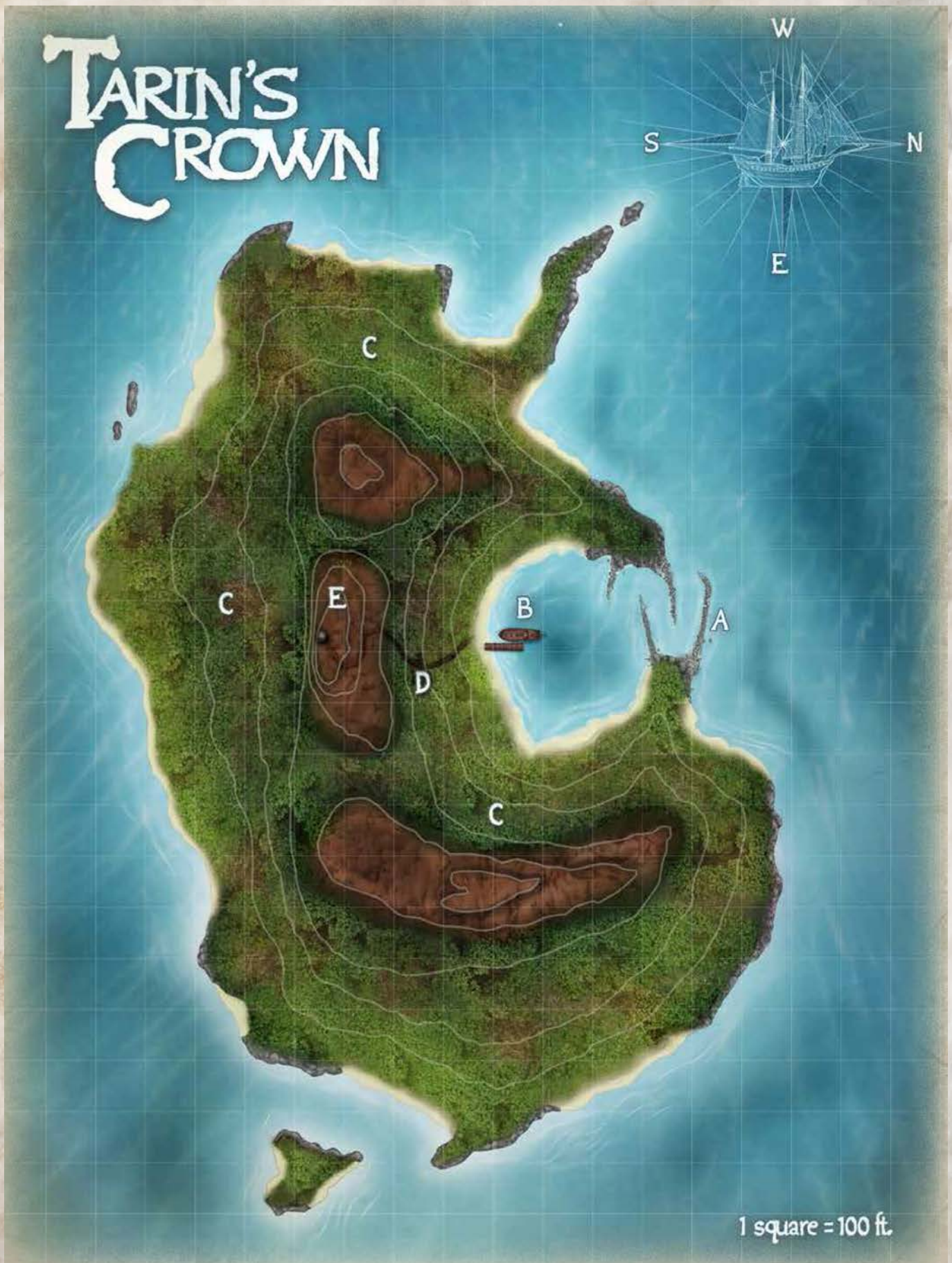
If the PCs choose to act independently, the pirate crews besieging the island choose not interfere as the PCs' ship approaches the Crown. They would rather wait and see if the PCs' ship can break the stalemate, before confronting the PCs' ship as it tries to leave, and then demand the PCs hand over the *Pirate Queen's Pearl*.

Crown Island

Crown Island is a dangerous place to assault or explore. The threats of the island form an obstacle that should prevent the PCs from resting or becoming complacent. If the PCs attempt to rest while on the island then assassin vines, vegepygmies, or pirates are almost certain to attack them. Barring magic, there are only a few alternatives to reach the island's interior. The PCs can land on the island' shore and hack their way through the unforgiving jungle, or attempt to get through the guarded channel into the lagoon.

Catapult Defenses

There are two masterwork catapults positioned next to the tower on the summit, both aimed to fire northward toward the lagoon. The *Silver Narwhal*'s catapult crews have trained hard and have had much practice hurling rocks into the channel between the sea walls. Aided by this practice and a detailed series of ranging markings on both catapults, the catapult crews can fire with great accuracy at any point in the channel. Both crews gain the equivalent of a +6 successive shot bonus to targeting checks when aiming at targets anywhere in the channel. The catapult crews have a +3 targeting check modifier and Gren has a +8 targeting check modifier. The channel at the entrance to the lagoon is in the catapults' fourth range increment and the *Silver Narwhal* in the catapult's second range increment.



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See the Siege Engines chapter of *Pathfinder Roleplaying Game Ultimate Combat* for more details.

Each catapult fires in turn, resulting in a shot fired every 3 rounds. Gren leads both crews, personally adjusting the aim of each catapult and firing when it is ready. Once a ship is disabled, the catapult crews change ammunition to a form of shrapnel ammunition that deals 4d6 bludgeoning and piercing damage in a 20-foot radius burst centered on its target (DC 15 Reflex save for half). The catapults can also fire at targets on the beach of the lagoon or at the *Silver Narwhal*, but only target the *Narwhal* if the ship is under attack and the crew onboard signals them to do so.

Parley

The PCs may choose to not go ashore immediately. If they drop anchor off the island and study the situation for at least half an hour, or attempt to communicate with the pirates on the island, Alsindra and five of her crew row out under a flag of truce to parley. She is willing to negotiate and seeks to have the PCs to form an alliance or partnership with her and those on the *Silver Narwhal*. Alsindra relates the information in the Recent Events section above and asks for their aid. She hopes that by offering a substantial reward she can convince the PCs to do one or more of the following: bring much needed provisions to the island, aid the *Narwhal* in making a run from the island, help the *Narwhal* fight the besieging pirates, and finally, discover the current location of the enemy pirate lord that Tarin stole the pearl from and deal with him. Depending on how much the PCs agree to help, Alsindra offers up to 4 points of plunder in silver and gems. Alsindra is even willing to offer the PCs the *Pirate Queen's Pearl* if the PCs agree to defeat the pirate lord. (You can use a scaled version of the *Steam Island* adventure in this volume if the PCs wish to take on this pirate lord.)

Alsindra fully intends to honor the deal but her current standing with Tarin makes payment somewhat of a problem. Indeed, the PCs may return to Tarin's Crown to find Gren in charge of the *Narwhal* and Alsindra's crushed corpse on display beside the trail up to the tower.

Alsindra isn't willing to directly betray her crewmates in the tower, but she could be persuaded to let the PCs ascend the trail to the tower, if they can sway her with a scenario that removes Gren (and possibly even Tarin) from the picture without too much bloodshed and she remains in control of the *Narwhal*.

A. The Seawall Trap (CR 9)

Any ship trying to navigate the passage through the seawall is in for a tough battle. The catapults on the summit fire down on the invaders, while the PCs' ship needs to slow and make several sharp turns to navigate through the channel. See the Vehicles chapter of *Pathfinder Roleplaying Game Ultimate Combat* for more details on the driving checks required to make turns with a waterborne vehicle while moving at speed.

Creatures: Alsindra and the crew assigned to the *Narwhal* attempt to board the PCs' ship after the catapults disable it, or as it nears the end of the channel. They use the rocky outcroppings of the sea walls as cover as they approach the ship. Alsindra and her band have trained to deal with the shrapnel ammunition from the catapults using the Duck and Cover feat combined with their evasion class ability. This enables them to board a vessel and fight in areas targeted by the catapults with little concern. If knocked prone when using the Duck and Cover feat, a crewmember uses the Stand Up rogue talent to quickly regain his or her feet.

The boarding party concentrates on officers, counting on the shrapnel shots to handle the regular crew. Each round after boarding, Alsindra demands surrender. If this happens, she signals the

catapults with a bright orange flag swung in a particular pattern to stop the bombardment.

ALSINDRA DEVROL **CR 5**

XP 1,600

hp 51 (see page 370)

***SILVER NARWHAL* CREW (10)** **CR 2**

XP 600 EACH

hp 23 each (see page 372)

Development: If the PCs surrender, Alsindra offers them a simple deal, they go and defeat the pirate lord (as described in the Parlay section above) while she keeps the PCs' ship and crew as hostages. If the PCs succeed, Alsindra promises to return both their ship and crew to them. She lets the PCs take a longboat (if the PCs' ship has one), or use a small cutter stored on the *Silver Narwhal* (if they don't).

B. The *Silver Narwhal* (CR 9)

The *Silver Narwhal*, a two-masted sailing ship with her infamous silver-inlaid horn figurehead, sits docked here as she has been now for some three months. There is no cargo or treasure on the *Narwhal* herself; the pirates have taken that to the tower or distributed it to the crew. The ship itself is worth 5 points of plunder if the PCs seize the ship and sell her.

Creatures: Alsindra and her band reside on board the *Narwhal*, maintaining the ship and keeping it seaworthy. If the PCs manage to circumvent the seawall passage and approach the ship or the trail to the tower then this group of pirates shoots volleys of crossbow bolts at them, while using the ship's gunwales for cover. If the PCs try to fight their way onboard, the crew attempts to bottleneck them at the single gangplank and signal the catapults on the summit to fire shrapnel ammunition at the attackers. Alsindra uses her Swinging Reposition ability to great advantage on the ship's familiar terrain.



Alsindra Devrol

ALSINDRA DEVROL **CR 5**

XP 1,600

hp 51 (see page 370)

***SILVER NARWHAL* CREW (10)** **CR 2**

XP 600 EACH

hp 23 each (see page 372)

C. The Voracious Jungle (CR 7)

If the PCs attempt to approach the pirates' lair through the jungle or leave the trail leading up to the summit, they find the thick tropical forest



stiflingly humid with a dense canopy of leaves overhead that filters out light from above. The tangled undergrowth slows travel speed to one quarter and thick foliage overhead reduces lighting conditions to normal illumination during the day and complete darkness at night.

Creatures: Two species of vegetal predators flourish on this island, a large but scattered tribe of vegepygmies and numerous patches of assassin vines. These two species coexist on the island, both consuming wild boars and seals, with the vegepygmies maintaining a respectful distance from the assassin vines.

The vegepygmy tribes have many well-camouflaged solitary scouts hunting in the jungle for food, so unless the PCs are extremely stealthy, the vegepygmies are very likely to quickly become aware of the PCs moving through their territory. The PCs hear the strange unsettling sounds of the vegepygmies communicating using clicking, tapping, and drumming all around them as they move through the jungle. A tribal gang of vegepygmies led by a warrior chieftain ambushes the PCs as they pass through a dank thicket full of leafy plants and winding creepers. These ambushers lie in wait right next to a large patch of russet mold.

VEGEPYGMY CHIEFTAIN **CR 4**

XP 800

Advanced vegepygmy[B1] warrior 4

N Small plant

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +13

Defense

AC 20, touch 15, flat-footed 16 (+4 Dex, +5 natural, +1 size)

hp 41 (5 HD; 1d8+4d10+15)

Fort +9, **Ref** +5, **Will** +3

DR 5/slashing or bludgeoning; **Immune** electricity, plant traits

Offense

Speed 30 ft.

Melee 2 claws +9 (1d4+3 plus russet mold)

Tactics

During Combat The chieftain attacks as many different opponents as it can, to infect as many foes as possible with russet mold.

Morale The chieftain retreats into the jungle underbrush and hides if reduced to less than 12 hit points.

Statistics

Str 16, **Dex** 18, **Con** 16, **Int** 12, **Wis** 15, **Cha** 15

Base Atk +4; **CMB** +6; **CMD** 20

Feats Power Attack, Skill Focus (Perception), Weapon Focus (claw)

Skills Climb +9, Perception +13, Stealth +16 (+24 in vegetation); **Racial Modifiers** +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (can't speak)

Special Abilities

Russet Mold (Ex) Claw—injury; save Fort DC 15; frequency 1/round until cured; effect 2 Con; cure 1 save.

VEGEPYGMIES[B1] (5) **CR 1/2**

XP 200 EACH

hp 5 each

Ranged javelin +2 (1d4)

Gear longspear, 3 javelins

TACTICS

During Combat The vegepygmies cluster behind the russet mold and hurl javelins at the PCs, hoping to lure them into range of the mold's spores.

Morale The vegepygmies fight to the death.

Hazard: This patch of orange-brown fungus is 9 foot in diameter. When a creature approaches to within 5 feet, the patch of russet mold releases a cloud of spores in 5-foot radius burst. Everyone in the area must make a DC 15 Fortitude save or the spores quickly take root in their victims, inflicting 2 points of Constitution damage per round. Plants are immune to russet mold spores. The growth can be halted by *remove disease* or a similar magical effect, such as *heal*, but immunity to disease doesn't protect against russet mold spores. Exposure to direct sunlight also halts the spores' growth. A patch of russet mold is unharmed by all effects save for acid, alcohol, or *remove disease* (or a similar effect), all of which can kill a single patch of russet mold on contact. Direct sunlight doesn't kill the mold, but does render it dormant and harmless as long as the sunlight persists. See the vegepygmy entry in the *Pathfinder Roleplaying Game Bestiary* for further details.

RUSSET MOLD **CR 6**

Type contact or inhaled; **Save** Fortitude DC 15

Onset immediate; **Frequency** 1/round until cured; **Effect** 2 Con damage; **Cure** 1 save

D. The Jungle Path (CR 7)

This winding trail is barely four feet wide at most, cutting through the jungle and climbing steadily upward, switching back and forth to reach the summit of the middle peak of Tarin's Crown. Along the path, humanoid skeletons can be seen here and there, often with many of their bones broken and crushed. These are the remains of slaves, left behind by the carnivorous jungle vegetation.

Creatures: Midway along the track, the PCs encounter a patch of four toxic assassin vines looking for a meal. The vines use the heavy foliage undergrowth to hide, and attack as soon as the party comes close enough.

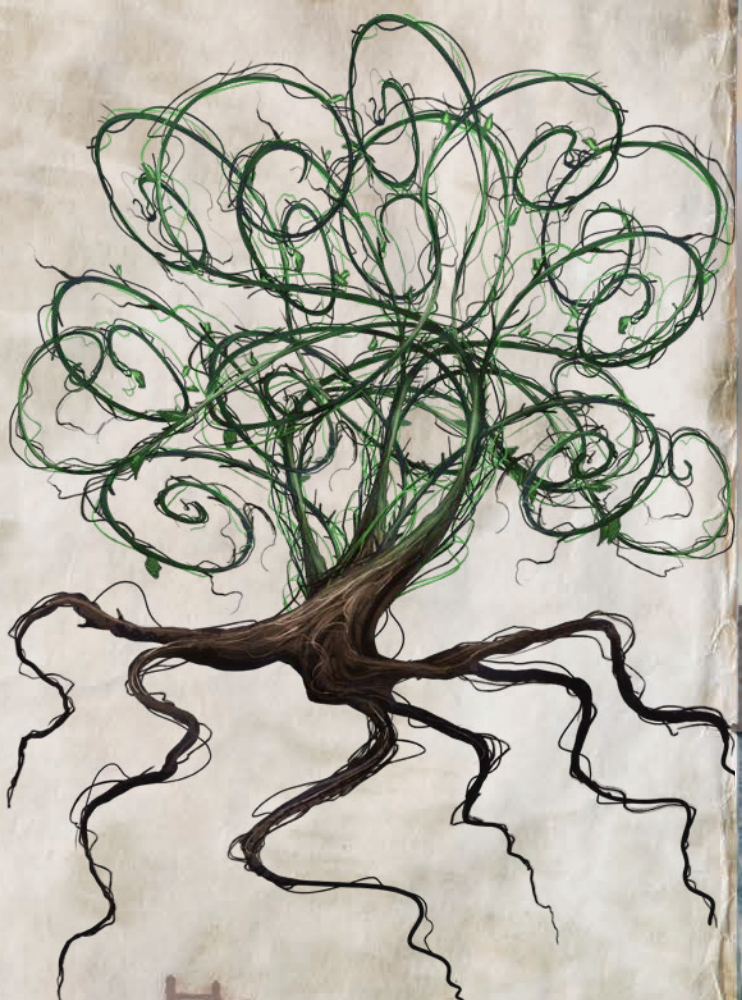
TOXIC ASSASSIN VINES[B1] (4) **CR 3**

XP 800 EACH

hp 30 each

SPECIAL ABILITIES

Toxic (Ex) A creature damaged by a toxic assassin vine's natural attacks, including constrict attacks, is exposed to its poisonous sap. *Poisonous Sap*: *Poison*—Injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution based.





E. Tarin's Tower

This small two story square tower sits atop the summit of the central peak. To the south, the tower overlooks a sheer 100 foot cliff that drops down into the jungle below. From the exterior, it is readily apparent that the tower was originally designed to be part of a much larger fortress. A small empty enclosure nearby once held sheep and goats, but these had be slaughtered by the pirates for food.

During the day, two pirate crewmembers stand watch outside the tower (these sentries are in included in the number of crew in **E3**), scanning the surrounding ocean for ships and keeping an eye on the trail leading back down to the dock. At night, the pirates stay inside the tower and bar the entry door shut.

E1. Cliff

The cliff face has few footholds and the surface is fairly smooth, requiring DC 25 Climb checks to scale. There are three *magic mouth* spells (CL 3rd) set to shout a warning to alert the pirates in the tower if a Tiny or larger humanoid climbs within 40 feet of the top of the cliff. Each *magic mouth* spell is positioned 30 feet below the cliff top and they are 80 feet apart horizontally. They can each detect creatures up to 45 feet away, so together the three spells cover an area 250 feet across the cliff face.

E2. Catapults

The *Narwhal*'s crew keeps these catapults covered with oiled canvas during inclement weather. Each has 25 stone projectiles and 10 pieces of shrapnel ammunition stacked nearby.

E3. Common Room (CR 8 or 9)

A large wooden bench is the central feature of this well-used living area. Plates and utensils are stacked on a small stand in one corner and sailor's clothes hang from lines tied to the ceiling. Wooden stools and tankards are scattered about the place.

The set of stairs in the southeast corner leads down to a cellar that stores food and other supplies as well as a series of empty cages that, in the past, held slaves.

Creatures: The portion of the crew not assigned to the *Narwhal* spend most of their time here. If alerted by the *magic mouth* spells or by the two sentries outside, Gren (area **E5**) and these pirates assemble then move to deal with the intrusion. If the tower comes under direct attack, two pirates flank the entry door to ambush and sneak attack invaders while the remaining pirates push over the bench to provide cover and get ready to fire their crossbows at anything coming through the door. If the PCs manage to make it up to the tower undetected, the pirates are gambling and drinking the common room, or resting in the bunk rooms.

GREN TREVAK **CR 5**

XP 1,600

hp 48 (see page 371)

***SILVER NARWHAL* CREW (8)** **CR 2**

XP 600 each

hp 23 each (see page 372)

E4. Bunk Room

These rooms are crowded with double bunks and the crew's belongings. The untrusting pirate crewmembers carry anything of value on their person so there is little of real value here.

E5. Armory

This small area extends under the stairs to the east and holds 800 spare crossbow bolts and around 250 gp worth of non-masterwork pirate weapons such as boarding axes, boarding pikes, and cutlasses.

E6. Officers' Quarters

This bedroom has two beds, each with a sea chest at its foot. If the alarm hasn't been raised, Gren (area **E3**) is here, studying his spellbook. The southern chest holds several bottles of cheap cologne and a selection of gaudy clothing, mismatched combinations of pieces from couriers' and nobles outfits. These belong to Gren and are worth 350 gp in total. The other chest belongs to Alsindra and is empty.

E7. Upper Hallway

In addition to arrow slits in the walls, this long wide hall has a series of narrow holes in the floor allowing defenders in the hallway to shoot down at creatures in squares adjacent to the holes in the common room below (area **E3**). A ladder leads up to battlements atop the tower. Normally two crewmembers (see area **E8**) stand outside the door to Tarin's quarters as personal guards. They warn Tarin of invaders, fire down at enemies in the common room, and then withdraw into their captain's quarters to make a stand there.

E8. Captain's Chamber (CR 7 or 8)

This large chamber holds an opulent four-poster bed and several other once-fine furnishings that look to have been looted from captured merchant ships, but the place is a filthy squalid mess.

Creatures: This is Captain Tarin's personal quarters, where he spends much of his time obsessively brooding and smoking dried narcotic jungle leaves in a wooden pipe. If Tarin becomes

aware of an assault on the tower, he orders Gren and his crew to repel the attack. If alerted to intruders inside the tower, Tarin calls his personal guards into his room and positions them on either side of the door while he lurks behind the cabinet.

CAPTAIN JARED TARIN **CR 7**

XP 3,200

hp 72 (see page 369)

***SILVER NARWHAL* CREW (2)** **CR 2**

XP 600 EACH

hp 23 each (see page 372)

Treasure: The cabinet contains Tarin's clothes and personal possessions. A large locked sea chest (Disable Device DC 30) contains the undistributed portion of the *Silver Narwhal*'s plunder. All told, the gold coins, silver, gems, jewelry, and art objects in the room add up to 12 points of plunder, as described in the first issue of the Pirate Adventure Path (#55). There are also 3 *potions of cure moderate wounds* and 8 *potions of cure light wounds* in the sea chest.

Conclusion

Once the PCs defeat Tarin and obtain the *Pirate Queen's Pearl*, they should decide what to do with this holy treasure. Many other pirates covet the pearl so selling or trading it may seem like an easy solution, but finding a buyer willing and able to pay a good price for it, and then ensuring they aren't double crossed during the deal should be a significant challenge for the PCs. If the PCs decide to keep the pearl, then the continued attempts of other pirates to relieve them of it will become adventures in themselves. That is until the PCs finally become such infamous and undisputed pirate lords that even the mangiest sea dog wouldn't dare try to steal from them.

The PCs might consider taking over Crown Island and using it as a base of their own. The isle may serve them in the short term but its dangerous nature, small size, and considerable distance from other settlements means that the PCs are likely to tire of it as their reputations grow.

The Crew of the *Silver Narwhal*

Captain Jared 'Red Skewer' Tarin

At 34 years of age, Tarin is tall, lean, and athletic. Gray hairs pepper his black hair and beard and his skin is coarse and tanned. He dresses in finery, but without care and in a haphazardly manner.

In his youth, Jared Tarin was apprenticed to a locksmith in a port town, but he gave in to temptation and began using his abilities to steal from his master's clientele. Arrested and scheduled to hang for his crimes, Tarin escaped and fled town by signing on to a sailing vessel departing the port. Gifted at persuading people with his bluster and bravado, he managed to induce the crew to mutiny and turn pirate within a month of their departure. Tarin gained the nickname "Red Skewer" from his practice of impaling his victims on the narwhal horn of his ship's figurehead.

Tarin's bluster and swagger were impressively showy, and backed up by his experienced crew, Tarin's fame grew, as did his arrogance. His flag—a black field with a red cutlass piercing three white skulls—became a dreaded sight on the high seas. His success at sea soon convinced him that he was the greatest of pirate captains. When he 'tamed' Crown Island as his base and stole the *Pirate Queen's Pearl* by raiding a rival pirate lord's ship, many of his crew were convinced that he had the Goddess of Piracy's blessing.

Red Skewer Tarin's recent reversals of fortune have left him somewhat shocked. He had everything planned out so carefully; this shouldn't be

happening. Now he refuses to leave his rooms in his tower, where he plots outlandish schemes to escape and mulls over his paranoid suspicions. His first mate, Alsindra Devrol has tried to confront Tarin about the situation, but he has begun to believe the lies that the ship's navigator, Gren Trevak has been spreading and recently banned Alsindra from the tower completely. Thanks to Gren's manipulations, Tarin now believes his plans backfired due to internal betrayal. Should he obtain 'proof' of this, he would gladly sacrifice Alsindra as well as any other conspirators to the jungle without mercy.



CAPTAIN JARED TARIN CR 7

XP 3,200

Human ranger 3/rogue 5

CE Medium humanoid (human)

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

Defense

AC 20, touch 15, flat-footed 20 (+5 armor, +5 Dex, +1 dodge vs. traps)

hp 72 (8 HD; 3d10+5d8+29)

Fort +7, **Ref** +13 (+1 vs. traps), **Will** +4

Defensive Abilities evasion, uncanny dodge

Offense

Speed 30 ft.

Melee *+1 rapier* +11/+6 (1d6+2/18–20 plus poison), mwk dagger +10/+5 (1d4/19–20 plus poison) or *+1 rapier* +13/+8 (1d6+2/18–20 plus poison)

Ranged mwk hand crossbow +12 (1d4/19–20/×2 plus poison)

Special Attacks favored enemy (humans +2), sneak attack +3d6

Tactics

Before Combat If expecting combat, Tarin smears doses of black adder venom on his rapier, dagger, and a crossbow bolt. When Tarin hears fighting or foes nearby, he drinks his *potion of invisibility*.

During Combat Tarin attempts to strike from invisibility at enemy spellcasters to eliminate them quickly. While fighting, he curses the PCs and claims that they'll never take the pearl from him. In melee combat, Tarin uses the room's furniture to avoid being outnumbered, and tumbles from place to place to set up flanks with allies.

Morale Paranoid and desperate, Tarin frantically fights to the death unless his enemies offer him quarter. If the PCs do, Tarin surrenders if reduced below 10 hit points.

Statistics

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

Base Atk +6; **CMB** +7; **CMD** 22

Feats Alertness[B], Endurance, Improved Two-Weapon Fighting, Iron Will, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +17 (+21 move through threatened squares), Appraise +10, Bluff +11, Climb +10, Diplomacy +11, Disable Device +11, Intimidate +11, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +6, Perception +10, Profession (sailor) +10, Stealth +12, Survival +4, Swim +10

Languages Common, +2 regional languages

SQ favored terrain (water +2), track +1, wild empathy +3, rogue talents (bleeding attack, combat trick), trap sense +1, trapfinding +2

Combat Gear *potions of cure moderate wounds* (2), *potion of invisibility*, black adder venom (4 doses: Poison—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save); **Other Gear** *+1 mithral chain shirt*, *+1 rapier*, mwk dagger (2), mwk hand crossbow with 20 bolts, mwk buckler (not worn), *belt of tumbling*, *cloak of resistance +1*, *Pirate Queen's Pearl*, mwk thieves tools, polished darkwood tankard (worth 50 gp), silver ring with beautifully cut garnet (worth 150 gp), 40 gp

First Mate Alsindra Devrol

Alsindra is a plain-looking woman in her late twenties, with light brown skin, dark hair, and brown eyes, who serves as first mate of the *Silver Narwhal*. While Alsindra is among the least cruel of Tarin's crew, she is nonetheless amorally indifferent to the plight of those who aren't her friends. She has enjoyed the good times with the *Narwhal* as much as anyone and is sad to see them end. She wants to have Tarin spend some plunder to gain allies against these blockading pirates or simply give up the *Pirate Queen's Pearl* to them so that things can return to the old ways, but Tarin's paranoia has resulted her being banished to the ship and she has no influence over him. She knows that Gren Trevak has been spreading rumors and lies, but is almost powerless to do anything about it. She is looking to negotiate a way out of the current troubles and stop Trevak before he goes too far.

ALSINDRA DEVROL **CR 5**

XP 1,600

Female human fighter (shielded fighter) 4/rogue (pirate) 2

CN Medium humanoid (human)

Init +2; **Senses** Perception +9

Defense

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 shield)

hp 51 (6 HD; 4d10+2d8+16)

Fort +7, **Ref** +7, **Will** +2

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee *+1 cutlass* +10 (1d6+6/18–20)

Ranged mwk light crossbow +8 (1d8/19–20)

Special Attacks sneak attack +1d6, swinging reposition

Tactics

During Combat Alsindra flanks with other crew members to make sneak attacks. When unable to flank, she uses dirty trick maneuvers to blind an opponent and set up sneak attacks.

Morale Alsindra has no desire to die; she flees or surrenders if half her crew are defeated. She only fights to the death if given no choice.

Statistics

Str 16, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +8 (+10 dirty trick); **CMD** 20 (22 vs. dirty trick)

Feats Combat Expertise, Duck and Cover, Improved Dirty Trick, Missile Shield, Sea Legs, Shield Focus, Weapon Focus (cutlass), Weapon Specialization (cutlass)

Skills Acrobatics +13, Appraise +5, Climb +10, Diplomacy +8, Knowledge (local) +5, Perception +9, Profession (sailor) +9, Sense Motive +8, Stealth +6, Swim +10

Languages Common

SQ active defense, rogue talents (combat trick)

Combat Gear *potion of cure light wounds*; **Other Gear** *+1 studded leather*, *+1 buckler*, *+1 cutlass*, mwk light crossbow with 20 bolts, *cloak of resistance +1*, intricately carved jade necklace with scenes of stormy seas (worth 150 gp), 15 gp

Ship's Navigator Gren Trevak

Gren Trevak is a lanky, white haired half-elf with a hazel eyes and a sardonic grin. He purposefully dresses like a foppish aristocratic popinjay, fully aware that this often causes people he meets to underestimate him.

Gren serves as the *Silver Narwhal*'s quartermaster, but he secretly desires captaincy of the ship and is carrying out a treacherous scheme to accomplish this goal. As the situation recently deteriorated, Gren started telling Tarin that his first mate, Alsindra Devrol, was secretly in league with the besieging pirates. Tarin refused to believe it at first but Gren told him that she was after Tarin's rightful property, the *Pirate Queen's Pearl*, and that sooner or later she would ask him to give it up.

When that day finally came, Gren's plan worked perfectly. The split between Alsindra and the Captain places Gren right where he wants to be, with most of the crew of questionable loyalty down on the ship with Alsindra. Morale is slipping as the situation grows worse and more pirates join the debate and argue over what should be done. When Gren feels that the numbers are in his favor, he intends to lead the mutiny and take command. He plans to sacrifice Alsindra, Tarin, and any pirates still loyal to Tarin to the jungle. This should temporarily appease its appetite, making it safe to travel from tower to ship. Then he intends to give up the *Pirate Queen's Pearl*—just like Alsindra suggested—and rule over the *Silver Narwhal* and Crown Island unchallenged.



GREN TREVAK **CR 5**

XP 1,600

Half-elf magus 3/rogue 3

CE Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +10

Defense

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 shield)

hp 48 (6 HD; 3d8+3d8+18)

Fort +6, **Ref** +8, **Will** +4; +2 vs. enchantments

Defensive Abilities evasion; **Immune** sleep

Offense

Speed 30 ft.

Melee mwk rapier +9 (1d6/18–20)

Ranged mwk dagger +8 (1d4/19–20/×2)

Special Attacks spell combat (–2 attack), spellstrike, sneak attack +2d6

Magus Spells Prepared (CL 3rd; concentration +6)

1st—*grease*, *shocking grasp*, *shield*, *true strike*

0 (at will)—*arcane mark*, *mage hand*, *prestidigitation*, *ray of frost*

Tactics

Before Combat Gren casts *shield* before combat if he has time.

During Combat Gren uses a point from his arcane pool to give his rapier a +1 enhancement and uses pool strike to deal extra energy damage to quickly take down a foe. If able to catch an enemy flat-footed, Gren uses spell combat and casts *true strike* to take advantage of this sneak attack opportunity. If facing a large number of opponents, Gren casts *grease* to slow down and hinder opponents and considers staying back and attacking with his *wand of magic missile*.

Morale Somewhat a coward, Gren attempts to flee or surrender if reduced to 15 hit points or less. He fights to the death only if given no choice.

Statistics

Str 10, **Dex** 16, **Con** 12, **Int** 16, **Wis** 8, **Cha** 13

Base Atk +4; **CMB** +4; **CMD** 17

Feats Combat Casting, Skill Focus (Bluff), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +12, Appraise +7, Bluff +13, Climb +5, Diplomacy +5, Intimidate +5, Knowledge (arcana) +10, Knowledge (history) +5, Knowledge (local) +7, Perception +10, Profession (sailor) +5, Sense Motive +8, Spellcraft +12, Stealth +7, Swim +5; **Racial Modifiers** +2 Perception

Languages Aklo, Common, Cyclops, Draconic, Elven

SQ advanced rogue talents (rumormonger), arcane pool (4 points, +1), elf blood, magus arcana (pool strike +2d6), natural born liar, rogue talents (weapon training)

Combat Gear *potions of cure moderate wounds* (2), *wand of magic missile* (CL 3rd, 24 charges); **Other Gear** *+1 studded leather*, mwk rapier, mwk dagger, *cloak of resistance +1*, black pearl (worth 250 gp), 175 gp

Crewmembers

The crew of the *Silver Narwhal* have been well equipped by their captain with high quality weaponry and gear. This combined with the security of Tarin's Crown and the plunder they've received in the past have kept the crew content... up until recently. At present, the crew haven't had a chance gaining plunder (or spending it) for months, the ravenous island vegetation is getting out of hand, and several crewmates have been lost to the jungle. The grumbling has more than begun; many are beginning to think that Gren Trevak's intimations that they have a new captain are not such a bad idea.

SILVER NARWHAL CREW — CR 2

XP 600 each

Human rogue (swashbuckler) 3

CE Medium humanoid (human)

Init +2; **Senses** Perception +7

Defense

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 23 each (3d8+6)

Fort +2, **Ref** +7, **Will** +2; +1 vs. fear

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee mwk cutlass +6 (1d6+3/18–20) or

Ranged mwk light crossbow +5 (1d8/19–20/×2)

Special Attacks sneak attack +2d6

Tactics

During Combat The pirates use their Pack Attack feat to surround and flank foes. Where possible, they try to stay adjacent to another crewmember to gain the benefits of the Duck and Cover teamwork feat against ranged or area attacks. When injured, a crewmember moves back out of combat and drinks a healing potion. They each continue to exchange places in this way as long as they can.

Morale If the ship's officer leading them is defeated and half their crewmates have fallen, these pirates try and flee or surrender. They fight to the death only if given no choice.

Statistics

Str 17, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17

Feats Duck and Cover, Lightning Reflexes, Pack Attack

Skills Acrobatics +9, Appraise +6, Climb +9, Intimidate +5, Knowledge (local) +6, Perception +7, Profession (sailor) +7, Stealth +8, Swim +9

Languages Common

SQ daring +1, martial training, rogue talents (stand up)

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** mwk studded leather, mwk buckler, mwk cutlass, dagger, mwk light crossbow with 20 bolts, gems and coins worth 100 gp

Scaling

While the adventure is designed for 6th level characters, it can be scaled for 5th or 7th level characters (or if the PCs are finding the adventure too hard or too easy), by doing the following.

Seawall Trap/*Silver Narwhal*

Scale down: Reduce the number of crewmembers to seven.

Scale up: Increase the number of crewmembers to 12, and give Alsindra a *potion of haste* that she drinks just before combat.

The Voracious Jungle

Scale down: Remove the russet mold patch.

Scale up: Increase the number of vegepygmies to seven and give them the simple advanced template or replace with mythic vegepygmies from *Mythic Monsters: Molds, Slimes, and Fungi* from Legendary Games.

The Jungle Path

Scale down: Reduce the number of assassin vines to three.

Scale up: Give the assassin vines the simple advanced template.

Tarin's Tower: Common Room

Scale down: Reduce the number of crewmembers to six.

Scale up: Have Tarin join his guards in the upper hallway and shoot poisoned crossbow bolts down at the PCs before retreating to his chambers.

Tarin's Tower: Captain's Quarters

Scale down: Reduce the number of crewmembers to one and give Tarin the sickened condition from the narcotic leaves he has been smoking.

Scale up: Increase the number of crewmembers to five.




Raid on the Emperor's Hand
A 8th-level adventure

As your ship rounds the coast line of the latest islet, a remarkable scene comes into view. Ahead, sits an enormous five-masted merchant vessel run aground and caught on a partially submerged sandbar. She flies an Imperial flag and there are a large amount of figures milling about agitatedly on her main deck. One of your ship's lookouts gives a cry, alerting you to three other ships visible in the distance, also flying the same colors. These appear to be naval escort ships heading for the beached merchant ship, but which are still some way off. The stiff breeze is directly against these escorts, forcing them to tack sharply to make progress.

The situation presents the PCs with a lucrative opportunity to attack and raid the *Emperor's Hand* while its escort ships are still out of range. Once the PCs defeat the *Hand*'s leading officers, they have limited time to search and plunder the ship of its most expensive cargo before the PCs' ship and crew come under heavy fire from the escorts. The timing of the raid is critical, as is the PCs' ability to quickly identify the most valuable loot and then get it swiftly aboard their own vessel.

Background

The *Emperor's Hand* recently completed a trading run to the southern coast and is now returning home. While the ship is not fully laden, she still carries an impressive amount of cargo, although much of this is in bulky goods. Just before dawn this morning, the ship's captain, Alban Thekros, took over from the pilot at the helm. Alban had been drinking heavily the night before and he continued to ease his hangover with brandy from his hipflask while at the wheel. In spite of his rank, Captain Thekros only has a basic proficiency in steering a ship this size; he normally leaves tasks like this to his friend and first mate Marten Furey. In the dim predawn light Alban misjudged how close a small island was and ran the *King's Hand* aground on a shallow sandbar. Fortunately, the *Emperor's Hand* wasn't moving at any great speed so the structural damage was minimal. Unfortunately in the confusion, neither Alban nor any of those on deck thought to immediately signal the navy warships that always accompany the *Emperor's Hand*. These heavily armed escorts have only just come about and are hastening to assist the *Emperor's Hand*.

Setup

The sandbar's shallows extend for some distance around the stranded ship. However, the *Hand* is a deep-drafted ship and the water level nearby sufficient for the PCs' vessel to approach to within 50 feet, assuming their vessel is a typical sailing ship or smaller craft. The PCs can make a DC 20 Profession (sailor) or Knowledge (nature) check to identify this safe distance, or use an aquatic scout with a swim speed of at least 30 ft. to reconnoiter. The PCs can also take depth soundings as they approach, but the additional time needed to do this slows the attack. The *Hand* sits in about 8 feet of water, allowing the PCs and their crew to use their ship's longboats to row up to the *Hand*. Of course, high level PCs are likely to also have magical means to board the *Emperor's Hand*. The *Hand* tilts at a slight angle, but not enough to hamper movement on her decks. The tide is rising and the high tide will allow the *Hand* to float off the sand bar.

Ship Combat

When the *Emperor's Hand* becomes aware of the PCs' ship, the *Hand's* officers order gunners to their stations on the battle deck. However, unless the PCs choose to expose their ship to broadsides from the *Hand's* impressive ballista arsenal by sailing to the *Hand's* port side, they only face the two forward facing ballistae and the catapult mounted on the forecastle as the PCs' ship closes in on its prey. As the *Hand* is immobile, it makes an easy target: the

Designer's Note

Lots of plunder!

The idea behind this encounter is to allow the pirate PCs to take on a target that would normally be out of their league, but not have them acquire so much treasure that it puts them too far above the standard character wealth for their level. The threat of the three escort ships should discourage the PCs from trying to pick the Emperor's Hand clean. If the PCs insist on trying to take on the escorts, give the PCs fair warning and have these ships start by seriously damaging the PCs' ship with catapult rocks and killing several of their crew with barrages of ballista bolts. Even if the PCs do somehow win this overwhelming encounter, chances are they are likely to lose both their ship and much of their crew in the process.

ship has an effective Dexterity of 0 (–5 penalty to AC), and an additional –2 penalty to its AC.

Boarding Stations! (CR 11)

Depending on the PCs' tactics, the captain, first mate, and a contingent of ship's gunners make a stand against the PCs' boarding party on the main deck. If the *Hand* comes under significant ranged fire or damaging area effect spells, Captain Alban Thekros orders all hands below decks, planning to fight the enemy at close quarters between the decks before they can get to the valuables in the ship's hold.

ALBAN THEKROS **CR 8**

XP 4,800

hp 77 (see page 385)

MARTEN FUREY **CR 8**

XP 4,800

hp 77 (see page 386))

GUNNERY VANGUARD **CR 8**

XP 4,800

hp 104 (see page 387)

Development: When Captain Thekros is defeated, the *Hand's* crew nearby loses heart and surrenders. However, knowing that their compatriots are coming to rescue them, other small pockets of resistance still fight on in the lower decks, hampering the PCs' efforts to quickly plunder the ship. The PCs may think to take some of the Hand's officers captive for ransom, but both Alban and Marten have most of their personal wealth tied up in the *Hand* and her cargo. Only after much negotiation do the PCs receive a ransom of 500 gp each for Alban and Marten. Having Alban or Marten onboard the PCs' ship and making their presence known to the escorts does mean that while the escort furiously chase them, they hold off on attacks with their siege weapons. Throwing these hostages overboard while being pursued is a sure way to delay the escorts as the imperial ships are compelled to slow and pick their officers up.

Ransacking the *Hand*

Rather than force the PCs to explore and search every nook and cranny of the Hand while counting out every combat round and every 5 foot square, have the PCs move through various areas of the vessel while you describe smashing open doors, grabbing handfuls of loot, and fighting the disorganized defenders.

Use the table below as a guide to determine how many areas the PCs can search before the escort ships get too close. It's likely the PCs' crew are also plundering the *Emperor's Hand* at the same time but their crew might miss some of the less obvious but still portable treasures aboard.

Condition	Number of Areas
PCs defeat the captain and first mate in 3 rounds or less	8
PCs defeat the captain and first mate in 6 rounds or less	7
PCs defeat the captain and first mate in 10 rounds or less	6
PCs defeat the captain and first mate in 11 rounds or more	5
PC slow their attack to take depth soundings	–1
For every 8 *Emperor's Hand* crewmembers the PCs defeat or capture before starting to ransack the ship (the gunnery vanguard troop counts as 16 crewmembers for this purpose)	+1

Allow for creative ideas and clever tactics the players come up with. Anything that allows the PCs to quickly rout the defenders or unusual ways to swiftly inspect an area could give the PCs the extra time needed to search an additional area or two. The PCs can retry a failed skill check in an area but this counts as searching the area again. Only some areas of the *Hand* have a Ransack section and a DC 20 Perception check in an area with no Ransack section reveals that there is no hidden plunder to be had there.

Note: Even with their entire crew helping, the PCs cannot steal everything on the *Hand* in the time they have. It's already assumed that during the PCs' search of ship's areas that they, or their crew, are taking the obvious valuables. The checks the PCs can make in certain areas of the *Hand* represent the potential of finding hidden, yet easily transportable plunder that might otherwise be missed. Even if the PCs say, "we take everything" in an area, the time wasted taking low quality goods and furnishings simply counteracts any bonus they might gain by inadvertently taking an area's Ransacking bonus items as part of a blanket attempt to 'grab everything'.

The Ransacking Check

A ransacking check determines how much booty the PCs are able to plunder in total and how valuable it is. Have the PCs search through the calculated number of areas (referring to the *Emperor's Hand* section, page 380), where they can take a variety of actions and make skill checks to gain bonuses to the ransacking check. Then only when the PCs are safe and their ship is clear of the escort ships have them roll the ransacking check to see how much they got away with. This ransacking check also has the following modifiers:

Amount of Crew*	Modifier
The PCs have all or nearly all their crew searching and plundering (leaving at most only a couple of lookouts on their own ship)	+6
The PCs have around two-thirds of their crew searching and plundering (leaving a skeleton crew on their ship)	+4
The PCs have a boarding party of around a third of their crew searching and plundering	+0
The PCs are searching and plundering by themselves	–8

* Use your discretion as GM with this. For example, if the PCs initially attack with only a small boarding party, but then order the rest of their crew to lower longboats and row over (which takes some time and most likely requires several trips) you could treat this as the PCs having two-thirds of their crew plundering.

Extradimensional Storage

If the PCs have magic items with extradimensional space to store and transport plunder, add a +1 bonus to the ransacking check for every 250 pounds the item can hold, or +1 for every 40 cubic feet the extradimensional space has (for items without a listed weight limit). When calculating these bonuses, round to the nearest whole number rather than always rounding down. This assumes that the storage item is initially empty and the PCs

fill the item with booty and transfer it to their ship multiple times during the plundering. For example:

Item	Modifier
bag of holding type I	+1
bag of holding type II	+2
bag of holding type III	+4
bag of holding type IV	+6
captain's locker[PF56]	+10
glove of storing	+0*
handy haversack	+0*
portable hole	+7

* A generous GM might allow the PCs to total all their extradimensional space items together before calculating the total bonus.

Magic

If the PCs make use of spells that shrink their plunder or make it easier to transport, add a bonus to the ransacking check equal to half the spell's level. When calculating this bonus, round up or round down depending on precisely how useful the spell is. For example:

Spell	Modifier
floating disk	+1
shrink item	+1
treasure stitching[APG]	+3

Note: The *floating disk* spell is great for carrying items of plunder while moving through the decks of the *Hand*, but the spell's range limitations still makes transporting the treasure on the disk over to the PCs' ship problematic.

Moving the Loot

After gathering plunder, the PCs and their crew need to quickly transport it across the gap between the *Hand* and their own ship. Using boats is slow and limits the amount of plunder that can be taken in each trip. However, as long as the PCs are using at least three boats (a combination of their own and those from the *Hand*) then the process is still relatively effective. For each boat less than three that is used, apply a –4 penalty to the PCs' ransacking check.

Setting up a rope line between the two ships and winching plunder across is possible, a DC 15 Knowledge (engineering) check combined with a DC 15 Profession (sailor) check can achieve this quickly enough to be useful. Add a +2 bonus to the ransacking check if the PCs implement this idea, providing the two ships remain a consistent distance apart throughout the process.

Flying or other magical forms of movement can help. A flying creature ferrying piles of plunder over to the PCs' ship gives a bonus equal to half the creature's Strength bonus to the ransacking check. Additionally, add a +1 bonus if the creature is a quadruped or otherwise suited to carrying heavy loads, and a +2 bonus if the creature is Large or +6 bonus if the creature is Huge or larger.

Swimming creatures can also be of some use, but the problem of getting the plunder down to a swimming creature and then back up on deck at the PCs' ship means that unless the swimming creature can also quickly climb up and down from the upper deck level as well, their contribution is limited compared to that of a flying creature. Calculate a swimming creature bonus as a flying creature but then halve the result.

The PCs can use magic to fly or improve their carrying capacity and as long as these effects last 5 minutes or more they are effective, adding the increased bonuses and effects into the calculations above.

Teleportation magic is another way to quickly move from the Hand to the PCs' ship. Add a bonus equal to half the spell's level for effects that move the caster and at least 2 other Medium-sized creatures to the PCs' ship (such as a CL 6th *dimension door* or a *teleport*). Give a smaller bonus (most likely only +1) for teleportation effects that only move a single creature.



Reward creative solutions the PCs come up with during the ransacking. For example, a summoner PC might load up his or her Large eidolon so heavily that it can barely move and then dismiss it, only summoning it again once the PCs have made their escape. You could treat this as if the eidolon was swimming back and forth between the ships. The eidolon is only making one 'trip' but it is still loaded up with a lot of plunder.

Finally have one character, usually the captain of the PCs' ship, make the Ransacking check. This is an Appraise check with up to three additional characters able to aid another on this check, each success granting the character making the check the normal +2 bonus. Use the following table to determine the value of the PCs' plunder from the *Emperor's Hand*:

Total ransacking check result	Plunder points acquired
16 or less	4
17-20	5
21-24	6
25-28	7
29-32	8
33-36	10
37-40	12
41-44	14
45-48	17
50 or more	20*

* This assumes that the PCs' ship is filled to capacity with plunder from the *Emperor's Hand.*

Story Award: If the PCs are able to gain a +15 bonus to their Ransacking check from their actions while searching areas of the Hand award them 6,400 XP.

Development: Once the PCs run out of time searching the Emperor's Hand, they hear shouts from their crew as a catapult stone from one of the escorts splashes into the water close to their ship. The PCs can choose to search one more area, but start rolling attack rolls for the catapults and ballistae onboard the escorts against the PCs' ship and crew. Any further delay after this is suicidal as the PCs' ship won't have time to get underway with enough speed to outrun the imperial escorts.

Conclusion

Whether you choose to play out the ship-to-ship combat between the PCs' ship and the escorts using ship combat rules or resolve the PCs' escape with a series of opposed Profession (sailor) checks is up to you as GM. The PCs now certainly have something to brag about when they sell their plunder in their next port of call, being the only pirates ever who have successfully raided the *Emperor's Hand*!

The *Emperor's Hand*

The construction of the massive ship named the *Emperor's Hand* was a measured risk by the crown of the decadent failing Empire, the cost considerably eroding the already low royal coffers. However, the ship quickly paid for itself, as it became a status symbol for those within the Empire who wish to quickly move large amounts of goods or transport extremely bulky objects. With the potential for so much cargo, the *Hand* has come under attack by pirates several times, but currently none have survived the encounter.

One of the largest ships afloat on the charted ocean, the *Emperor's Hand* has five masts allowing its square rigged sails to propel the *Hand* at great speed when running before the wind. From bow to stern, these masts are called: the fore mast, the main mast, the mizzen mast, the bonaventure mizzen, and the jigger mast.

THE *EMPEROR'S HAND*

Colossal ship (Sailing Ship)

Squares 800 (60 ft. by 250 ft.)

DEFENSE

AC 2; **Hardness** 12

hp 5,000 (sails 1,800)

Base Save +10

Resist fire 10 (sails)

OFFENSE

Maximum Speed 120 ft. (wind); **Acceleration** 30 ft.

Ranged 26 masterwork light ballistae (3d8/19–20), 2 mwk light catapults (4d6)

CMB +14; **CMD** 24

Ramming Damage 10d8

STATISTICS

Propulsion wind or current

Sailing Check Profession (sailor)

Sailing Check Modifier +2 (+3 to gain the upper hand)

Control Device: steering wheel

Means of Propulsion 450 squares of sails (5 masts)

Crew 150 (60 gunners, 90 sailors; 40 minimum)

Decks 5

Cargo/Passengers 700 tons/1000 passengers

Cargo 30 points of plunder (This includes the ship's arsenal and bulky stores that the PCs won't have time to take nor the capacity to store on their ship. See the 'Ransacking the *Hand*' section for more details.)

EQUIPMENT

Weapons 26 masterwork light ballistae in banks of 11 (port and starboard) with 4 masterwork ballista 'chasers' (2 fore and 2 aft), 2 masterwork light catapults (1 fore, 1 aft)

Ship Improvements broad rudder, extended keel, fire resistant sails, increased cargo capacity, magically treated hull, magically treated sails, ram, rapid-deploy sails, silk sails, sturdy hull

Upper Deck

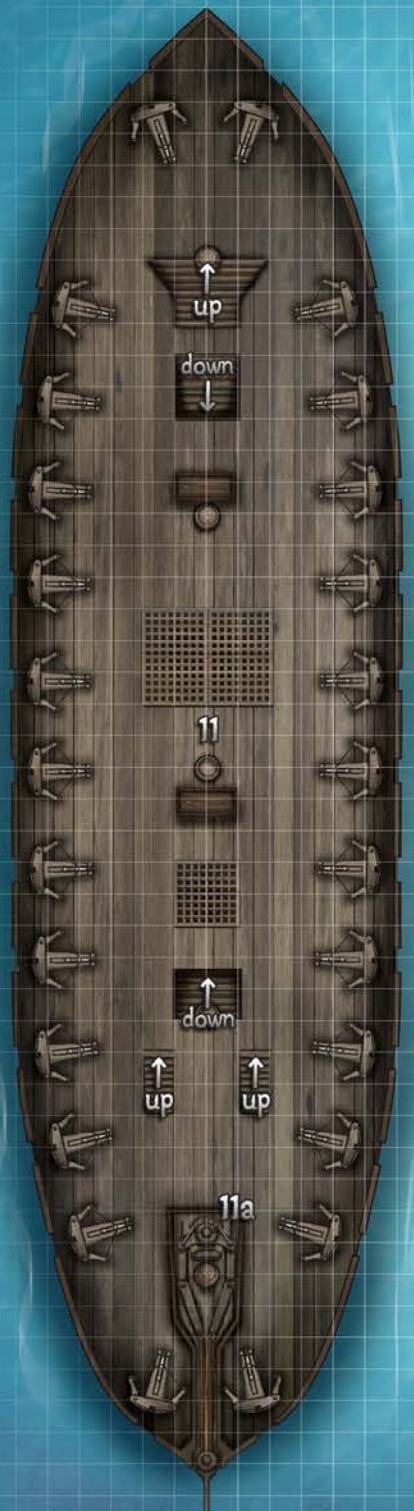
1. Main Deck: The long main deck of this mighty ship easily has room for a 30-foot cutter secured upside down to protect it from the elements, in addition to six ship's boats. There is a massive cargo hatch between the main mast and mizzen mast, and another smaller hatch between the mizzen mast and the bonaventure mizzen. Both have crane-like contrivances next to them to aid in getting heavy cargo into and out of the ship's hold.

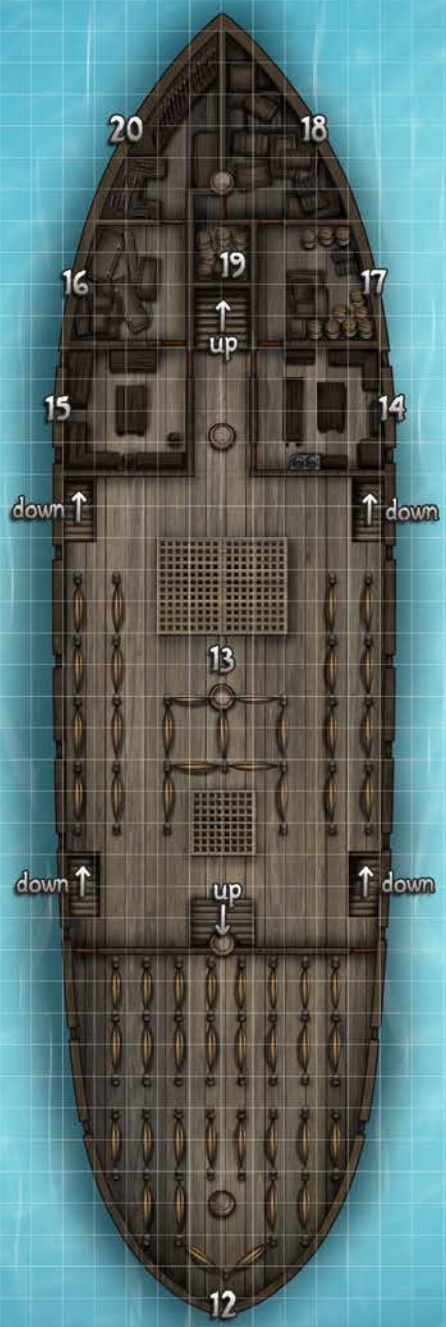
Ransack: The *Hand's* fire-resistant, magically-treated silk sails are valuable to any ship and easily saleable once any imperial emblems are removed. A DC 15 Profession (sailor) check or a DC 20 Knowledge (arcana) check while detecting magical auras reveals their value. It requires a DC 20 Profession (sailor) check utilizing at least one third of the PCs' crew to remove sufficient sail cloth from the *Hand's* masts to gain a +4 bonus to the Ransacking check. A successful DC 15 Knowledge (engineering) check enables the PCs to figure out how to use the cranes to get piles of plunder up on deck quickly. This grants a +3 bonus to the Ransacking check. The PCs can also make use of the Hand's boats to transport their loot to their own ship if they lack sufficient boats of their own.

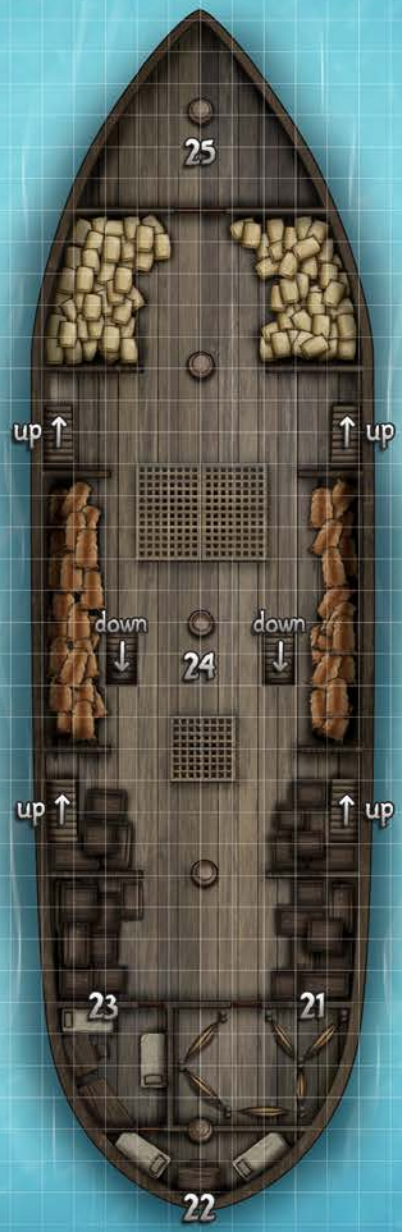
2. Bow: This open area at the front of the ship allows access to the bowsprit and ship's figurehead,

The Emperor's Hand

- Lower Decks -









1 square = 5 ft.

N

a carving of the Emperor wearing his full regalia with one arm dramatically outstretched. To either side of the ladders down from the forecastle are areas for storage of the ship's two anchors and anchor chains.

3. Forecastle Deck: This raised deck has a platform-mounted light catapult in the center of the deck that can be rotated and fired in any direction. (Although the *Hand's* masts and rigging are in the way of sternward shots.) There are capstans to either side of the catapult which raise the Hand's two anchors.

4. Sterncastle Deck: The ship's wheel is at the fore of this deck in front of the jigger mast. Similar to the forecastle, this deck has a platform-mounted light catapult similar to the one on the forecastle deck.

Forecastle and Sterncastle Interior

These two sections have large cabins for guests and the higher ranking ship's officers.

5. Forward Cabin: This well-furnished room functions as a guest chamber for paying passengers or as servants' quarters when the forward stateroom is occupied by a powerful aristocrat.

6. Forward Stateroom: This opulent chamber serves as guest quarters for any high-ranking noble who wishes to travel aboard the Hand. Paintings of seascapes and noble imperial explorers decorate the walls and a long mahogany table takes up the center of the room. A large teak cabinet sits in one corner, and a lavish four-poster bed rests near a glass-framed window.

Ransack: Many of the smaller furnishings are valuable, but a DC 18 Knowledge (history) check or a DC 23 Craft (painting) check picks out one of the smaller, less extravagant paintings as being the work of an obscure imperial master; it is worth more than all the larger works combined. Taking this painting gives a +3 bonus to the Ransacking check.

7. First Mate's Cabin: This cabin belongs to Marten Furey, first mate of the *Emperor's Hand*. The place is militarily tidy and the desk has a few papers including a journal of Marten's journeys onboard the *Hand*. This journal provides details from the adventure background as well as Marten's and Alban's personal backgrounds. At the GM's discretion, the journal could also contain valuable secrets such as details of Empirical shipping schedules that can be exploited by the PCs.

8. Senior Officers' Quarters: Each of these private quarters can be locked with a simple lock (DC 15 Disable Device) and has a bunk and a desk for storing personal effects.

Ransack: Searching all three officer's quarters only counts as searching one area. In the quartermaster's cabin (**8a**) there is a hidden cache of pearls worth a +3 bonus to the Ransacking check, that can be found with a DC 24 Perception check.

8a. Quartermaster's Cabin: This cabin has the small luxury of a large porthole to let fresh air in. The quartermaster bunks here.

8b. Masters' Quarters: This cabin has two beds and the master gunner and sailing master bunk here.

8c. Boatswain's Quarters: These quarters have a little extra room in the form of a large closet. The *Hand's* current cabin boy (secretly the boatswain's cousin) has set up a sleep pallet in the closet.

9. Captain's Lounge: This sumptuous room is where the captain has dinner parties with guests, holds meetings with his senior officers, and performs much of the paperwork that comes with being an imperial ship's captain. A polished hardwood table dominates the center of the room and a cupboard holds fine porcelain dishes and silverware. A long closet stores a cluttered collection of trade ledgers, maps, paperwork, and a number of bottles of imperial brandy.

Ransack: Among the clutter in the closet there are many nautical charts, but a DC 20 Perception check followed by a DC 16 Knowledge (geography) check recognizes part of a detailed but unlabeled old and worn map as part of the coastline of the southern continent. Marked on it are several small islands and even a city unknown to modern sailors. Notes on the map claim it is a copy of a copy but even still, it can be sold for a substantial price giving the PCs a +3 bonus on the Ransacking check.

10. Captain's Cabin: This large luxuriously appointed cabin has a large double bed in the corner and four large glass windows offer views astern of the ship. A polished marble table sits in the middle of the room and a small door to one side reveals a sizable wardrobe of clothing.

Ransack: While most of the wealth here is openly on display, a DC 15 Knowledge (nobility) check notices a small bronze plaque with the imperial seal. Only the hand of the Emperor himself can give this mark of distinction and even a stolen one is worth a significant amount: add a +1 bonus to the Ransacking check.

Battle Deck

This deck holds much of the ship's armament.

11. Battle Deck: There are 26 ballistae here, 11 each side running the length of the ship for its powerful broadsides and pairs of ballistae facing both forward and aft as chasers. In between the masts are large trunks that hold reserves of ballista bolts and other ship's munitions.

11a. Whipstaff Steerage Assembly: Behind paneled partitions is a series of chains, fulcrums, and other apparatus designed to transfer the force from turn of the ship's wheel to the *Hand*'s massive tiller.

Berth Deck

This deck contains the crew's quarters, ship's supplies, and quartermaster's store. It continues the series of hatches for getting heavy cargo to the reinforced hold below.

12. Gunners' Quarters: Lines of hammocks hang between support poles crowding this large crew quarters. The ship's gunners rest and sleep here.

13. Main Crew Quarters: The two cargo hatches take up the center of this area leaving only limited room for hammocks around the edges. Piles of sleeping pallets are stacked to either side of the stairs at the aft of the room.

14. Galley: A long bench between the two doorways on the port side of this cooking area allows for fast service of food to the large crew.

15. Quartermaster's Workroom: This workshop contains benches and shelves holding wood and metalworking tools used to repair the ship.

16. Ships Stores: This room contains spare seafaring equipment and raw materials to repair or manufacture replacements for lost or broken ship's gear.

17. Larder: Fruit, fresh food, water, and other perishables are stored here.

18. Food Stores: Barrels and sealed containers hold salted meat and other preserved foodstuffs here.

Ransack: A DC 25 Perception check finds a stash of narcotics hidden in the bottom of a small cask of dried peppers. This adds a +4 bonus to the Ransacking check.

19. Grog Storage: This small space in the innards of the ship holds supplies of wine, rum, and other drink. The door is locked (hardness 5, hp 20, break DC 23, Disable Device DC 25) but several of the ship's officers have the key.

Ransack: A DC 12 Profession (brewer) or Profession (innkeeper) check or a DC 18 Appraise check reveals bottles of potent and valuable liquor in one corner worth +2 to the Ransacking check.

20. Armory: Rows of well-oiled weapons and trunks of armament for the crew fill this curved room.

Ransack: A DC 16 Appraise check or a DC 20 Craft (weapons) check turns up a stockpile of masterwork weapons at the back of a weapon's locker. This adds +3 to the PCs' ransacking check.

Orlop Deck

This deck is half under the water line when the ship is unladen and beneath the water line when fully laden.

21. Petty Officers' Quarters: These quarters offer some privacy and slightly more room for the ship's junior officers. The hammocks are more comfortable and have more room between them.

22. Surgeon and Carpenter's Quarters: This cramped area holds bunks and sleeping pallets for the *Hand's* surgeon, healers, and master carpenter. The two ship's healers (cleric 3) are non-combatants but can use their spells and channeling to heal some of the captain's or crew's wounds if they retreat here. The clerics each have 3 1st-spells, 2 2nd-level spells and 4 channels to heal the wounded.

23. Infirmary: Two cots and a table for treating patients furnish this room as well as a large cabinet of medical supplies.

Ransack: A successful DC 20 Appraise or Heal check identifies valuable healing herbs and medicines as well as sets of masterwork medical tools. This adds a +1 bonus to the Ransacking check. Also, a DC 25 Perception check or detecting magic in this area reveals a hidden reserve of healing potions and alchemical antidotes worth a +3 bonus to the Ransacking check.

24. Cargo Storage: Bulkheads partition this large area giving the ship extra structural support and providing additional means of securing cargo to prevent slippage in rough seas. The area currently holds hides and furs from the tropical south, a huge shipment of fibrous jute, and a large quantity of grain. Buried in among these bulk goods are more valuable commodities, including several crates of ivory, reams of fine cloth, well-sealed containers of salt, and cases of tobacco.

Ransack: PCs can make four DC 18 Perception checks to find the valuable commodities, with each successful check adding a +1 bonus to the Ransacking check (maximum of a +4 bonus). A DC 20 Appraise or Survival check also finds a selection of high-quality furs in the midst of some unexceptional hides giving a +3 bonus to the Ransacking check.

25. Private Storeroom: The cargo doors to this area are locked (hardness 12, hp 40, break DC 25, Disable Device DC 35) and the only key is in the captain's cabin. This storeroom is used to transport important merchandise directly for the crown or for highly confidential cargoes, but is currently empty.

Ransack: If the PCs spend more than 1–1/2 minutes breaking into this area, then this counts toward the number of areas they can search. Otherwise, they search this area for free, but find nothing that helps with the Ransacking check.

Hold

This hold is under the water line, even when the ship is completely unladen.

26. Brig/Secure Compartments: These two small compartments in the bowels of the ship have reinforced doors set with heavy bars and solid locks leading into each of them. A small metal grille set in each door allows observation from the outside. Both doors are currently unlocked. Designed to hold prisoners or punish sailors, the compartments can also serve as secure storage areas. Both compartments have piles of rough bedding and the starboard one holds an impressive amount of broken furnishings, discarded empty boxes, and other junk.

Ransack: A DC 20 Perception check turns up a heavy chest buried under the junk in the starboard compartment. This is the *Hand*'s pay chest concealed here by one of the senior officers while

the PCs' ship approached. It is worth a +8 bonus to the Ransacking check.

27. Main Hold: This area is reserved for ballast and the heaviest cargo which helps keep the ship stable in even the worst storms. Even when not carrying cargo, the sheer size of the ship makes it very difficult to capsize. The forward storage area holds spare ship's supplies and basic materials used to maintain the *Hand*. The cargo here consists of iron and copper ingots, lumber, stone bricks, and barrels of tar and pitch.

Ransack: A DC 16 Appraise check or Knowledge (nature) check can identify the rarer woods adding a +2 bonus to the Ransacking check and a DC 18 Appraise or Craft (alchemy) check reveals high quality oils worth a +3 bonus to the Ransacking check.

Bilges

Since the *Emperor's Hand* is still a new ship, the bilges are not yet as unpleasant as other ships. Having been properly built and sealed, there is very little leakage and the size of the ship means there is usually only a couple of inches of water. In the center of the bilges is a large pump next to stairs leading up to the cargo hold.

Crew of the *Emperor's Hand*

Captain

Born the illegitimate son of the head of a major noble house, Alban Thekros was raised at a cloister devoted to the goddess of valor. He found out his heritage while still a small child and dreamed while growing up of one day being acknowledged as a dignified and powerful aristocrat. He has ambitiously spent much of his youthful life seeking a way to obtain his own noble title to receive what he considers his birthright. Incredibly gifted at



swordplay and with a passing fancy for sailing, Alban leapt at the opportunity when it was announced that the Emperor sought a talented sea captain for a new government-sponsored merchant vessel. He considers this position a significant step on the way to achieving his lifelong ambition as well as the lands and riches that go with it. A flamboyant fellow, Alban dresses in loose silk shirts accented with stylish jewelry while onboard ship.

ALBAN THEKROS **CR 8**

XP 4,800

Male human fighter (free hand fighter) 6/duelist 3

LN Medium humanoid (human)

Init +7; **Senses** Perception +5

Defense

AC 26, touch 21, flat-footed 15 (+5 armor, +5 Dex, +6 dodge)

hp 77 (9 HD; 6d10+3d10+24)

Fort +9, **Ref** +10, **Will** +7

Troop Subtype?

Having the group of soldiers that fight with Captain Alban and Marten Furey statted up as a troop using the troop subtype alleviates some of the issues of having a large amount of low level NPCs in a higher level encounter. It speeds up combat because the GM doesn't have to make 16+ attack rolls every round and makes the gunnery vanguard troop a more appropriately challenging opposition for high level PCs. However, as a GM you should be wary of having this troop attack or interact with the PCs' crew of lower level NPCs. This is because the troop is essentially the equivalent of a very large CR 8 swarm and can easily kill multiple lower level characters, which is unfair to the PCs' crew, unless you convert them into a troop as well. Use the individual ship's gunner stat block if you need to play out a fight between members of the two crews.

Defensive Abilities canny defense +3, elusive +2, parry

Offense

Speed 30 ft.

Melee +1 agile *rapier* +17/+12 (1d6+12/15–20)

Special Attacks deceptive strike +2, precise strike +3, singleton +1

Tactics

Before Combat Alban begins combat adjacent to his first mate Marten Furey.

During Combat Captain Thekros uses disarm maneuvers with his Greater Disarm feat to flick an opponent's weapon a good distance away, hopefully either overboard or to where an allied crewmember can grab the weapon. He uses his parry ability if a martial opponent seems able to hit him with ease or to protect Marten if foes start targeting his first mate. If unable to strike back at invaders, Alban orders his crew to withdraw below decks to continue the fight. If wounded but able to retreat, he makes his way to the ship's infirmary (23) to seek out healing.

Morale Alban fights defensively using Combat Expertise if he falls below 40 hit points and surrenders calling for his crew to do the same when he drops below 15 hit points.

Statistics

Str 8, **Dex** 20, **Con** 14, **Int** 16, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +8 (+14 disarm, +20 disarm using Weapon Finesse); **CMD** 26 (30 vs. disarm)

Traits Child of the Temple, Extremely Fashionable

Feats Combat Expertise, Dodge, Greater Disarm, Improved Critical (rapier), Improved Disarm, Iron Will, Mobility, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +17, Bluff +13, Climb +5, Diplomacy +13, Escape Artist +17, Knowledge (nobility) +13, Perception +5, Profession (sailor) +5, Sense Motive +13, Survival +5, Swim +5

Languages Common, +1 regional language

SQ enhanced mobility, fated, improved reaction +2

Combat Gear *potion of cure moderate wounds*; **Other Gear** *+1 mithral chain shirt, +1 agile rapier, belt of incredible dexterity +2, cloak of resistance +1, headband of vast intelligence +2* (Sense Motive), family signet ring (worth 150 gp), personal jewelry worth 200 gp

Special Abilities

Fated (Ex) Alban has the potential to play a major role in the future of the decadent, failing Empire and he has two bonus traits to represent this impending destiny.

First Mate

A waif who never knew his parents, Marten Furey grew up in a cloister orphanage with Alban Thekros as his childhood playmate. When Marten and Alban reached adulthood, they each sought different paths, Marten joining the Imperial Army and then the Navy, learning the trades of guardian, marine, scout, and seafarer, but both young men remained very close friends. Now having rejoined forces to take command of the prestigious *Emperor's Hand*, Marten happily serves as Alban's first mate and bodyguard. An accomplished warrior in his own right, Marten tends to wear heavier armor and take blows aimed at his captain.

MARTEN FUREY **CR 8**

XP 4,800

Human cavalier (gendarme, honor guard) 3/ranger (guide, skirmisher) 6

LN Medium humanoid (human)

Init +4 (+6 in water terrain); **Senses** Perception +13 (+15 in water terrain)

Defense

AC 25, touch 14, flat-footed 21 (+7 armor, +4 Dex, +4 shield)

hp 77 (9 HD; 6d10+3d10+24)

Fort +11, **Ref** +11, **Will** +5

Offense

Speed 30 ft.

Melee *+2 heavy shield* +15/+10 (1d4+6 plus bull rush), *+1 hand axe* +12/+7 (1d6+5/×3) or

+2 heavy shield +15/+10 (1d4+6 plus bull rush)

Ranged mwk throwing axe +14 (1d6+4)

Special Attacks challenge (+3, +1, 1/day), hunter's tricks (vengeance strike, 4/day), ranger's focus (+4, 2/day)

Tactics

Before Combat Marten drinks a *potion of bull's strength* when he sees pirates about to board the *Emperor's Hand*.

During Combat Marten remains adjacent to Alban and fights in conjunction with him, ever mindful of any attacks leveled toward his captain. Marten uses his Shield Slam feat to control the area around himself and if possible knock unlucky combatants overboard. Against powerful opponents, Marten uses ranger's focus and cavalier challenge (nominating Captain Thekros as his ward for his sworn defense ability). In melee, Marten uses his Bodyguard feat to give Alban a +4 bonus to AC against up to 5 attacks a round and uses Saving Shield or his vengeance strike hunter's trick when foes attack his captain.

Morale Marten fights to the death unless ordered to stand down by Captain Thekros.

Statistics

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

Base Atk +9; **CMB** +13; **CMD** 27

Feats Bodyguard, Combat Reflexes, Double Slice, Endurance, Improved Shield Bash, Improved Two-Weapon Fighting, Power Attack, Saving Shield, Shield Master, Shield Slam, Two-Weapon Fighting

Skills Climb +12, Knowledge (geography) +10 (+12 in water terrain), Knowledge (nature) +10, Perception +13 (+15 in water terrain), Profession (sailor) +13, Ride +9, Sense Motive +13, Survival +5 (+7 in water terrain), Swim +12

Languages Common

SQ favored terrain (water +2), intercept, mount (Telariya, horse [not onboard]), order of the dragon (aid allies), sworn defense, terrain bond, track +3, wild empathy +5

Combat Gear *potion of cure light wounds* (3), *potion of bull's strength* (3); **Other Gear** *+1 mithral breastplate*, *+2 darkwood heavy wooden shield*, *+1 hand axe*, *cloak of resistance +1*, 3 masterwork throwing axes

GUNNERY VANGUARD CR 8

XP 4,800

LN Medium humanoid (troop)

Init +2; **Senses** Perception +12

Defense

AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +2 natural, +1 shield)

hp 104 (11d8+55)

Fort +11, **Ref** +7, **Will** +6

Defensive Abilities troop traits

Offense

Speed 20 ft.

Melee troop +13 (3d6+5)

Ranged 4 light crossbows +10 (1d8/19–20/×2)

Space 20 ft.; **Reach** 5 ft.

Tactics

During Combat The troop follows their captain's orders, charging into melee or unleashing volleys of crossbow bolt against hard to reach foes.

Morale The gunnery troop fights until dispersed, unless their captain orders them to surrender.

Statistics

Str 20, **Dex** 15, **Con** 18, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +8; **CMB** +13; **CMD** 25 (can't be bull rushed or tripped)

Feats Exotic Weapon Proficiency (ballista), Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Toughness

Skills Craft (siege engines) +5, Knowledge (engineering) +5, Perception +12, Swim +3

Languages Common

SHIP'S GUNNERS (60) CR 1

XP 400 each

Human fighter 2

LN Medium humanoid (human)

Init +2; **Senses** Perception +1

Defense

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield)

hp 22 each (2d10+7)

Fort +4, **Ref** +2, **Will** +3 (+1 vs. fear)

Defensive Abilities bravery +1

Offense

Speed 20 ft.

Melee longsword +5 (1d8+3/19–20)

Ranged light crossbow +4 (1d8/19–20/×2)

Statistics

Str 17, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +5; CMD 17

Feats Exotic Weapon Proficiency (ballista or catapult), Iron Will, Power Attack, Toughness

Skills Craft (siege engines) +5, Knowledge (engineering) +5, Swim +3

Languages Common

Other Gear breastplate, buckler, longsword, light crossbow with 20 bolts

SAILORS (90) **CR 1/2**

XP 200 each

Human expert 1/warrior 1

N Medium humanoid (human)

Init +1; **Senses** Perception +4

Defense

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 14 each (2 HD; 1d8+1d10+4)

Fort +2, **Ref** +1, **Will** +2

Offense

Speed 30 ft.

Melee hand axe +3 (1d6+3/×3) or
cutlass +3 (1d6+3/18–20) or
dagger +3 (1d4+2/19–20)

Ranged light crossbow +2 (1d8/19–20/×2) or
dagger +2 (1d4+2/19–20/×2)

Statistics

Str 14, **Dex** 13, **Con** 11, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 14

Feats Athletic, Toughness

Skills Acrobatics +5, Climb +9, Perception +4, Profession (sailor) +5, Swim +9

Languages Common

Gear leather armor, hand axe or cutlass, dagger, light crossbow with 20 bolts

Scaling

While *Raid on the Emperor's Hand* is designed for 8th level characters, it can easily be scaled if the GM feels that the PCs will find the adventure too hard or too easy. Also, some groups of PCs are likely to want to have to fight their way down each deck in an extended series of battles to secure the *Emperor's Hand*, rather than simply forcing a surrender by defeating the ship's captain.

Scale down: Have Marten arrive on the top deck two rounds after the PCs start fighting the captain.

Scale up: Use the following NPCs to provide support for Alban and Marten during the initial battle on deck and have Alban and Marten retreat below deck when they are reduced below half hit points. Also, have a second gunnery troop assemble on the berth deck to defend the ship. If the troop has time, they make their way to the battle deck and reposition many of the ballistae to fire at the entranceways down from the top deck.

Ship's Priests

The two ship's priests, named Malthin and Cersia, both worship the god of cities and wealth, and they have received ample remuneration for their term of service onboard the *Hand*. Replace the two healers in area 22 with these two clerics.

IMPERIAL PRIESTS (2) **CR 4**

XP 1,200 each

Human clerics of the god of cities 5

LN Medium humanoid (human)

Init +5; **Senses** Perception +4

Defense

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 41 each (5d8+15)

Fort +7, **Ref** +2, **Will** +8

Offense

Speed 20 ft.

Melee mwk morningstar +4 (1d8)

Ranged mwk light crossbow +5 (1d8/19–20/×2)

Special Attacks channel positive energy 5/day (DC 14, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +9)

7/day—touch of law

7/day—inspiring word (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +9)

3rd—*dispel magic*, *prayer*, *magic circle against*

chaos[D]

2nd—*align weapon*[D] (law only), *hold person* (DC 16), *shield other*, *sound burst* (DC 16)

1st—*bless*, *divine favor*[D], *obscuring mist*, *protection from chaos*, *shield of faith*

0 (at will)—*create water*, *light*, *guidance*, *mending*

D domain spell; **Domains** Law, Nobility

Tactics

During Combat The priests use *bless* and *prayer* to enhance the ship's crew. They also use their scrolls and spells (such as *dispel magic*) to remove debilitating conditions from the ship's officers and negate enemy magic. The priests use their channels to heal the wounded and reserve their offensive spells for use against personal threats.

Morale The priests surrender if reduced to less than 15 hit points, or if the captain surrenders.

Statistics

Str 10, **Dex** 13, **Con** 12, **Int** 8, **Wis** 18, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 14

Feats Great Fortitude, Improved Initiative, Selective Channeling, Toughness

Skills Appraise +5, Diplomacy +8, Knowledge (religion) +5, Sense Motive +8

Languages Common

SQ aura

Combat Gear *potion of invisibility*, *scroll of daylight*, *scrolls of delay poison* (2), *scroll of invisibility purge*, *scrolls of remove fear* (2), *scroll of remove paralysis*, *scrolls of resist energy* (2); **Other Gear** mwk breastplate, mwk morningstar, mwk light crossbow, gold holy symbol, 100 gp

Ship's Sorcerer

Galtus Ossian serves as a Master on the *Emperor's Hand*. With the sea in his blood, Galtus expects to spend the rest of his career on the *Emperor's Hand*. He bunks in area 21.

GALTUS OSSIAN CR 4

XP 1,200

Human sorcerer 5

N Medium human (human)

Init +1; **Senses** Perception +1

Defense

AC 19, touch 11, flat-footed 18 (+4 armor, +4 shield, +1 Dex)

hp 40 (5d6+20)

Fort +3, **Ref** +4, **Will** +7

Defensive Abilities stormchild; **Resist** electricity 5, sonic 5

Offense

Speed 30 ft.

Melee masterwork shortspear (1d6–1)

Bloodline Spell-Like Abilities (CL 5th; concentration +9)

7/day—thunderstaff (2 rounds)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*glitterdust* (DC 16), *gust of wind* (DC 16), *pyrotechnics* (DC 16)

1st (7/day)—*enlarge person* (DC 15), *mage armor*, *shield*, *shocking grasp*, *ray of enfeeblement* (DC 15)

0 (at will)—*dancing lights*, *detect magic*, *detect poison*, *mage hand*, *message*, *prestidigitation*

Bloodline stormborn

Tactics

Before Combat Galtus casts *mage armor* every day. He casts *shield* when he becomes aware that the PCs are going to board the *Emperor's Hand*.

During Combat Galtus casts *enlarge person* on ship's officers and crew to help in the fight. He orders a few crew members to light several of the ship's lanterns and casts *pyrotechnics* on these when appropriate, producing blinding fireworks or choking smoke to aid in a withdrawal. If given the chance, Galtus uses his thunderstaff ability on the captain or first mate's weapons. He uses his scrolls of *see invisibility* combined with *glitterdust* spells to reveal invisible threats and casts *shocking grasp* if cornered in melee.

Morale Galtus surrender if reduced to less than 10 hit points, or if the captain surrenders.

Statistics

Str 8, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +2; **CMB** +1; **CMD** 12

Feats Combat Casting, Eschew Materials, Iron Will, Lightning Reflexes, Toughness

Skills Knowledge (arcana) +8, Knowledge (nature) +8, Spellcraft +8

Languages Common

SQ bloodline arcana (+1 DC for electricity and sonic spells)

Combat Gear *potion of cure light wounds*, *scrolls of see invisibility* (2), *scroll of web*; **Other Gear** mwk club, signal whistle, 10 gp

Ransacking Summary

Amount of crew	Modifier
nearly all the crew plundering	+6
two-thirds of the crew plundering	+4
a third of the crew plundering	+0
PCs plundering by themselves	–8
Extradimensional Storage	**Modifier**
bag of holding type I	+1
bag of holding type II	+2
bag of holding type III	+4
bag of holding type IV	+6
captain's locker[PF56]	+10
portable hole	+7
Magical Carrying Capacity	**Modifier**
floating disk	+1
shrink item	+1
treasure stitching[APG]	+3
Moving the Loot	**Modifier**
For each ship's boat less than three used	–4
Using a rope line	+2
Flying creature	+½ Str bonus
is a quadruped	+1
Large size	+2
Huge size or larger	+6
Swimming creature	Half that of a flying creature
Teleport or *dimension door*	+2
Searching	**Modifier**
Searching areas of the Hand	Total bonus from all areas searched

Final Result

Total ransacking check result	Plunder points acquired
16 or less	4
17-20	5
21-24	6
25-28	7
29-32	8
33-36	10
37-40	12
41-44	14
45-48	17
50 or more	20*

* This assumes that the PCs' ship is filled to capacity with plunder from the *Emperor's Hand*.






Scourge of the Steaming Isle:
A 9th-level adventure

All pirates acquire enemies at some point in their career, and pirate PCs are no exception. Whether it's because the PCs stole a holy pirate artifact (such as in Tarin's Crown) or because an old nemesis wants them dead, it makes little difference. A rival pirate lord calls in a large amount of favors and sets a fearsome band of raiders led by the vicious pirate captain Sculberd Craggs against the PCs.

Perhaps these marauding raiders attack one of the PCs' holdings while the PCs are elsewhere. In whatever way the feud escalates, soon there is an inexorable enmity between the PCs and these raiders. The PCs discover the location of the raiders' base on the volcanic isle known as The Steaming Isle and set out to reap a bloody vengeance against these despised adversaries.

Adventure Background

The Steaming Isle has a far longer history than most suspect. Tens of thousands of years ago it was a mountainous part of the empire of the Ancients, the first human civilization. The area was volcanically active even in those prehistoric times and the Ancients used the volcano's supernatural energy combined with the rich gem deposits the volcano brought to the surface to manufacture and power a device that could create the crystalline magical items called ioun stones.

A few of the Ancients escaped the cataclysm that dragged their continent below the waves and were transformed into an amphibious race called gillmen. The descendants of these survivors still dwell in the ocean depths around The Steaming Isle. These gillmen have little knowledge of their lost heritage and are a simple tribe of underwater hunters. They venerate the sunken crumbling remains of the Ancient's empire and avoid disturbing these sacred sites.

Recently a group of rapacious pirates came to The Steaming Isle looking to establish a base. They deviously manipulated the unsophisticated gillman chieftain by offering gifts of weapons and proposing a treaty of mutual defense in return for permission to build a small outpost on The Steaming Isle.

Over time, the pirate's base has grown far larger than was ever agreed to and recently gillmen lookouts have spotted the pirates unearthing ruins of the Ancients on the island. The gillmen are sick of these piratical interlopers and chafe at the way they are abusing the treaty. Akoria, the shaman of the gillman tribe and sister of the current chieftain seeks to end the pact and rid the island of these pirates but she doesn't want to start a war that would cost the lives of many of her people. At present, Akoria's brother, Erust, is away on a lengthy migratory hunt, making her the current leader of the tribe.

Not long ago, the pirate raiders excavated and explored the Ancient structure housing the ioun device. The knowledgeable ship's wizard was able to reactivate the device and start it generating ioun stones. However, in the long ages that the device has sat dormant, the volcano's mystic energy signature has altered, causing the device's matrix array to become misaligned. This is causing defects in many of the created ioun stones but the pirate wizard may soon correct this problem, and then the PCs will have to face foes who are armed with powerful Ancient magic.

Approaching The Steaming Isle

When the PCs draw near to The Steaming Isle, they see how it got its name; clouds of steam and smoke rise from both the rocky crags that make up the shattered caldera wall and from the shallows of the natural harbor formed by the volcano crater. Low scraggly vegetation grows on much of the island

and the largest animals are pods of seals on the rocky coastline and a scattering of wild boars.

The Inlets (CR varies)

All three inlets leading into the Steaming Isle's bay have gillman scouts watching them, and unless the PCs' ship is concealed by magic or extremely inclement weather, these scouts automatically spot the approaching ship. Mounted on hippocampi (*Pathfinder Roleplaying Game Bestiary* 2) these gillmen scouts swim under the PCs' ship and observe that it isn't an ally of the The Steaming Isle pirates as it lacks the symbol engraved into its keel that identifies the The Steaming Isle raiders and their allies' ships. The scouts quickly report this to Akoria the shaman who orders the tribe's hunters to assemble and comes to investigate.

Creatures: If the PCs sail straight in through the wide northern inlet then Akoria admires their audacity and attempts to parley with them (see below). However, if the PCs attempt to pass through the south or west inlet, Akoria honors the letter of her tribes' agreement with the The Steaming Isle pirates to attempt to repel intruders and summons a Huge water elemental using one of the tribe's most sacred relics, a *minor bowl of water elemental summoning*[UE]. Formed from silvery nacre, this magical bowl is similar to the standard magic item but only functions three times per day and can still only summon one elemental at a time. Akoria commands the water elemental to try to dash the PCs' ship onto the rocky shallows of the inlet using its control over water.

The elemental uses its vortex ability to try to drag the PCs' ship onto jagged rocks. A successful DC 25 Knowledge (nature) or Profession (sailor) check notices the odd currents the elemental makes in the water just before the attack begins, giving those PCs a round to act. The elemental can remain in vortex form for up to 5 rounds. Have the ship's pilot make an opposed Sailing check (normally a Profession [sailor] check if their ship is currently using wind propulsion) against a Combat Maneuver check by the elemental each round. If the elemental beats the pilot's check, it wins the round and drags the PCs' ship closer to the rocks, otherwise the PCs win that round. If the elemental wins 3 rounds out of 5 then the PCs' ship crashes onto rocks dealing ramming damage to the ship, all aboard take 4d6 damage and are knocked prone (DC 20 Reflex save to halve the damage and remain standing).

HUGE WATER ELEMENTAL[B1] **CR 7**

XP 3,200

hp 95

Tactics

During Combat The elemental uses its vortex to suck up and spin any creatures that attack it, but otherwise focuses on the PCs' ship.

Morale Akoria dismisses the elemental after its vortex dissipates.

Development: If the PCs' ship runs aground then Akoria sends a gillman scout to report this to the pirate raiders who immediately set sail to attack the PCs while their ship is still caught on the rocks. Proceed to the 'Ship to Ship!' section on page 398. If the PCs avoid being dragged onto the rocks (or manage to defeat the water elemental) and make it through the inlet, then this impresses Akoria and she seeks to parley with the PCs.

Parley (CR 11)

Shortly after the PCs' ship enters the The Steaming Isle bay, Akoria seeks out the PCs and appears before them using a *levitate* spell to rise up out of the water. Read or paraphrase the following:

> Rising majestically out of the water to the starboard side of your ship is a female of striking and unusual beauty. Her pale skin and dark hair glows with a clean white light and water streams from her as she ascends into the air. She wears a form-fitting outfit made from sharkskin and carries a slim

Steam Island



Gillman Troops?

Having the company of gillmen statted up as a troop using the troop subtype makes it easier for the GM to control this amount of low-level NPCs in a high-level encounter. It speeds up combat and makes the gillman company a more appropriately challenging opposition for high-level PCs. While the PCs aren't likely to have a way of giving their entire crew *water breathing*, still be wary of having this troop attack or interact with the PCs' crew. This is because a troop is essentially the equivalent of a high CR swarm and can quickly kill multiple lower level characters, which is unfair to the PCs' crew, unless you convert them into a troop as well.

bone spear in one hand and a buckler crafted from seashell on the other. Three gills mark either side of her neck as she stares at your ship with bright purple eyes.

After making this dramatic entrance, Akoria introduces herself in exotically-accented Common and asks what the PCs intentions are in coming to her tribe's island. Akoria may initially pretend to act a little naïvely but she quickly demonstrates that she is an astute negotiator with shrewd discernment. Akoria starts with an attitude of Unfriendly but if the PCs can change this to Indifferent or better, she is willing to discuss matters. Ideally, Akoria wants the raider pirates gone from The Steaming Isle, and her tribe to regain control of the area. However, she doesn't want to exchange one group of pirate interlopers for another and tries to ascertain whether the PCs intend to occupy the raider's base after defeating them. Increase the DC of Diplomacy checks by 5 if the PCs state that they do want to take permanent possession of the base. Akoria would also like the sacred Ancient ruins left alone, but if the PCs have impressed her so far and change her attitude to Friendly or better, she mentions that the raiders have recently desecrated one of these ruins by excavating it. Akoria states that she will understand if the PCs need to enter the ruins to deal with any raiders there. If made Helpful, Akoria points out the exact location of the raider's base and explains that stealthily approaching the base by land, rather than by sea, might give the PCs the element of surprise.

If Akoria's attitude remains Indifferent at the end of the negotiations, she sinks back into the ocean and leaves the PCs and the raiders to fight it out. If Akoria's attitude is Unfriendly, she orders the PCs to immediately leave the area before diving underwater. She doesn't follow up on this threat but does send a gillman scout to report the PCs' presence to the pirate raiders. If the PCs decrease Akoria's attitude to Hostile or attack her, she dives underwater and orders her warriors to attack the hull of the PCs' ship to sink it.

Creatures: Gathered out of sight underwater is a large company of gillmen warriors, ready to defend Akoria and sink the PCs' ship if negotiations go badly.

AKORIA **CR 9**

XP 6,400

Female gillman oracle 10

N Medium humanoid (aquatic)

Init +2; **Senses** Perception +0

Defense

AC 23, touch 16, flat-footed 20 (+4 armor, +3 deflection, +2 Dex, +1 dodge, +3 shield)

hp 98 (10d8+50)

Fort +8, **Ref** +9, **Will** +9; +2 vs. enchantment

Weaknesses water dependent

Offense

Speed 30 ft., swim 30 ft.

Melee mwk shortspear +7/+2 (1d6–1)

Oracle Spells Known (CL 10th; concentration +14)

5th (3/day)—*breath of life*, *mass cure light wounds*, *summon monster V*, *telekinesis*

4th (6/day)—*blessing of fervor*, *cure critical wounds*, *restoration*, *summon monster IV*

3rd (7/day)—*cure serious wounds*, *magic vestment*, *neutralize poison*, *prayer*, *wrathful mantle*

2nd (7/day)—*cure moderate wounds*, *delay poison*, *hold person* (DC 16), *lesser restoration*, *levitate*, *minor image* (DC 16), *resist energy*, *shield other*

1st (7/day)—*bless*, *cure light wounds*, *detect undead*, *endure elements*, *obscuring mist*, *sanctuary* (DC 15), *shield of faith*

0 (at will)—*create water*, *detect magic*, *detect poison*, *ghost sound* (DC 14), *guidance*, *light*, *mage hand*, *mending*, *purify food and drink*, *read magic*, *stabilize*

Mystery life

Tactics

Before Combat Akoria casts *magic vestment* on her armor and buckler every day. Before approaching the PCs, she casts *delay poison*, *endure elements*, *shield of faith*, and *wrathful mantle* on herself (included in her statistics). The *wrathful mantle* spell makes her glow with light like a torch. Akoria also gives the tribe's *bowl of conjuring water elementals* to a gillman scout for safekeeping.

During Combat If attacked during negotiations, Akoria immediately retreats by dismissing the *levitate* spell and diving down into the ocean. If supporting the company of gillmen, she summons water elementals, giant moray eels, and orcas to aid the battle and channels positive energy to heal her troops. She casts *telekinesis* or *hold person* to deal with dangerous individual threats.

Morale If heavily wounded, Akoria uses her combat healer revelation to keep herself going and only retreats when her troops do, or if she somehow runs out of healing spells.

Base Statistics Without her spells Akoria's statistics are: **AC** 16, touch 13, flat-footed 13; **Fort** +6, **Ref** +7, **Will** +7

Statistics

Str 8, **Dex** 14, **Con** 16, **Int** 10, **Wis** 10, **Cha** 18

Base Atk +7; **CMB** +6; **CMD** 22

Feats Augment Summoning, Dodge, Lightning Reflexes, Spell Focus (conjuration), Toughness

Skills Diplomacy +17, Heal +5, Knowledge (nature) +10, Sense Motive +13, Survival +10, Swim +14

Languages Ancient, Common

SQ amphibious, oracle's curse (haunted), revelations (channel 5d6, 5/day, combat healer, safe curing)

Gear *minor bowl of water elemental summoning*, mwk leather armor, mwk buckler, mwk shortspear



GILLMAN COMPANY CR 9

XP 6,400

N Medium humanoid (aquatic, troop)

Init +6; **Senses** Perception +11

Defense

AC 23, touch 13, flat-footed 20 (+2 armor, +2 Dex, +1 dodge, +8 natural)

hp 114 (12d8+60)

Fort +13, **Ref** +8, **Will** +5; +2 vs. enchantment

Defensive Abilities troop traits

Weaknesses water dependent

Offense

Speed 30 ft., swim 30 ft.

Melee troop +15 (3d6+6)

Tactics

During Combat The gillmen remain underwater and attack the hull of the PCs' ship. They have brought tools to let them drive holes into the ship and sink it. They fight back against anyone who tries to stop them.

Morale If reduced below 57 hit points, the gillman company retreats.

Statistics

Str 22, **Dex** 14, **Con** 20, **Int** 12, **Wis** 8, **Cha** 13

Base Atk +9; **CMB** +15; **CMD** 28 (can't be bull rushed or tripped)

Feats Dodge, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Step Up

Skills Knowledge (geography) +5, Knowledge (nature) +5, Perception +11, Stealth +11, Survival +8, Swim +18

Languages Aboleth, Ancient, Common

SQ amphibious

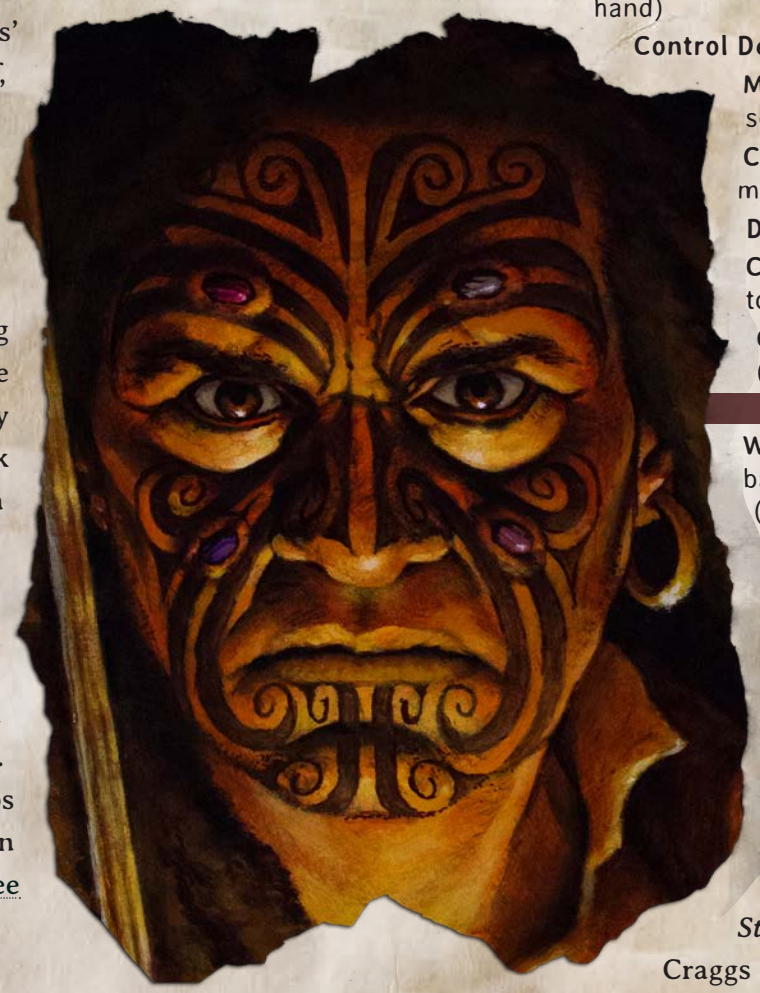
Gear leather armor, trident, underwater light crossbow with 10 bolts, carpentry tools (drills, picks, saws)

Ship to Ship! (CR 10)

The pirate raiders have several lookouts watching the bay so unless the PCs are somehow able to disguise or conceal their ship, the raiders spot it as it approaches their base. They quickly launch their own ship to take the battle to the PCs.

Ship Combat: The The Steaming Isle raiders' ship, the *Storm Wolf*, is a three-masted schooner which is swift, agile, and heavily armed. The raiders try to keep their distance during any ship-to-ship battle with the PCs. They would prefer to sink the PCs' ship and then coerce their gillman allies into recovering any valuables from the ocean floor rather than attempt a risky boarding action.

Rules for ships and ship combat can be found in the free Player's Guide for the official Pirate Adventure Path.



STORM WOLF

Colossal ship (Sailing Ship)

Squares 90 (25 ft. by 90 ft.)

Defense

AC 2; **Hardness** 5

hp 1,600 (sails 720)

Base Save +6

Offense

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

Ranged 12 mwk ballistae +14 (4d8/19–20), 2 +14 mwk catapults (6d6)

CMB +8; **CMD** 18

Ramming Damage 10d8

Statistics

Propulsion wind or current

Sailing Check Profession (sailor)

Sailing Check Modifier +5 (+6 to gain the upper hand)

Control Device: steering wheel

Means of Propulsion 90 squares of sails (3 masts)

Crew 90 (90 pirates; 20 minimum)

Decks 3

Cargo/Passengers 135 tons/100 passengers

Cargo 5 points of plunder (ship's arsenal and stores)

Equipment

Weapons 12 masterwork ballistae in banks of 6 (port and starboard) with 2 masterwork catapults (1 fore, 1 aft)

Ship Improvements broad rudder, extended keel, magically-treated sails, narrow hull, ram, rapid-deploy sails, silk sails

Creatures: If the PCs manage to board the *Storm Wolf* then Captain Craggs and his boatswain take

on the PCs, while the *Storm Wolf* raiders fight the PCs' crew.

Captain Sculberd Craggs

A lean man with olive skin, Sculberd Craggs displays a menacing visage with four glittering gemstones implanted in his slab-like face, each surrounded by swirling black tattoos.

As mean and ruthless as they come, Sculberd rose from being a simple deckhand to his position as an up-and-coming pirate lord by challenging and killing those who stood in his way. Just smart enough to know when to fight, when to talk, and when to run, Craggs has collected a crew of murderous cutthroats who see him as their ticket to power and riches. Craggs is unsophisticated and brutal but his crew appreciates this harsh simplicity. Sculberd knows just enough about magic to realize its strength and has employed an amoral wizard named Yohannas Quay as his first mate. Craggs is aware that Yohannas has his own agenda in the Ancient ruins, but as long as he continues to supply the floating magic gems, Craggs won't kill him...yet.

SCULBERD CRAGGS **CR 9**

XP 6,400

Male human fighter 10

NE Medium humanoid (human)

Init +4; **Senses** Perception +1

Defense

AC 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

hp 99 (10d10+40)

Fort +11, **Ref** +9, **Will** +8 (+3 vs. fear)

Defensive Abilities bravery +3

Offense

Speed 30 ft.

Melee mwk longsword +14/+9 (1d8+3/19–20)

Ranged *+1 composite longbow* +19/+14 (1d8+7/×3)

Special Attacks weapon training (bows +2, heavy blades +1)

Tactics

During Combat Sculberd peppers his foes with arrows, focusing on any officers present to disrupt his enemies' chain of command. Sculberd activates the *shield* spell stored in his *cracked vibrant purple prism ioun stone* if he comes under heavy fire or if enemies engage him in melee.

Morale Sculberd didn't get to where he is now by backing down, he only surrenders if the PCs cripple his ship; he fights to the death in personal combat.

Statistics

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

Base Atk +10; **CMB** +12; **CMD** 26

Feats Deadly Aim, Far Shot, Greater Weapon Focus (composite longbow), Iron Will, Manyshot, Point-Blank Master[APG], Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Climb +9, Craft (ships) +5, Intimidate +14, Profession (sailor) +10, Survival +5, Swim +10

Languages Common

SQ armor training 2

Combat Gear *potions of cure moderate wounds* (3), *potion of invisibility*; **Other Gear** *+1 breastplate*, *+1 composite longbow* (+2 Str) with 80 arrows, *cloak of resistance +2*, *ioun stones* (*cracked dusty rose prism*, *cracked iridescent spindle*, *cracked magenta prism* [currently giving a +2 competence bonus to Intimidate checks], *cracked vibrant purple prism* [currently holds a *shield* spell])

Boatswain Emilia Corantine

An attractive auburn-haired woman, Emilia wears a combination of gypsy silks and sailor's garb onboard ship. Emilia is a distant cousin of Sculberd's and, like most in her family, took to a life of piracy at a young age. She currently serves as boatswain and master gunner on the *Storm Wolf*, enjoying the authority and extra pay that being a ship's officer brings. A born manipulator, Emilia was the one who duped the gillman chieftain into accepting the ambiguous agreement for the raiders to establish a base on the island. She avoids trying to influence Sculberd, as he has already freely given her a favored position in his crew and she knows that he'd execute her without a second thought if caught her trying any of her usual machinations on him.


RAIDER'S BASE
1 square = 20 ft.
A
B
C1
C2
C3
D
E
F
G
H
N

EMILIA CORANTINE **CR 7**

XP 3,200

Female human bard 8

LE Medium humanoid (human)

Init +1; **Senses** Perception +10

Defense

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 71 (8d8+32)

Fort +8, **Ref** +9, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic

Offense

Speed 30 ft.

Melee *+1 longsword* +13/+8 (1d8+5/19–20)

Special Attacks bardic performance (21 rounds/day, move action, countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

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

3rd (3/day)—*glibness*, *good hope*, *haste*

2nd (5/day)—*glitterdust* (DC 15), *heroism*, *invisibility*, *mirror image*

1st (5/day)—*animate rope*, *cure light wounds*, *disguise self*, *expeditious retreat*, *feather fall*

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *summon instrument*

Tactics

Before Combat If a confrontation is imminent, Emilia casts *heroism* on herself (included in her statistics).

During Combat Emilia starts combat by singing a filthy sea shanty to inspire courage and casts *good hope* and *haste* on Sculberd and herself. She casts *mirror image* to protect herself if drawn into melee combat.

Morale Emilia surrenders when her Captain does or if she is reduced to less than 20 hit points.

Base Statistics Without her *heroism* spell, Emilia's statistics are: **Fort** +6, **Ref** +7, **Will** +5; Melee *+1 longsword* +11/+6 (1d8+5/19–20); **Skills** –2 to all skills.

Statistics

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

Base Atk +6; **CMB** +9; **CMD** 20

Feats Arcane Strike, Great Fortitude, Power Attack, Toughness, Weapon Focus (longsword)

Skills Bluff +17, Climb +13, Diplomacy +17, Handle Animal +16, Knowledge (engineering) +17, Knowledge (geography) +12, Knowledge (local) +17, Perception +12, Perform (sing) +16, Perform (string) +16, Profession (sailor) +12, Sense Motive +16

Languages Common

SQ bardic knowledge +4, lore master 1/day, versatile performance (comedy, sing)

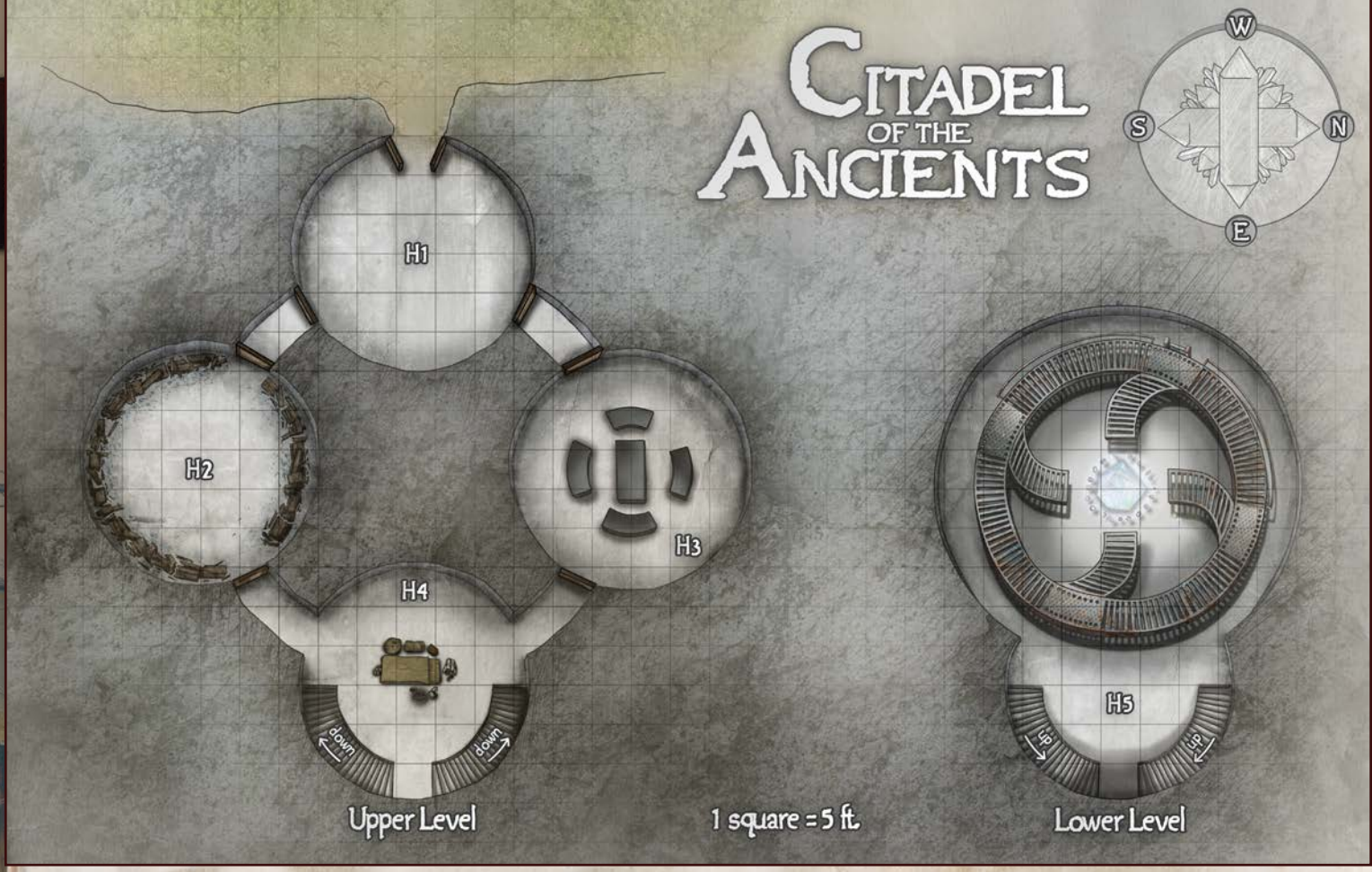
Combat Gear *potion of cure moderate wounds*, *scroll of see invisibility*, *wand of cure light wounds* (15 charges); **Other Gear** *+1 mithral chain shirt*, *+1 longsword*, *cracked mulberry pentacle ioun stone*, mwk hornpipe, diamond earrings worth 500 gp

Treasure: A number of the pirate crew have *ioun stones* floating round their heads and many have ugly puckered scars on their arms and faces where they have unsuccessfully tried to implant *ioun stones* in their own skin. So far, only Captain Craggs, aided by his wizard first mate, has managed to successfully complete the lengthy ritual to embed these stones in his flesh. Emilia has considered attempting this process, but doesn't trust the wizard Yohannas enough to ask for his help. The crew's *ioun stones* are inferior stones, usually a cracked stone that gives a +1 competence bonus to a skill (a deep red sphere, gold nodule, incandescent blue sphere, mossy disk, pale blue rhomboid, pale ruby trillian, pink and green sphere, or scarlet and blue sphere) or a dull gray stone with no magical benefits. There are even a few cursed stones that give a penalty rather than a bonus. The crew has a total of 3,000 gp worth of inferior *ioun stones* on them.

Development: Sculberd keeps few secrets from his crew so interrogating any prisoners reveals the reasons behind the raiders' attacks on the PCs. The PCs also find out that Captain Cragg's first mate, Yohannas Quay, is the one supplying the 'magic floating gems'. He has sequestered himself in the Ancient ruins near the raiders' base and is using something in the ruins to create these magic crystals.

Raider Base

Situated on the eastern edge of the bay, the raider's base consists of several single-story wooden buildings clustered around a pier and dry dock. Behind the buildings are several cultivated fields



and an orchard. Off to the south stands a circle of ghostly white stones. Nearby is a partly exposed dome of the same pale stone. The partially buried dome shows signs of recent excavation, with mounds of fresh turned dirt and rock piled nearby.

The PCs and the raiders are likely to battle each other on the open ocean, but if the PCs manage to get close without being detected, they can catch the raiders by surprise in their own base. In this case, use the statistics from the section above combined with the base descriptions below to play out this encounter.

A. Pier: This rough wooden jetty is where the raiders normally dock their ship while in port. A small cutter is pulled up beneath the jetty for short journeys around the bay.

B. Dry dock: A wedge-like ramp rises out of the ocean into a series of huge scaffolds. This primitive dry-docking facility allows workers to haul a ship out of the water and then repair or refit it.

C. Plantations: The sheltered bay and fertile volcanic soil here makes this a good area for growing crops. The raiders use a small slave labor force to tend and harvest these fields. The larger northern field (**C1**) is sugar cane, the middle field (**C2**) is tobacco, and the southern field (**C3**) is a lime orchard.

D. Warehouse: This large structure has room for the raiders' provisions, plundered goods, and nautical supplies. It serves as quarters for the slaves (15 in total) who work on the raiders' plantations along with short-term storage of produce from the plantations. Finally, it also has an area reserved for the ever-important task of distilling rum from sugar cane. There is 4 points of plunder in total here.

E. Barracks: The barracks house all the pirate sailors. If the *Storm Wolf* isn't here, the barracks are mostly empty with only five pirates staying behind to supervise the slaves.

F. Officers' Quarters: This building houses the captain and his senior officers' quarters. The captain's room contains a set of detailed nautical charts that count as masterwork tools for Profession (sailor) checks to plan a route in the surrounding ocean. These charts may also reveal other sites for adventure that you as GM want the PCs to explore. There is a total of 5 points of plunder here.

G. Standing Stones: Made of smooth, ghostly-white stone, this ancient circle of pillars once served the Ancients as the terminus of a teleportation circle. It still radiates a lingering aura of conjuration magic even after all this time.

H. Citadel of the Ancients: This area is detailed below.

Citadel of the Ancients

The Ancients built this curved white stone structure for an intriguing purpose. The entire edifice focuses the supernatural thermal energy of the volcano below The Steaming Isle into its crystalline matrix array which can infuse this power into specially prepared crystal gemstones, transfiguring them into ioun stones.

Unless otherwise noted, each room has a 20-foot tall domed ceiling, the corridors are circular in shape, and the doors are iris mechanisms (hardness 10, hp 60, Break DC 28) that open at a touch and close a minute later provided there is nothing in the way. Beyond area **H1**, the floors are clean, a subdued white light comes from both the walls and ceilings providing dim illumination, and the place feels as if it has been tightly sealed away until very recently.

H1. Entrance

A set of double doors stand half open allowing dirt and other rocky rubble from the outside to litter the entrance of this round chamber. Strange tessellating designs cover the curved pale walls and the thick layer of dust on the floor shows signs of recent disturbance. Two circular iris-like portals formed from dull coppery metal seal off exits to the southeast and northeast.

The tracks in the dust show signs of passage between the entrance and the two portals. A DC 25 Survival check to follow tracks reveals that while several sets of footprints lead up to the southeast door, none of those who made these tracks actually went through the door. The footprints to the northeast door, on the other hand, show that several individuals have come and gone through that portal multiple times.

Both portals radiate a moderate magical aura of an indeterminate school. Each portal has a small spiraling indentation in its center. If a PC touches an indentation, that PC hears a voice in their mind speaking in the Ancient tongue.

The voice from the northeast portal says, "Custodian, recite the penultimate manifestation from the twenty seven measures of the ineffable to enter." A DC 30 Knowledge (arcana) check or a DC 25 Knowledge (history) check reveals that the answer to this age-old metaphysical conundrum is "forever is nothingness, eternity is null." Speaking this answer aloud in Ancient, or thinking it in any language while touching the indentation causes the iris to dilate, revealing the circular passage beyond.

The voice from the southeast portal states, "Diligent servitor, proffer a crystal specimen for pellucidity confirmation." Inserting a gem, crystal, or ioun stone into the indentation causes a brilliant light to fill the indentation as the portal tests the stone to determine its suitability. An undamaged ioun stone or a gem worth 500 gp or more automatically passes this test; the stone floats back out of the indentation and the aperture spirals open. A cracked, flawed, or scorched ioun stone or a gem worth between 100 gp and 500 gp has a 50% chance to pass the portal's testing. If the stone fails, the portal's testing process has a 50% chance

Gems	
Roll	Result
01-25	The gem starts glowing. The stone has the equivalent of a *continual flame* spell (CL 20th) placed on it.
26-50	The gem starts floating as if under a *levitate* spell (CL 20th), but it doesn't orbit like an *ioun stone*. This effect either lasts for 24 hours (50% chance) or is permanent (50% chance).
51-75	The gem suffers damage that halves its gp value.
75-100	The gem disintegrates.

Ioun Stones	
Roll	Result
01-20	The stone starts glowing. A *dull gray ioun stone* turns into an *ioun torch*; other stones shine like a torch for 24 hours.
21-50	Augments the stone's power for 24 hours. A cracked stone increases its bonus by +1, or otherwise has a modest increase in power. A scorched stone performs as an undamaged ioun stone of its type with no chance of failure. Flawed stones halve or significantly reduce their penalty. For example, while under this effect, the user of a flawed stone that applies a –2 penalty to Constitution might ignore this penalty to Fortitude saves and Constitution checks, but still lower the user's hit points.
51-65	The stone stops orbiting for 24 hours: it must be carried in hand to gain its benefits.
66-80	Nullifies the stone's powers for 24 hours; the stone can still orbit its user.
81-90	The stone burns out, turning it into a *dull gray ioun stone*.
91-100	The stone shatters, destroying it.

of causing an unexpected side effect in the stone (see Table: Portal Side Effects). A gem worth less than 100 gp, a cursed ioun stone, or a dull gray ioun stone automatically fails the test and suffers a side effect.

The PCs can also apply brute force to open either portal (hardness 15, hp 120, Break DC 30), but see the Development section below for the consequences.

Roll on the appropriate table if a stone suffers a side effect; white sparks coruscate around the stone as this malfunction occurs.

Development: If the PCs fail the southeast portal's test three times or if they deal damage to a portal, the ioun device in **H5** displays alert notification symbols, warning Yohannas of trespassers.

H2. Crystal Storage

Decayed remnants of corroded metal and other crumbling debris line the circumference of this circular room. Smashed shards of colored crystal lie scattered in the dilapidated wreckage.

This room once stored shelves and cases of delicate crystals for use with the ioun device, but over the centuries, the shelving decayed and collapsed, shattering most of these crystals. Yohannas and other pirates took any crystals that remained intact when they ransacked this room.

H3. Surgery and Meditation Room

Abstract pastel frescos seemingly formed from coral decorate the walls of this chamber. A series of low stone slabs of bleached white stone form a circle in the middle of this room. A wooden bench in the center of the room looks to be a recent addition, as do the medical supplies and polished surgical equipment neatly arranged on the slabs nearby.

Long ago, this room might have served as a meeting area for Ancient scholars, but currently Yohannas has set it up as an operating theater where he can surgically implant ioun stones into a patient's flesh. Yohannas has also found it a useful place to have other pirates meditate and fast while they attempt to attune an *ioun stone* as the first stage of embedding it into their skin. So far, only Captain Craggs has successfully completed the meditation ritual and survived the invasive medical procedure. There are the equivalent of 3 healer's kits, a set of surgeon's tools, and a glass bottle containing 4 doses of Padzahr here.

H4. Campsite

This circular chamber has a pair of smooth curving staircases that flow downward along the eastern wall. A cluttered pile of bedding and other camping equipment is set up in the middle of the room.

The original purpose of this hall has been lost to time. Yohannas uses it as a sleeping area but leaves nothing of great value here. A silent *alarm* cast by Yohannas covers the room alerting him to intruders. The two sets of stairs circle downward for around 60 feet, looping back on themselves before winding back toward each other at the bottom.

H5. The Ioun Device (CR 12)

At the center of this high-ceilinged chamber stands a tall device formed from delicately interwoven luminous crystals. Dozens of sparkling stones, each imprinted with glowing runes and glyphs orbit the towering structure in enigmatic patterns. High above the chamber's floor, a heavily tarnished metal gantry encircles the upper portion of the crystalline edifice. Several corroded metallic ladders ascend to the gantry.

The ceiling of the main chamber rises 50 feet above the floor and the gantry is 35 feet up. The antechamber has a 25-foot high roof. While the ladder and gantry look greatly corroded, they still retain the vestiges of Ancient preservation spells which have prevented them from oxidizing to dust. The gantry and the ladder are still as strong as steel and safe to ascend. The crystalline ioun device, however, is quite fragile; it has hardness 2 and if it takes over 20 points of damage it is irrevocably broken.

Creatures: Yohannas Quay, the raiders' first mate and ship's wizard, is up on the gantry studying the ioun device. Standing near the entrance is an Ancient crystalline golem built to protect the ioun device. Yohannas has already found the crystal guardian's control amulet (a series of crystal glyphs that orbits around his neck) and the Ancient construct obeys his commands.

First Mate Yohannas Quay

Yohannas is a thin man with a sharp nose and a bald pate. He wears a long leather jacket along with knee high boots. A wizard, scholar, and historian, Yohannas Quay has studied magic and the prehistoric past for most of his life. An expert on the written history of the civilization of the Ancients and the Runic Empire, Yohannas realized that some of the immense power wielded by these nations from antiquity must still exist today and

could become his to wield, if only he could discover its location. Fragmentary notes and incomplete clues led Yohannas to the Pirate Isles where, untroubled by notions of morality, he saw that the best way to continue his search was to become a pirate himself.

Looking back, Yohannas sees the day he signed on as part of Sculberd Craggs' crew as a glorious stroke of good fortune. Having heard rumors about the gillmen of The Steaming Isle, Yohannas convinced Craggs that the island might make a good location for a base. Yohannas had to bide his time while Craggs and his raiders built and established their base, but he was finally able to persuade the captain to excavate the ruin, giving Yohannas access to this incredible find. Yohannas currently works feverishly to understand the device and manipulate it to create more powerful *ioun stones*.

YOHANNAS QUAY CR 10

XP 9,600

Human transmuter (enhancement subschool) 11

NE Medium humanoid (human)

Init +2; **Senses** Perception +1

Defense

AC 20, touch 16, flat-footed 17 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +1 insight)

hp 96 (11d6+55)

Fort +10, **Ref** +9, **Will** +12

Offense

Speed 30 ft., fly 20 ft.

Melee mwk quarterstaff +5 (1d6–1)

Arcane School Spell-Like Abilities (CL 11th; concentration +16)

8/day—augment (+4 enhancement bonus to one ability or +3 natural armor, duration 5 rounds)

Transmuter Spells Prepared (CL 11th; concentration +16)

6th—*disintegrate* (DC 21), *flesh to stone* (DC 21)

5th—*overland flight*, *telekinesis*, *teleport*, *wall of force*

4th—*dimension door*, *greater invisibility*, *phantasmal killer* (DC 19), *resilient sphere* (DC 19), *stoneskin*

3rd—*dispel magic*, *displacement*, *haste*, *fireball* (2, DC 18), *slow* (DC 18)

2nd—*darkvision*, *flaming sphere* (DC 17), *invisibility*, *pyrotechnics* (DC 17), *resist energy*, *see invisibility*

1st—*alarm*, *expeditious retreat*, *feather fall*, *shield*, *mage armor*, *magic missile* (2)

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *message*

Opposition Schools necromancy, enchantment

Tactics

Before Combat Yohannas casts *mage armor* and *overland flight* every day. He also casts *alarm* in the middle of area **H4**. If he becomes aware of intruders, he casts *resist energy* (fire), *see invisibility*, *stoneskin*, *expeditious retreat*, and *shield* in that order (not included in his statistics). He also uses his augment class ability to improve his natural armor if he gets the chance. Yohannas has previously ordered the crystal guardian to use its shield other ability on him and his continuing experimentation with the ioun device has already exposed him to the guardian's dazzling brightness ability today.

During Combat Knowing that any intruders must be hostile, Yohannas orders the crystal guardian to attack. He starts by casting *greater invisibility* and uses a move action to manipulate the ioun device's controls increasing the light level to bright light which triggers the crystal guardian's dazzling brightness ability. Yohannas casts *disintegrate* and *flesh to stone* on enemy spellcasters while using flight and invisibility to keep away from melee. He uses his perfection of self class ability to increase his Intelligence as a swift action just before casting attack spells to increase the saving throw DC by an additional 2. He casts *fireball* spells on the crystal guardian, and anyone fighting it, knowing that fire damage can repair the construct.

Morale Determined not to give up the find of a lifetime, Yohannas only retreats by teleporting away if reduced to less than 20 hit points or if the ioun device is destroyed.

Base Statistics Without *mage armor* or *overland flight* Yohannas' statistics are: **AC** 16, touch 16, flat-footed 13; no fly speed; Fly +15.

Statistics

Str 8, **Dex** 14, **Con** 16, **Int** 21, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 20

Feats Combat Casting, Craft Construct, Craft Wondrous Item, Dodge, Eschew Materials, Great Fortitude, Iron Will, Lightning Reflexes, Scribe Scroll, Toughness

Skills Appraise +10, Craft (sculptures) +10, Escape Artist +13, Fly +20, Heal +12, Knowledge (arcana) +19, Knowledge (engineering) +10, Knowledge (history) +19, Knowledge (local) +19, Profession (sailor) +10, Spellcraft +19

Languages Ancient, Abyssal, Common, Draconic, Infernal, Runic Imperial

SQ arcane bond (ring), perfection of self +5 (11 rounds/day), physical enhancement +3

Combat Gear *potions of cure light wounds* (5); **Other Gear** mwk quarterstaff, *cloak of resistance* +2, *crystal guardian control amulet*, *headband of vast intelligence* +2, *ring of protection* +2, *clear spindle ioun stone*, *dusty rose ioun stone*, diamond dust worth 750 gp (for *stoneskin* spells), spellbook, crystals and gems worth 1,500 gp

CRYSTAL GUARDIAN CR 10

XP 9,600

Rune-carved[UM] shield guardian[B1] giant glass golem[B2]

N Huge construct

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 22, touch 6, flat-footed 22 (–2 Dex, +16 natural, –2 size)

hp 106 (12d10+40); fast healing 5

Fort +4, **Ref** +2, **Will** +4

Defensive Abilities guard, reflect spells, runes, shield other; **DR** 5/adamantine; **Immune** magic, construct traits

Offense

Speed 30 ft.

Melee 2 slams +17 (2d8+7 plus bleed)

Space 15 ft.; **Reach** 10 ft.

Special Attacks bleed (1d8), dazzling brightness, runes, spell storing (*wall of fire*)

Tactics

During Combat Yohannas has instructed the crystal guardian to use the *wall of fire* spell stored in it when an opponent strikes it with a melee attack or when a foe move adjacent to it. Its orders are to step back if an opponent is adjacent, then cast the *wall of fire* right on top of itself positioning the wall to run north-south. The fire damage heals the guardian each round that it stands in or near the wall. The guardian uses its reflect spells ability as often as possible; Yohannas' control amulet alerts him when the guardian activates this ability and he avoids casting spells on it when it has this ability activated.

Morale The guardian has a complex series of standing orders encoded into it by the Ancients and Yohannas has been unable to override any of these commands. One of these built-in orders prevents the golem from leaving the chamber, even to chase enemies. Another Ancient directive that Yohannas isn't even aware of is that the guardian is programmed to fight to the death to defend the ioun device. It continues attacking as long as there are 'hostile' foes in the chamber, even if Yohannas flees or tries to order it to stand down. It considers any creature that has attacked it to be 'hostile' except for the creature wearing its control amulet. The Ancients added a final fail-safe rune to the crystal guardian to prevent the valuable ioun device from falling into enemy hands. When destroyed, the crystal guardian explodes in a powerful sonic blast that strikes the delicate ioun device, utterly wrecking it.

Statistics

Str 24, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +21; **CMD** 29

SQ find master

Special Abilities

Dazzling Brightness (Ex) A crystal guardian in an area of bright light dazzles any creature within 30 feet that sees it for 1 round (Fortitude DC 16 negates). Once a creature makes its save against this ability, it is immune to that creature's brightness for 24 hours. The DC is Constitution-based.

Find Master (Su) As long as a crystal guardian and its amulet are on the same plane, the crystal guardian can locate the amulet's wearer (or just the amulet, if it is not being worn).

Guard (Ex) If ordered to do so, a crystal guardian moves to defend the wearer of its amulet. All attacks against the amulet wearer take a –2 penalty when the crystal guardian is adjacent to its master.

Immune to Magic (Ex) A crystal guardian is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a crystal guardian, as noted below.

- A *shatter* spell damages a crystal guardian as if it were a crystalline creature.
- A *keen edge* spell affects all of a crystal guardian's slam attacks as if they were slashing weapons.
- A magical attack that deals cold damage slows a crystal guardian (as the *slow* spell) for 3 rounds (no saving throw).



- A magical attack that deals fire damage ends any slow effect on the crystal guardian and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the crystal guardian to exceed its full normal hit points, it gains any excess as temporary hit points. A crystal guardian gets no saving throw against fire effects.

Reflect Spells (Ex) As a free action once every 1d4 rounds, a crystal guardian can align its internal structure to enhance its resistance to magic for 1 round. During this time, the crystal guardian reflects spells (even spells that function differently against the crystal guardian as described in its immune to magic ability) as if under the effect of a *spell turning* spell.

Runes (Su) This crystal guardian has the following runes that can each trigger once per day:

Rune of Fire (CL 5th; *Trigger* hit by melee attack; *Effect* 10-foot-radius burst of fire dealing 5d6 fire damage, DC 14 Reflex for half)

Rune of Shielding (CL 3rd; *Trigger* attacked by melee or ranged attack or *magic missile*; *Effect* +4 shield bonus to AC for 3 minutes, as the *shield* spell)

Rune of Retributive Reverberation (CL 10th; *Trigger* crystal guardian is destroyed; *Effect* 30-foot-radius burst of sound that deals 10d6 sonic damage and deafens for 2d6 rounds, DC 17 Fort save halves the damage and negates the deafness)

Shield Other (Sp) The wearer of a crystal guardian's amulet can activate this defensive ability as a standard action if within 100 feet of the crystal guardian. Just as the spell of the same name, this ability transfers to the crystal guardian half the damage that would be dealt to the amulet wearer (note that this ability does not provide the spell's AC or save bonuses). Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction) the crystal guardian possesses.

Spell Storing (Sp) A crystal guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the crystal guardian can store another spell (or the same spell again). This crystal guardian currently stores a *wall of fire* spell (CL 11th).

Development: The ioun device is very likely to be destroyed by the battle, but even if it somehow survives, the misalignment of the focus of the device's matrix array causes more and more serious imperfections in any new ioun stones the device creates, until all it can produce are dull gray stones. All of this assumes that the PCs have the arcane skills and detailed knowledge of the Ancient civilization to successfully manipulate the ioun device in the first place. Whether the PCs can activate or possibly even realign the ioun device is up to you as GM. If Yohannas survives, he becomes a bitter enemy who seeks to ally with the PCs' enemies and bring about their downfall.

Conclusion

The PCs have now vehemently delivered an object lesson demonstrating the fate that befalls any bilge-swilling swine who would have the temerity to oppose them on the high seas. The PCs have also come away with a significant amount of plunder, including valuable artefacts from a long-lost empire. Tales of the PCs' cold-blooded ruthlessness and fiery wrath spread through the portside taverns of the Pirate Isles, granting them a +3 bonus to all Infamy checks until they reach the next Infamy threshold. They are well on their way to becoming notorious pirate lords and may soon look to seize the mantle of Pirate King for themselves.

Scaling

While the adventure is designed for 9th level characters, it can be scaled for 8th or 10th level characters (or if the PCs are finding the adventure too hard or too easy), by doing the following:

Parley with Akoria

Scale down: 'Reverse advance' the gillman company, by giving them –4 to all ability scores and –2 to their natural armor. This gives them –2 on all rolls (including damage rolls), –4 to AC and CMD, and –2 hp/HD. The gillman company then has AC 19 and 90 hp.

Scale up: Give Akoria an apprentice shaman who remains concealed in the ocean depths but uses the tribe's *minor bowl of water elemental summoning* to call forth water elementals to aid in the battle.

Ship to Ship!

Scale down: Remove Emilia from the fight.

Scale up: Give Skulberd 10 *+1 bane arrows* of various humanoid types common to the Pirate Isles, with around half of these being human bane arrows.

The Ioun Device

Scale down: Remove the runes of fire and shielding from the crystal guardian.

Scale up: Apply the advanced simple template to the crystal guardian, using the quick rules option to modify the guardian's stats. Having the guardian's dazzling brightness ability blind those who fail the saving throw for 1 round.



We Lost One Mate

To the tune of "Leave Her, Johnny"

Oh, we lost one mate, in a fight with a stranger

Leave him, Johnny, leave him

Seems the fish that he ate had bonded with a ranger.

And it's time for us to leave him.

Leave him, Johnny, leave him
Oh, leave her, Johnny, leave him
For the voyage is done and the winds do blow
And it's time for us to leave him

Oh, my good old friend had an extra flagon...
Wandered up on deck, got burnt up by a dragon...

Oh, the cabin boy was a right fine snitch...
He's a zombie now, transformed by a lich...

Oh, a slave from the isles had the head of a snake...
Hissed up at a cloud, it turned out to be a drake...

Oh, the first mate loved a good meal with bacon...
But he ate too much, smelled great to a kraken...

Oh, I once had a mate, he was rude and defiant...
Insulted a man whose best friend was a giant...

Oh, we once had a mate who thought that women were a jinx...
He said so to their face but one turned out to be a sphinx...

Oh my good friend Bill couldn't wait to be aboard...
But he got on the wrong ship and sailed to an orcish horde...

Oh, the good ship's cook thought he'd die of old age...
Made a terrible stew for a powerful mage...


Fort Scurvy:
A 14th-level
adventure

Fort Scurvy is a high-level nautical Pathfinder Roleplaying Game adventure that pits a crew of pirate PCs who have made a name for themselves up against one final obstacle standing between them and glory. A great challenge for any aspiring pirate PC, or even a hero allied with an official navy battling the buccaneers, is to take down the Pirate King! Holed up in his island fortress, surrounded by devoted scallywags and scurvy seadogs, the Pirate King looms over the southern seas like a shadow of menace and legend. To some he is a symbol of liberty, keeping tyrants at bay with equal parts cunning and cruelty, and those seeking to take him down must offer to their fellow pirate lords and ladies the promise of maintaining the freedom of the seas for simple sailors to make a dishonest living. To others, the Pirate King is a purveyor of perfidy and a plunderer without peer, a nautical knave who must be brought back in chains or in pieces if the backbone of the pirate menace is ever to be broken.

Introduction

The adventure takes place in the Pirate Isles, wherever that fits best in the campaign world, and assumes that the heroes have worked their way to fame (or infamy) and fortune on the high seas. Whether they are island-hopping explorers or the admirals of a potent fleet of their own, they have won victory or victory on their own and/or while leading their armada and the squadrons of their allies to victory over an enemy power on the high seas. This could be set against the backdrop of an invasion by a hostile navy intent on stamping out the PCs and their nautical allies in the pirate isles. In this case, the PCs likely found themselves having to hastily assemble a patchwork alliance independently of a Pirate King who kept his own forces back, allowing his rivals like the PCs to absorb the brunt of the invading assault.

Alternatively, the heroes could be simply rally their own forces and allies against those loyal to the Pirate King in a bid for power. Whatever their grievance against the current Pirate King, from complacency and inaction in the face of great danger or to simply deposing him and installing themselves as new and more vibrant rulers, simply sacking the *de facto* pirate capital of Hazard Harbor will not suffice. Instead, they must attempt a daring assault on Fort Scurvy, the nigh-impregnable citadel of the Pirate King, to seize control of the jewel of all pirate harbors and to crown themselves the new high captains of the seven seas. This adventure is designed for 14th-level characters, though you could adjust the adventure up or down in difficulty based on how you play the villains and their response to invasion by the heroes.

This adventure can be played against the backdrop of a full-scale naval assault, using siege weapon and fortification rules from Pathfinder Roleplaying Game Ultimate Combat or the mass combat rules in Pathfinder Roleplaying Game Ultimate Campaign and greatly expanded in *Ultimate Rulership*, *Ultimate Battle*, and especially in *Ultimate War* (featuring naval combat and siege warfare) from Legendary Games. Of course, it also can be played as a standard infiltration adventure with the PCs and their characters, either with their forces performing a broader assault in the background or with the characters acting on their own.

The Human Element

Fort Scurvy is not a typical high-level dungeon, populated with monsters great and small, from demons to dragons and all points in between. It is a fortress ruled and populated with humanoids in large numbers, who despite their scurvy and sometimes backstabbing ways are also trained and battle-hardened soldiers and sailors capable of mounting an organized defense if the heroes reveal themselves. These enemies use the same kinds of skills, tactics, feats, and spells that the heroes do, so as a GM you need to familiarize yourself with

what each kind of NPC can do and how their listed tactics play out at the table. Your heroes are going to be facing far more humans, goblins, hobgoblins, and so forth, appearing both as classed NPCs and as troops of various types, than they will traditional monsters. The heroes won't easily be able to tell one kind of pirate foes from another, so they'll have to think on their feet and react as they go. Don't worry about maximizing every possibility; if the first villain of a given type doesn't get to use your favorite dirty trick, they'll pop up again later in the adventure and you'll get another shot. Individual NPC stat blocks for these stock characters and troops of enemies are found in Chapter : Pirate Codex. Unique named NPCs have their stat blocks in the text of the module in the locations where they appear.



Battles in this adventure are never going to be a party of characters challenging a single ultra-powerful enemy in their lair; instead, the heroes will almost always be outnumbered though rarely outgunned by any individual encounter or enemy. This requires a different approach to running the adventure for both the GM and the players, as high-level tactics focused on gang-tackling single enemies won't work. Similarly, a simple room-to-room scorched-earth "clear the dungeon" strategy for the adventure is not the best path to success.

The heroes are not waging a war of annihilation in *Fort Scurvy*, as the inhabitants of the fortress might become their subjects if they succeed in toppling the Pirate King and perhaps taking his place. The heroes must combine guile, infiltration, and stealth with a judicious application of brute force to crack the defenses of the stronghold and eliminate the Pirate King and his lieutenants who keep the rank and file pirates in line. They remain loyal as long as the Pirate King shows his strength, but if he falls their morale may falter.

As a GM, encounters are far less discrete than in a typical dungeon, where monsters mostly stay in their own lairs. If the alarm is raised, encounters necessarily become more dynamic, with some defenders (especially artillerists and their siege weapons) sticking to their posts and others ready and willing to flow and react as necessary to meet intruders. Some encounter areas are open and adjacent to others, and the PCs may incite a reaction from several directions at once. Some of this dynamic encounter setup is described in Reactions and Reinforcements, but this also requires active management by the GM. You must strike a balance between military readiness and response on one hand, and the chaos of a running battle involving pirates who aren't necessarily the best team players. A fortress where every soldier in the castle responds instantly, suicidal loyalty, and perfect tactical precision to dogpile on the heroes is just as unsatisfying as one where the enemy sits in its lair waiting to be wiped out by the heroes. Keep the pressure on but keep the action moving, and most of all have fun!

Hazard Harbor

Fort Scurvy is the most notable feature of this island, with the fort built astride a rise at the northwest corner of the island and the ground sloping gently

to the south. A long beach stretches east along the island's north shore. If using the settlement rules from *Pathfinder Roleplaying Game Gamemastery Guide* and *Pathfinder Roleplaying Game Ultimate Campaign*, the following stat block represents the city of Hazard Harbor, from its teeming slums to its obscenely opulent mansions looking down from the highland heights. The city is not further detailed here, as the action of the adventure is focused on Fort Scurvy itself, though of course PCs may choose to sneak into the city to buy or sell magic items or make contact with allies even in the midst of a pitched battle with the Pirate King's forces.

HAZARD HARBOR

CN metropolis

Corruption +9; **Crime** +11; **Economy** +8; **Law** +0; **Lore** +6 (wealthy districts)/+2 (poor districts); **Society** +6 (poor districts)/+2 (wealthy districts)

Qualities defensible, free city, gambling, no questions asked, notorious, wealth disparity

Danger +25

Demographics

Government autocracy

Population 43,300 (27,000 humans; 4,000 half-elves, 3,500 half-orcs, 2,200 halflings, 1,800 elves, 1,500 dwarves, 1,100 gnomes, 1,000 goblins, 800 hobgoblins, 400 other)

Notable NPCs

- Pirate King Ismail Queeg (NE male swashbuckler 15/deep sea pirate 4)
- Garrison Commander "Doc" Silvertusk (CE male half-orc barbarian 15)
- Harbor Master Somin Crescencio (N female aristocrat 5/expert 5)
- Sealord Thusus Herud (NE wereshark hobgoblin barbarian 11)

Marketplace

Base Value 20,800 gp; **Purchase Limit** 160,000 gp; **Spellcasting** 8th

Minor Items unlimited; **Medium Items** 4d4; **Major Items** 3d4

Plunder Isle

Fort Scurvy is the most notable feature of this island, with the fort built astride a rise at the northwest corner of the island and the ground sloping gently to the south. A long beach stretches east along the island's north shore, backed by a low ridge. Citrus, fig, and olive groves grow around several outbuildings on the island's south side, but grassy bogs cover most of the island's interior. The waters around the fort are forbidding, with reefs sheltering lagoons too deep to wade but too congested for boats. The sugar-white beaches act as light rubble, while the jagged rocks surrounding most of the isle (called the Wench's Teeth) are dense rubble. Falling prone on these rocks deals 1d4 points of bludgeoning and slashing damage (a successful DC 15 Reflex makes this damage nonlethal). Being bull rushed or dragged deals this damage for each square of forced movement. Terrain effects are described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

Several warehouses lie at the island's southwestern corner, with presses for olive oil and a small stable of draft animals, linked to the fort by a road of packed earth and palm logs. Small dormitories are nearby for laborers working by day at Fort Scurvy and sleeping here by night. A long pier allows oceangoing ships to dock, with smaller piers for passenger boats going to and from Hazard Harbor.

Tidal Effects: The coastal surf around Hazard Isle functions like a shallow bog, which stacks with underlying rubble effects. In addition, wave surges occur every 1d4 rounds, acting as a bull rush (toward the fort), drag (away from the fort), or trip combat maneuver (equal chance of each). The CMB for this combat maneuver check is equal to +2d8, reduced by 1 for every square a creature is away from the normal shoreline.

Frigate Isle

Frigate Isle lies just east of Fort Scurvy. Sheer-sided with cliffs 80 to 100 feet high, Frigate Isle covered in scrub, seagrass, and a narrow tangle of palms and evergreens atop its scarp. Thousands

of seabirds roost on its cliffs, while lizards and monkeys clamber among rocks and trees. The tides, currents, and reefs between Frigate Isle and Hazard Isle and in the southerly passage into Hazard Harbor give rise to frequent whirlpools. Called Maelstrom Cove, few dare these waters, choosing instead to pass north of Fort Scurvy into the main northerly entry to Hazard Harbor's lagoon.

Atop Frigate Isle is a stone lighthouse to warn ships away. After battling for control of the lighthouse for decades, wrecking it twice, Frigate Isle was declared neutral ground and the pirate lords pooled their funds to finance a magical lighthouse construct. PCs investigating the island find mostly cliff terrain, with clumps of light and heavy undergrowth, inhabited by giant geckos[B3] and giant chameleons[B3], baboons[B1] and monkey swarms[B2], and giant frigate birds, identical to giant eagles[B1] but with black feathers and a bright red gular pouch, NE in alignment and able to understand Aquan rather than Auran. The lighthouse is 20 feet in diameter and 50 feet tall, and standing atop it is a construct of shining metal containing a brilliant lamp, which fights only if attacked.

GARGANTUAN ANIMATED OBJECT[B1] (LIGHTHOUSE LAMP CUPOLA) CR 9

XP 6,400

hp 115

This construct's brass body radiates permanent *daylight*, and any creature within 10 feet is dazzled for 1 minute.

The Eyes

The small islet just north of Fort Scurvy and the islet across the north passage into Hazard Harbor's lagoon are barren rocky outcrops, each with a 30-foot lighthouse tower containing an animated lighthouse cupola identical to the one atop Frigate Isle.

Rumrunner's Race

Hidden amidst the rocks and sea stacks of Maelstrom Cove lies a hidden cleft scarcely 50 feet wide that gives way into the Hidden Harbor inside Frigate Isle (see (see page 446)). The cleft would scarcely be visible from the sea in any event, but an ancient *permanent image* covers it with the image of a rugged cliff overhanging low over the water, the surf appearing to surge underneath the illusory overhang (Will DC 19 disbelief if interacted with). The cliff appears mostly inaccessible, its slick and jagged surface appearing to have a Climb DC of 25 or higher (or Acrobatics with the same DC to traverse its apparently unstable rocks). Seabirds have long since learned the cliffside is treacherous and avoid landing on it (Knowledge (nature) DC 25 or Perception DC 35 to notice this behavior if the area is studied for at least 1 hour. A creature stepping onto the illusory rocks falls 70 feet onto the rocky cliff-shore below (Damage 7d6 x 150% for the jagged rocks at the bottom, Reflex DC 19 negates fall if there is an adjacent solid surface and the creature succeeds on a DC 20 Climb check).

The tidal action in this channel is violent and unpredictable, requiring a DC 20 Profession (sailor) check each round to pilot a canoe, longboat, or similar small craft through Rumrunner's Race (DC 30 for warships, galleys, and sailing ships. A failed check deals 3d6 points of damage to the vessel, prevents movement that round, and increases the DC on the following round by 1d6.

Creatures swimming in Rumrunner's Race must make a DC 20 Swim check each round to avoid being dragged underwater and facing drowning as well as being dashed against the rocks (2d6 bludgeoning damage and staggered 1 round; DC 20 Reflex save negates staggered condition and makes damage nonlethal). Creatures with a swim speed may take 10 on this check.

Table: Fort Scurvy Reinforcements

D100	CR	Reinforcements
01–20	8	pirate crew and 1 pirate officer
21–40	10	pirate port defenders and 1 pirate enforcer
41–50	9	as 01-20, plus 1 pirate piper
51–60	11	as 21-40, plus 1 pirate piper
61–70	11	2 pirate sharpshooters
71–80	11	pirate crew, 2 pirate officers, 1 pirate bosun
81–90	11	1 hag spy and 1 pirate enforcer
91–95	12	coven of 3 hag spies
96–00	13	bloodthirsty buccaneers, 1 pirate bosun, 1 pirate grenadier

Table: Drawing Fire

D100	Targeting
01-40	Not targeted by a ranged attack
41-60	pirate crew
51-60	pirate crew and a pirate piper (using inspire courage or dirge of doom plus a ranged spell)
61-70	light artillerist battery
71-75	heavy artillerist battery
76-85	1 pirate sharpshooter
86-90	1 elite pirate sharpshooter
91-95	1 pirate grenadier
96-00	coven of 3 hag spies (using coven spell-like abilities)

Part 1: Fort Scurvy

Fort Scurvy sits immediately at sea level, though at low tide much of the rocky shoals surrounding the fort are exposed. Its lowest sections (the lower bunker at O and the west bastion at P) are immense splayed blockhouses of brick and stone rising 30 feet above the high-water mark. The lower bailey is 40 feet high, with cobbled ramps leading up to the upper bailey at 60 feet and the citadel rising 120 feet.

Fort Scurvy is a sprawling edifice; however, many chambers hold little of interest aside from minor plunder or places to hide. Most rooms thus have only short descriptions of relevant features and inhabitants. It is left to the GM to fill in any incidental details of such rooms, be they bedchambers, storage rooms, lavatories, or gardens.

Reactions and Reinforcements: Fort Scurvy is a "living" fortress, full of ordinary NPCs who are primarily interested in avoiding getting killed, not much of a threat to PCs. As with playing out a fleet action at high levels, if PCs mount a major attack on Fort Scurvy with their allies, most lower-level NPCs and siege weapons can be assumed to be occupied responding to their equivalents on the PCs' side, with this battle taking place mostly in the background. However, organized units of defenders can be found throughout the fort, forming up into trained battle-ready troops, often led by individual commanders or small numbers of elite officers.

If PCs attempt a small-group infiltration, they may well attract more direct attention if combat erupts and the PCs are discovered. Fort Scurvy has many defenders, often well protected behind fortified cover. PCs revealing themselves openly, especially flying PCs, are targeted with dozens of


Fort Scurvy
Lagoon
Deep Water
Shallow Water
Sand
Light Undergrowth
Reefs
Mast / Flagpole
Trebuchet
Ditch
Well
Ballista
Heavy Ballista
Rooftop Netting
G
P1
P
P2
D
E
F
G
F
1 Square = 5 feet
N
W
E
S
Axel's Beach


Lagoon
M6
M
K
F
O
L
J
N
H
D
I
E
G
B
A
Catarin's Beach
Road
Hillside

missiles every round from defenders across the fort. Battlefield control and obscuring spells, including fogs and illusions, can be of great aid in diverting or defeating such attacks, as can spells that create physical barriers and summoning creatures to provide additional targets.

Occupied locations in Fort Scurvy contain a standard entry for **Creatures**, and most have an **Alert** entry indicating the creatures present once an alarm has been raised (increasing CR to the number after the slash). The CR for encounters reflects this alternate number of defenders that generally maintain their positions rather than leaving their station to respond to enemy attacks (though they may use ranged attacks to harass known targets), instead relying on internal reinforcements. Every time PCs engage in combat, there is a 10% cumulative chance at the end of each round after the first that reinforcements arrive, of a type determined using the table below. Encounter distance is 2d4 x 10 feet outdoors, half that indoors. If the PCs exit combat unobserved, this chance resets to zero. If PCs break off combat while observed, the chance of an encounter each round is reduced by 5% per round.

Each time the PCs defeat a group of reinforcements, the chance of further reinforcements is reduced by 2% per round; i.e., 8% cumulative per round after one group has been defeated, 6% after two groups, etc. After 5 groups of reinforcements have been defeated, no more arrive.

In addition to potential reinforcements, any defenders with line of sight to PCs may make ranged attacks. For ease of reference, assume that any visible PC (unless well-disguised, whether with mundane disguise or magical illusion or polymorph effects) has a chance every round spent in the open to be targeted:

Attitudes: If no alarm is raised, craftsmen within Fort Scurvy have an initial attitude of indifferent, while defenders are unfriendly. During an alert, attitudes shift to unfriendly and hostile, respectively.

Poisoned Weapons: The goblin alchemists in the Pirate King's employ spend much of their free time manufacturing alchemist's fire to feed his firedrakes and other siege engines, but they also spend a great deal of time crafting sticky large scorpion venom (injury, *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save) for the defenders' weapons. This sticky poison is effective for up to 4 hits; wielders are exposed to this poison on a natural 1 on attack rolls.

The goblins sneak through the castle by night applying their poison, but most defenders are unaware their weapons are poisoned. While the goblins are mistrusted by many, they are known to have the Pirate King's favor for their demented genius with explosives, so few defenders do more than grumble. However, if a defender discovers his weapon is poisoned and a goblin is present, he immediately turns on the goblin and attacks.

A. Gateway Ramp

This steep cobblestoned ramp leads between a high curtain wall on the right and a brickwork retaining wall on the left, rising steeply from the packed soil atop the beach to the forbidding gates of Fort Scurvy. The gates themselves are stoutly bound with iron and cruelly spiked. Above the gates, four sharp-fanged shark mouths have been sculpted into the stone, each surrounded by sooty smudges.

The cobbled ramp is a steep slope, and a mechanism inside the citadel can collapse parts of the ramp, turning it into dense rubble. In addition, two firedrakes[UC] within the citadel threaten fiery death on those ascending the ramp.

B. Citadel

This rounded bastion dominates the upper portion of Fort Scurvy, its battlements looming cruelly over the surround. A high mast bearing the Pirate King's banner rises from the citadel's roof, flanked by a pair of massive ballistae, with heavy netting shrouding the battlements. Shuttered arrow slits riddle the walls like unfriendly eyes.

This massive fortification bears steel-bound gates of hewn teak logs (hardness 8, hp 120 per 5-foot section, Break DC 31), studded with cruel spikes. Creatures attacking the gates with natural weapons or unarmed strikes are attacked by a spike (+15 melee, 1d6+5 damage each) with each attack; attempting a Strength check to burst the gates results in 1d4 spike attacks. These spikes are considered a trap, though they are not hidden and cannot be disarmed.

B1. Gatehouse Entry (CR 8/10)

This dusty, vaulted chamber, its 15-foot ceiling supported by arched buttresses, is used to inspect visitors and vehicles before they are admitted into the baileys of Fort Scurvy. The chamber contains a *permanency (alarm)* spell which triggers an audible alarm when an invisible creature enters the room.

PIRATE PORT DEFENDERS **CR 7**

XP 3,200

hp 83 (see page 207)

These hard-bitten guards stay adjacent to their officer, using Saving Shield to protect them.

PIRATE OFFICER **CR 6**

XP 2,400

hp 53 (see page 205))

Alert

2 pirate port defenders, 2 pirate officers

B2. Shooting Gallery (CR 6/10)

This enclosed gallery with iron-shuttered arrow slits (hardness 10, hp 30, Break DC 24; total cover when closed, improved cover when open) facing outward is reached by locked wooden doors (hardness 5, hp 20, Break DC 23, Disable Device DC 20). Small peepholes (Perception DC 25 if searching; stonecunning applies) allow vision into the citadel's interior, and defenders here may move to **B6** to fire down upon invaders through the murder holes. At each end of the gallery is a narrow shaft with a rope (Climb DC 5; DC 20 if rope is removed) for moving between the upper and lower levels. Those in the upper gallery must use Acrobatics or Climb to move past the shaft without falling.

PIRATE CREW **CR 6**

XP 2,400

hp 75 (see page 202)

Alert

Pirate crew, 1 pirate sharpshooter

PIRATE SHARPSHOOTER **CR 9**

XP 6,400

hp 83 (see page 207)

B3. Guardhouse (CR 11)

This thick-walled blockhouse is a guard post that also serves as the office of the gate inspector, but it also the ready room for a pirate bosun and pirate enforcer whose job it is to subdue any recalcitrant visitors who object to being searched.

PIRATE BOSUN (2) **CR 9**

XP 6,400

hp 79 (see page 201)

PIRATE ENFORCER **CR 9**

XP 6,400

hp 73 (see page 202)

B4. Stairs

These spiral stairs ascend through the three levels of the citadel and give access to the roof.

B5. Portcullis

These heavy iron grilles are controlled by capstans at B6 and can be dropped as a move action by pirates above. Creatures adjacent to a portcullis may be stuck under it as it falls, taking 6d6 points of piercing and bludgeoning damage and being pinned (DC 15 Reflex negates; DC 20 if Large or larger and directly underneath the portcullis rather than adjacent to it); pinned creatures take 1d6 points of bleed damage at the beginning of each turn. Each 10-foot portcullis is considered a trap (Perception 20, Disable Device DC 25) for game effects related to traps. Escaping the pin requires a DC 25 Escape Artist check or Strength check or destroying the portcullis (hardness 10, hp 120, Break DC 28, Disable Device 30).

A portcullis blocks movement, though Small or smaller creatures can get through (Escape Artist DC 30, reduced by 10 for each size smaller than Small). A portcullis does not block line of sight or effect but does provide cover against piercing weapons, targeted spells, and burst effects and total cover against bludgeoning or slashing weapons. Polearms can be wielded through a portcullis, but natural reach beyond 5 feet is blocked.

B6. Shooting Gallery (CR 6/9)

This low-slung chamber is pierced with shuttered murder holes in almost every square, allowing archers to waylay those in area **B2** below. The pirates here operate the portcullises with capstan winches. It requires two DC 10 Strength checks to raise a portcullis up 5 feet but only one move action to release it to fall.

PIRATE CREW **CR 6**

XP 2,400

hp 75 (see page 202)

Alert

2 pirate crews, 1 pirate piper

PIRATE PIPER **CR 7**

XP 3,200

hp 60 (see page 205)

MONKEY FAMILIAR **CR –**

hp 30 (see page 206)

B7. Ready Room (CR variable)

Hammocks hang from the beams, posts, and rafters of this chamber, enabling guards to rest while remaining near their posts. There is a 50% chance to encounter 1d4 common pirates here, and a 25% chance for a single pirate sharpshooter; each creature has a 50% chance of being asleep. Footlockers of soiled clothing, whetstones, dishes, half-empty bottles of grog, and similar personal effects are scattered haphazardly.

Alert

This room will be empty.

B8. Weapons Locker

The locked wooden door (hardness 5, hp 30, Break DC 25, Disable Device DC 25) secures a cache of ammunition for personal and siege weapons (master artillerists have keys).

B9. Firing Chamber (CR 9/12)

This chamber contains two firedrakes[UC] mounted over the main gates and two light ballistae[UC], one each facing west and south and mounted on paired gimbals, allowing easier rotation, elevation, and declination, granting a +2 circumstance bonus on attack rolls against moving targets. The artillerist battery crews the weapons while a master artillerist

supervises the loading, aiming, and firing of all weapons.

HEAVY ARTILLERIST BATTERY **CR 7**
XP 3,200
hp 85 (see page 185))

MASTER ARTILLERIST **CR 7**
XP 3,200
hp 71 (see page 184)

Alert

2 heavy artillerist batteries, 2 master artillerists, 1 pirate bosun

PIRATE BOSUN **CR 9**
XP 6,400
hp 79 (see page 201)

B10. Roof (CR 10/13)

The citadel's roof has a battlement of merlons and shuttered embrasures. Against attacks from below or the same level, these defenses provide improved cover when open, total cover when closed. In addition, the citadel supports a 50-foot-high mast flying the flag of the Pirate King (the lower towers of Fort Scurvy have similar masts, but only 20 feet high and surmounted by Ismail Queeg's personal battle flag), as well as signal flags which can transmit messages to ships. Treat as using Bluff to send secret messages, but substitute Profession (sailor) checks to send or interpret messages; Linguistics can also be used to interpret messages. A pirate officer is stationed here as flag officer.

The mast supports a network of netting secured to cleats atop the tower's battlement (AC 3, hp 10 per 5-foot section, break DC 23, Climb DC 10), providing cover against attacks from above. Those within can attack without impediment using ranged attacks and piercing weapons, but other attacks are subject to cover. Fine or Diminutive creatures ignore the netting, but larger creatures require an Escape Artist check (DC 10 for Tiny creatures, increasing by 5 for each size category larger). Gases, area effects that fill a spread, and attacks requiring no attack roll bypass the netting, but the netting provides a cover bonus to Reflex saves against bursts, lines, and cones, even if the netting is destroyed by the effect. The netting is regularly soaked in seawater and takes only 1/4 damage from fire. A *fireball* impacts the netting and bursts outside it unless the caster succeeds at a ranged touch attack against AC 13 to hit a target inside the net.

The tower's interior accessed through a locked iron trap door (hardness 10, hp 60, Break DC 28, Disable Device DC 30). A *stone of alarm* is affixed to the underside of the trap door, triggering if the door is opened without speaking the password. Two heavy ballistae are mounted on gimbal platforms like those in B9 (see page 422).

HEAVY ARTILLERIST BATTERY **CR 7**
XP 3,200
hp 85 (see page 185))

MASTER ARTILLERIST **CR 7**
XP 3,200
hp 71 (see page 184)

PIRATE OFFICER **CR 6**
XP 2,400
hp 53 (see page 205)

Alert

As above, plus 3 pirate sharpshooters.

PIRATE SHARPSHOOTER (3) **CR 9**
XP 6,400
hp 83 (see page 207)

C. Stables

Slitted vents under the ceiling eaves illuminate this stable and its neat bales of fodder. Tack, harness, and farrier's tools hang everywhere from pegs and hooks. A

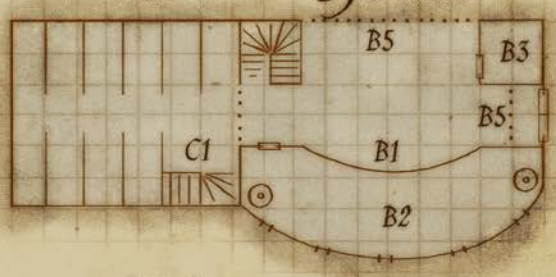
Fort Scurvy

1 Square
= 5 feet

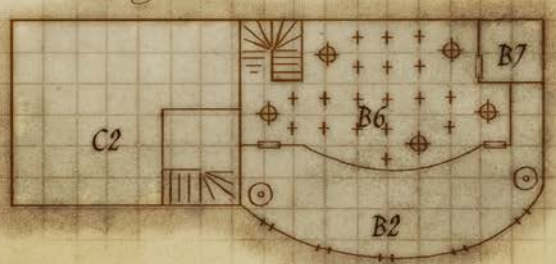
- Ballista
- Heavy Ballista
- Trap
- Fire Drake
- Mast / Flagpole
- Murder Hole
- Capstan Winch
- Arrow Slit
- Climbing Hole with Rope
- ..... Portcullis

C. Stable

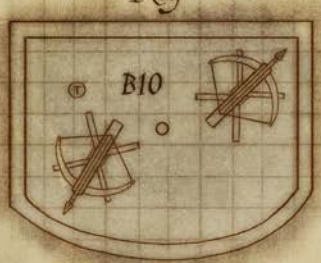
B. Gatehouse



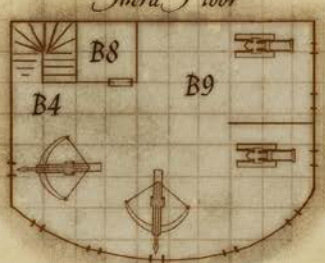
Second Floor



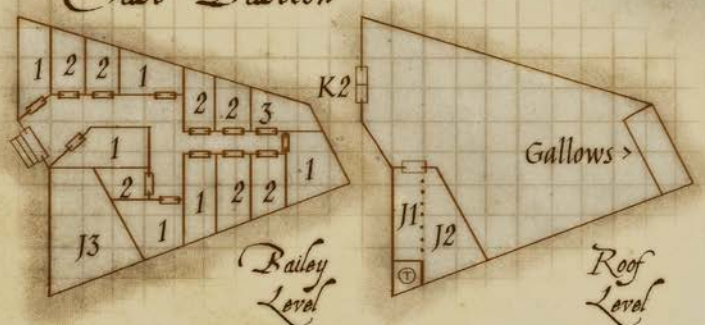
Roof



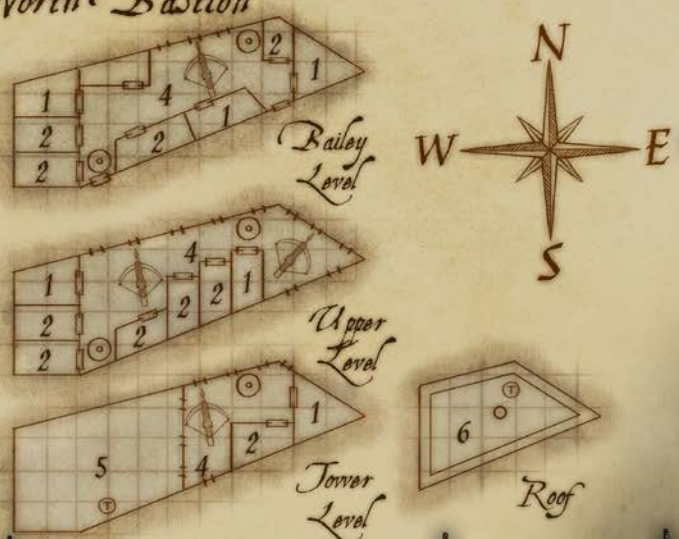
Third Floor



L. East Bastion



North Bastion



low-pitched loft lies above, reached by an open staircase, with a winched hoist affixed to the main beam.

Fort Scurvy's defenders have no need for mounts, and the stable is mostly for draft animals and the convenience of guests.

C1. Main Stables

The stables typically hold 1d4 horses and 1 warhorse[B1] scattered in the stalls, tended by two craftsmen (grooms), who hide in the loft during an alert.

C2. Loft

Extra fodder and gear are stored here.

D. Upper Bailey (CR 8)

This wide cobblestoned triangle is abuzz with activity, with craftsmen mending and making at tables or lading carts, though a few boisterous louts are loafing in the shade.

During normal days, 4d6 craftsmen and 1d6 drunkards (see page xxx) are at work here (treat as crowd terrain), supervised by a few pirates. If a battle breaks out during daytime, these workers form up into a drunken rabble and attack intruders. By night, or during alerts, the bailey is empty save the guards.

PIRATE GUARD (2) **CR 4**
XP 1,200
hp 52 (see page 204)

PIRATE OFFICER **CR 6**
XP 2,400
hp 53 (see page 205)

DRUNKEN RABBLE **CR 3**
XP 800
hp 45 (see page 193)

E. Gardens

These hedged lawns are shaded with citrus trees and tilled rows of vegetables.

These gardens produce a bounty of produce for the castle. Each garden has a 50% chance at any time to contain 1d4 craftsmen (farmers). A circular well lies in each garden, with a crank-operated bucket conveyor bringing water from the cisterns below.

F. Battlement (CR 5/10)

These imposing shuttered crenels overlook the surround, with oblique slitted machicolations leaning out over the walls.

These battlements provide cover against attacks from outside the wall but not against flying creatures or creatures inside the wall, with one pirate atop the wall and another in the battlement's stone and brick understructure (which grants improved cover against attacks from outside the wall and cover against ranged attacks from flying creatures or creatures inside the wall). Battlements rise 10 feet above ground level inside the fort, accessed by fixed ropes (Climb DC 5; DC 20 if rope removed).

COMMON PIRATES (2) **CR 3**
XP 800
hp 33 (see page 191)

Alert

4 common pirates (2 atop battlement, 2 inside machicolation), plus 1 pirate sharpshooter

PIRATE SHARPSHOOTER (3) **CR 9**
XP 6,400
hp 83 (see page 207)

G. Beach Towers

These octagonal towers dominate the approaches to Fort Scurvy. At the tower's midpoint, an angular bulge flares outward, with stonework shark maws worked into its face, and tower retains its wider girth to its parapet. Signal flags whip from a tall netted mast.

The lower half of these 60-foot-high towers is 15 feet wide, the upper section 20 feet across, entered by a barred iron door (hardness 10, hp 60, Break DC 28, Disable Device DC 30).

G0. Cellar

A spiral stair circles down into this storage area for supplies and ammunition. Each cellar also contains the nest of a pirate grenadier, the goblins preferring the cramped environs of the cellar. An alchemist's lab is set up amongst the stored supplies, as well as 3d6 x 100 gp worth of alchemical raw materials, which can be substituted for cash when crafting potions or alchemical items.

PIRATE GRENADIER **CR 9**

XP 6,400

hp 77 (plus 16 temporary hit points) (see page 203)

G1. Entry (CR 4)

A pirate guard is posted within the door at all times and will open it only to creatures providing the proper passwords, which are changed frequently. Stairs to the left ascend 20 feet to **G3** while those to the right descend 10 feet to **G0**. The ascending stairs circle around the front facing of the tower, passing shuttered arrow slits (improved cover when open, total cover when closed)

G2. Officer's Quarters

This chamber has two bunk beds for officers commanding the tower, as well as a table, chairs, and a shuttered, barred window. A 1-minute search (Appraise DC 15, Perception DC 15) reveals 2d6 x 100 gp worth of coins, jewelry, and small valuables (halved if either check failed).

G3. Firing Level (CR 8)

This level at the tower's midpoint contains a firedrake built on a rotating mechanism to be able to fire out any of the tower's outward-facing arrow slits or the down-angled shark-carved firing ports where the tower widens outwards.

LIGHT ARTILLERIST BATTERY **CR 5**

XP 1,600

hp 60 (see page 185)

MASTER ARTILLERIST **CR 7**

XP 3,200

hp 71 (see page 184)

G4. Rooftop (CR 7/12)

The battlements, mast, netting, and trap doors here are similar to those in area B10 (see page 423).

PIRATE GUARD (4) **CR 4**

XP 1,200

hp 52 (see page 204)

PIRATE OFFICER **CR 6**

XP 2,400

hp 53 (see page 205)

Alert

2 pirate guards and pirate officers (as above), plus 2 pirate sharpshooters

PIRATE SHARPSHOOTER (2) **CR 9**

XP 6,400

hp 83 (see page 207)

H. Lower Bailey (CR 10/12)

This open cobblestone courtyard is dominated by three massive trebuchets and racks of ammunition, though sounds and smells of smithing and cookery permeate

the plaza amidst the sweating knots of soldiers practicing their bladework.

This area is similar to D, but with a constant pirate presence keeping order and guarding the trebuchets. The craftsmen take shelter in the workshop (K) during alerts.

PIRATE PORT DEFENDERS **CR 7**
XP 3,200
hp 83 (see page 207)

PIRATE OFFICER (3) **CR 6**
XP 2,400
hp 53 (see page 205)

Alert

As above, 2 heavy artillerist batteries, 1 master artillerists (1 per trebuchet)

HEAVY ARTILLERIST BATTERY (2) **CR 7**
XP 3,200
hp 85 (see page 185))

MASTER ARTILLERIST (3) **CR 7**
XP 3,200
hp 71 (see page 184)

I. Mess Hall (CR variable)

This tile-roofed building has numerous chimneys. The scent of simmering fish stew wafts from within and smoke drifts from several chimneys. The walls facing the lower bailey are comprised of louver-shuttered doors, able to be opened entirely to allow the sea breezes to cool the kitchens.

This building is for food preparation and serving and is a gathering place for off-duty pirates. Typically 1d4 common pirates and 1d4 pirate guards are here eating, gambling, or carousing, served by 2d4 craftsmen (cooks). There is a 25% chance for 1d3 higher-level pirates of any type (e.g., master artillerist, pirate sharpshooter) to be present.

A narrow passage at the west end of the mess hall accesses the eastern garden well (N11), and a locked secret drawer (Perception DC 30, Disable Device DC 30; pirate bosuns have keys)) allows food and drink to be passed through into the council chamber (N8). Only Tiny or smaller creatures can fit into this drawer.

PIRATE GUARD (1D4) **CR 4**
XP 1,200
hp 52 (see page xxx)

COMMON PIRATES (1D4) **CR 3**
XP 800
hp 33 (see page xxx)

DRUNKEN RABBLE **CR 3**
XP 300
hp 45 (see page xxx)

Alert

The mess hall doors are closed and locked (typical wooden doors, Disable Device DC 20) and the cooks hide within while pirates report for duty.

J. Brig (CR 6)

This grim spire has only narrow barred slits for windows, but faint moans can be heard from within. A locked iron door grants egress to the upper east bastion.

While hanging and flogging are common punishments, the Pirate King also has need for keeping prisoners for extended periods. Wealthy hostages are usually confined to suitable quarters until ransomed, but 1d4 prisoners of modest means and 1d4 drunkards are typically confined here, watched over by a single turnkey and a torturer.

There is no entrance to the jail from the lower bailey. The single door gives entry to the upper level (J1), where the turnkey and torturer are stationed. Dangerous prisoners can be isolated and manacled in a single barred cell (J2) on the upper level,

but most prisoners are simply dropped through a trap door into a holding cell below (J3). A rope is lowered to retrieve prisoners, and food and water are lowered in a bucket for prisoners to fight over.

TORTURER[GMG] **CR 5**
XP 1,600
hp 52

TURNKEY[GMG] **CR 3**
XP 800
hp 37

PRISONER[GMG] **(1D4) CR 2**
XP 600
hp 26

DRUNKARD[GMG] **(1D4) CR 1**
XP 400
hp 23

Development: If the prisoners are released, they function as a troop of drunken rabble that attacks any pirates they encounter, ignoring the PCs who freed them. They can be persuaded to move to a designated location to create a distraction with a successful DC 20 Intimidate or DC 25 Diplomacy or Bluff check.

K. Workshop (CR variable)

The sound of hammers, saws, and shouts of workers echo from within this blocky building.

Kilns for firing brick and tile and belt driven saws dominate the space within this workshop, but all manner of soft and durable goods are crafted and repaired here by 2d6 craftsmen. The upper level is a loft for storage (K2) reached by ladder from inside the workshop. The loft also contains 2 disassembled arrow springals[UC].

Alert

The doors are barred from within, but the craftsmen continue their work.

L. East Bastion (CR 10/12)

This long triangular bastion serves as parade ground and drill space. A gallows stands at the eastern end of the bastion, with desiccated reminders of the cruelty of the Pirate King swaying in the breeze from its ropes.

This large open area is openly patrolled by a pirate crew overseen by a watch guard, while their sharpshooter commander lurks near the gallows using Stealth.

PIRATE CREW CR 6
XP 2,400
hp 75 (see page 202)

PIRATE GUARD CR 4
XP 1,200
hp 52 (see page 204)

PIRATE SHARPSHOOTER CR 9
XP 6,400
hp 83 (see page 207)

Alert

As above, plus two artillerist batteries and a second pirate sharpshooter. Two arrow springals are reassembled from area K2 and deployed on the East Bastion.

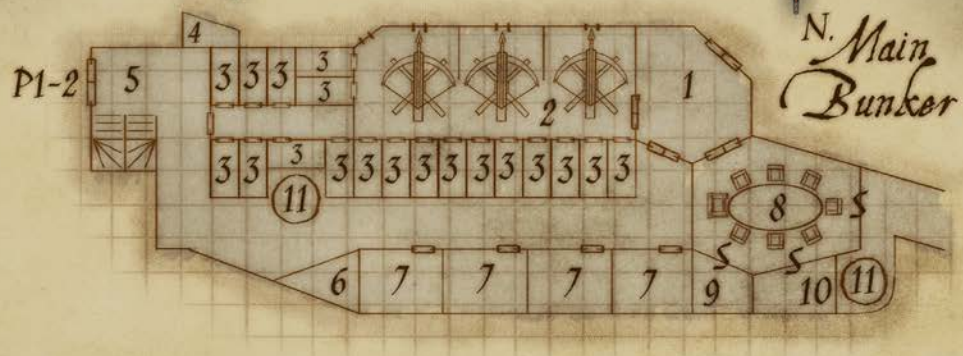
LIGHT ARTILLERIST BATTERY (2) CR 5
XP 1,600
hp 60 (see page 185)

L1. Officer's Quarters (CR variable)

As G1. These quarters house bosuns, officers, pipers, and sharpshooters, with a 25% chance to find one such officer asleep. If awakened, they

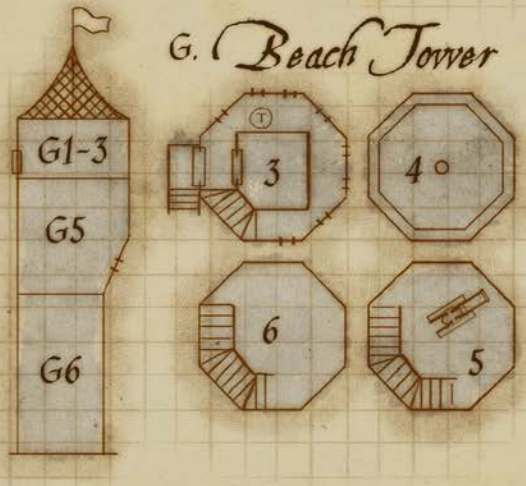
Fort Scurvy

1 Square
= 5 feet













will shout for aid and try to fight their way to help unless hopelessly outnumbered.

Alert

This room is unoccupied.

L2. Regular Quarters (CR variable)

As L1, but these messy quarters feature hammocks rather than carved bunks, with 1d3-2 common pirates and 1d3-2 pirate guards sleeping here at any time.

A 1-minute search of the room (Perception DC 15, Appraise DC 15) uncovers 4d6 x 10 gp worth of coins, small pieces of jewelry, tools, or other personal effects. If either skill check is failed, only half the value of items is found.

Alert

This room is unoccupied.

L3. Lavatory

This slit-windowed chamber contains washtubs with coarse brushes, soap, and water barrels, as well as latrines with seawater buckets for rinsing.

M. North Bastion

This trapezoidal bastion protects the northern face of Fort Scurvy, shielding the lower bailey from enemy fire. One side rises in a watchtower while the lower roof features giant wooden perches.

M1. Officer's Quarters (CR variable)

As **L1**(see page 428).

M2. Regular Quarters (CR variable)

As **L2**(see page 430).

M3. Lavatory

As **L3** (see page 430).

M4. Gallery (CR 6/7)

These long halls have shuttered arrow slits every 5 feet, plus light ballistae where indicated. The bailey level and tower have one gallery each, while the upper level two galleries. Knotted climbing ropes (DC 5) pass through shafts at each ends of the gallery; the eastern shaft ascends into the tower gallery and up to an iron trap door to the roof (Break DC 28, Disable Device DC 20, hardness 10, hp 60).

PIRATE CREW **CR 6**

XP 2,400

hp 75 (see page 202)

Alert

1 pirate crew, 1 light artillerist battery

LIGHT ARTILLERIST BATTERY **CR 5**

XP 1,600

hp 60 (see page 185)

M5. Lower Rooftop (CR 5/10)

This rooftop is used as a nesting area and rookery for a mated pair of trained giant frigate birds used as aerial mounts and messengers. Usually 1d4-2 frigate birds are present.

GIANT FRIGATE BIRDS[B1] **CR 3**

XP 800

hp 26

Alert

2 giant frigate birds, 2 pirate officers, 1 pirate piper

PIRATE OFFICER (2) **CR 6**

XP 2,400

hp 53 (see page 205)

These pirate officers substitute Ride +10 for Stealth +10.

PIRATE PIPER **CR 7**

XP 3,200

hp 60 (see page 205))

M6. Tower Rooftop (CR 7/12)

As **G4**(see page 426).

N. Central Bunker

This massive bunker delved into the hillside beneath the upper bailey connects the northern and western flanks of Fort Scurvy. Massive banded portals emblazoned with the Pirate King's ensign mark this as the seat of his power and are cruelly spiked to dissuade any from battering them down.

The spiked outer doors here are identical to those at B. Doors within this bunker are have overlapping bulkheads and are watertight.

N1. Grand Entry (CR 15)

This vaulted chamber displays banners, uniforms, coats of arms, figureheads, ship's nameplates in a dozen languages. Three iron-bound portals stand opposite the main gates.

This chamber is warded with an audible *alarm* that triggers if an invisible creature enters the room. Two pirate bosuns guard this chamber, with a pirate piper chamberlain that deals with guests. Each officer has a pirate guard. If the alert has been raised, this is also where the garrison commander, "Doc" Silvertusk, is found leading the defense.

PIRATE BOSUN (2) **CR 9**

XP 6,400

hp 79 (see page 201)

PIRATE PIPER **CR 7**

XP 3,200

hp 60 (see page 205)



PIRATE GUARDS (3) **CR 4**

XP 1,200

hp 52 (see page 204)

"DOC" SILVERTUSK **CR 14**

XP 38,400

Male half-orc barbarian (savage technologist[TG]) 15

CE Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception +19

Defense

AC 24, touch 16, flat-footed 18 (+8 armor, +6 Dex); AC 20 with reckless abandon; enemies gain +4 to attack and damage when he uses come and get me.

hp 148 (15d12+45)

Fort +13, Ref +13, Will +11; +5 vs. spells and spell–like or supernatural abilities, +4 vs. enchantment when raging, +5 vs. mind-affecting (*mind blank*)

Defensive Abilities indomitable will, orc ferocity, **DR** 3/—; **Immune** divination



Offense

Speed 20 ft.

Melee *+1 furious adamantine* estoc[MTT] +26/+21/+16 (2d4+15/15–20), bite +18 (1d4+4), gore +18 (1d8+4)

Ranged *sharpshooter's carabine* +22/+17/+12 (1d8+9/x4) or *sharpshooter's carabine* +22 (1d8+9/x4)

Special Attacks crack shot, greater rage (34 rounds/day), rage powers (come and get me[APG], eater of magic[UC], fiend totem, greater fiend totem, lesser fiend totem, reckless abandon[APG], spell sunder[UC], superstition +5), sword and gun

Tactics

Before Combat Doc applies his oil of *weapon of awe*[APG] to his pistol and quaffs his *potion of blur* before entering combat. He always has *mind blank* in effect from Typhoon Tess' coven.

During Combat Doc uses reckless abandon and Power Attack when raging, using haste when making full attacks or pursuing fast enemies, and uses come and get me to savage enemies that engage him. Non-evil opponents shaken by his devil totem become frightened on a critical by his pistol's *weapon of awe*. His allies work to trip and entangle foes to prevent them from escaping. Doc uses Sundering Strike to crush opponents' weapons on critical hits, and he usually sunders in place of his lowest iterative attack. He uses spell sunder to destroy spells that restrict his movement or prevent him from reaching or hitting his enemies, and if necessary he ends his rage and quaffs a *potion of lesser restoration* to eliminate fatigue before raging again.

Morale Doc does not fear death and will fight to the end.

Base Statistics When not raging, Doc's statistics are **Melee** *+1 furious adamantine estoc* +21/+16/+11 (2d4+8/15–20), bite +15 (1d4+2), gore +15 (1d8+2); **Ranged** *+1 seeking pepperbox* +19/+14/+9 (1d8+1/x4); **Str** 20, **Dex** 17; **CMB** +20, **CMD** 33; Climb +7, Swim +7

Statistics

Str 26, **Dex** 23, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +23 (+29 sunder); **CMD** 39 (41 vs. sunder)

Feats Combat Reflexes, Critical Focus, Extra Rage Power (spell sunder), Greater Sunder, Improved Critical (falchion), Improved Sunder, Power Attack, Sundering Strike[APG]

Skills Acrobatics +20, Climb +10, Diplomacy +4 (+10 with tribal cultures when raging), Intimidate +10, Linguistics +1, Perception +19, Profession (sailor) +13, Survival +10, Swim +10

Languages Common, Orc, Polglut

SQ fast movement, orc blood, primal magnetism (add Str bonus on Diplomacy with tribal cultures; expend 2 rounds of rage to add +7 bonus on Diplomacy check), weapon familiarity

Combat Gear *potion of cure moderate wounds*, *potions of lesser restoration* (2), *potion of blur*, *potion of fly*, *oil of weapon of awe*[APG] (2), *boots of speed*, 1 tanglefoot bag, 10 adamantine bullets, 3 tracer bullets[UC]; **Other Gear** *+2 breastplate*, *+1 furious adamantine estoc*[MTT], *sharpshooter's carabine* with 30 bullets, *cloak of resistance +2*, *+2 belt of physical might* (STR, DEX), weapon cord (pistol)

Special Abilities

Gatecrasher (Ex) +2 bonus on Strength checks to break objects and sunder maneuvers.

N2. Ballista Barbettes (CR 7 or 10)

This long chamber contains three separate barbettes, each containing a heavy ballista[UC]. When not on alert, the ballistae are only partially crewed.

HEAVY ARTILLERIST BATTERY **CR 7**

XP 3,200

hp 85 (see page 185)

Alert

2 heavy artillerist batteries, 1 master artillerist

MASTER ARTILLERIST (3) **CR 7**

XP 3,200

hp 71 (see page 184)

N3. Artillerist's Quarters (CR variable)

As L1 (see page 428), but with either four hammocks for artillerists (75% chance) or two bunk beds for two master artillerists (25% chance), with 1d3-2 of either here asleep amongst their tools, reference books, and personal effects.

Alert

These rooms are unoccupied.

N4. Lavatory

As L3 (see page 430); while most of the bunker is built under or within the footprint of the fort's walls, this lavatory is built within the north wall of the fort, with shuttered slits indistinguishable from arrow slits.

N5. West Entrance (CR 15)

CANNON GOLEM[B3] **CR 15**

XP 52,200

hp 140

N6. Aquarium (CR —/10)

This glass-walled chamber, lit from above by sealed *continual flame* lanterns, contains an artificial reef and a collection of colorful sea life. A hatch atop the aquarium allows access into the aquarium.

Alert

Two wereshark shamans hide here in Diminutive cat shark form (Disguise +8, Stealth +20). They target PCs in the corridor with ranged spells, but if the aquarium is breached they use *control water* to flood the corridor and attack in hybrid form.

WERESHARK SHAMANS (2) **CR 8**

XP 4,800

hp 79 (see page 443)

N7. Guest Quarters

These elegantly appointed chambers contain velvet-draped four-poster beds, with a smaller daybed near the door for a servant or bodyguard.

A 1-minute search of the room (Perception DC 20, Appraise DC 20) uncovers 3d6 x 100 gp worth of dishes, paintings, furnishings, and objects d'art (halved if either check is failed).

N8. Council Chamber (CR 16)

A large oval table of polished teak dominates this council chamber. A painted map of the known world covers the walls. The banners of a dozen pirate lords hang from the ceiling, with the battle flag of Ismail Queeg largest against the west wall, behind the high seat of the Pirate King.

PCs visited this chamber during the pirate council in chapter 1. Their banner is conspicuously absent from those hanging from the ceiling, as are those of any pirate lords openly supporting their coup d'etat.

Locked secret doors (Perception DC 25, Disable Device DC 30) lead to the map room and library, and a small pass-through secret door leads to the mess hall (area I), large enough for dishes and trays or a Tiny creature. In addition, the Pirate King's throne contains a secret trap door (Perception DC 25, Disable Device DC 30) that deposits the creature sitting on the throne into the secret

hallway below (N19). However, the throne is also trapped (Perception DC 30, Disable Device DC 20), triggered by sitting on the throne or by activating the trapdoor (the trap is deactivated with a simple switch).

CRUSHING SLIME TRAP **CR 16**

XP 76,800

Type mechanical; **Perception** DC 30; **Disable Device** DC 30

Effects

Trigger location; **Reset** manual

Effect Atk +15 melee (16d6); multiple targets (all targets in a 10-foot square). Creatures struck by the stone are pinned (DC 30 Strength or Escape Artist check to escape), taking an additional 4d6 points each round at the end of their turn until they escape. In addition, a cavity immediately above the stone contains a colony of green slime that oozes out into all 5-foot squares adjacent to the trap and also seeps underneath the stone to affect creatures trapped beneath it. This limestone block has hardness 8 and 1800 hp and weighs 20 tons. It blocks the trap door's chute to N19 unless moved or destroyed.

N9. Map Room

This chamber contains thousands of maps inscribed or stolen by generations of pirates, including coastal surveys, tidal charts, and 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 across the oceans in every direction. Whether copied from ancient scrolls or relics of long-forgotten expeditions, this collection of maps is the equal of any in archives of the greatest nautical kingdoms. Consulting these maps for 1d6 hours grants a +10 bonus to Knowledge (geography) checks about any location in the world within 100 miles of the seacoast.

Spending a week cataloguing these maps (Perception DC 30, Appraise DC 30) uncovers 6d6 x 1,000 gp worth of rare maps.

N10. Library

This chamber contains centuries of piratical histories gathered from around the world, many deeply embellished but others astonishingly detailed naturalistic accounts, records of wrecked ships and sunken or buried treasure, and many intimate diaries and personal correspondence. Studying within this library for 2d6 hours grants a +10 bonus on Knowledge (history, local, or nobility) skill checks about pirates past and present, and a +5 bonus on all Knowledge skill checks regarding the people and places of the pirate islands, as well as any coastal regions the GM selects as being of particular interest to the pirate king. At the GM's discretion, these references may also shed light on extraplanar oceans and naturally occurring portals known to exist among the seas and islands of the world, some of which could be large enough to allow passage of a ship from one plane to another. These portals may be continuously active, or may require specialized checks or rituals to activate, and studying the appropriate reference books grants a +5 bonus on any ability, skill, or caster level checks made to perform such actions.

Spending a week cataloguing the library (Perception DC 30, Appraise DC 30) reveals 3d6 x 1000 gp worth of rare volumes and documents.

N11. Cistern Wells

These open shafts connect the wells in the gardens above to the cisterns below. A grillwork blocks access vertically, but a crank-operated bucket conveyor carries water from below.

N12. Storage

These chambers contain crated foodstuffs and dry goods behind locked wooden doors (hardness 5, hp 20, Disable Device 20, break DC 23; pirate bosuns have keys)

N13. Dungeon Stairs

The stairs to the lower dungeons are dusty and little used, save by the weresharks of the seacaves (Survival DC 30 to notice their tracks). The door here is locked as N12, but only weresharks have keys. The stairs descend 20 feet to the dungeon.

N14. Alchemist's Manufactory (CR 11)

This locked chamber is packed to the rafters with crates of glasswork, wax-sealed packets and casks, save for a scattering of tables and benches piled high with kettles, alembics, beakers, and flasks.

These locked rooms (as N12, but pirate grenadiers have keys) are a cluttered jumble of alchemical equipment and supplies, including a great deal of raw material for making gunpowder, as well as distilling and fermentation equipment for both poisons and liquors. The goblin alchemists in each room are each assisted by 1d4 craftsmen (Skill Focus in Craft (alchemy)); these assistants are not present during an alert. These chambers contain 2d4 x 1000 gp worth of alchemical raw materials, which can be substituted for cash when crafting potions or alchemical items.

PIRATE GRENADIER (2) **CR 9**

XP 6,400

hp 77 (plus 16 temporary hit points) (see page 203)

N15. Grog Cellar

This locked chamber (as N12) contains barrels and racked bottles of ale, wine, and liquor of all sorts, worth 6d6 x 100 gp; in addition, a DC 25 Appraise check identifies 2d6 choice vintages worth 100 gp each.

N16. The Seraglio

This locked chamber (iron door, hardness 10, hp 60, Disable Device 60, break DC 28; Ismail Queeg and "Doc" Silvertusk have keys) is lavishly appointed, with cushioned divans of velvet and silk and a collection of fine artworks tastefully displayed, with a polished mahogany bar and wine cases. This chamber offers entertainments of all sorts to guests of the Pirate King, but it sits dark and empty during alerts. The furnishings here are worth 5d6 x 100 gp and weigh 100 pounds.

N17. First Mate's Quarters (CR 11)

The walls of this chamber are bedecked with trophies of animals, beasts, and humanoids, stuffed heads and other body parts preserved in their grisly glory. Bloodstained weapons of every description hang from walls and ceiling and are stacked around a bed covered in animal hides.

Opening this locked bedchamber (as N16) without the key triggers a deadly trap 1 round after the door is opened, simultaneously closing and locking the door.

CHAMBER OF POISONED BLADES **CR 11**

XP 12,800

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

Effects

Trigger location; **Duration** 1d4 rounds; **Reset** repair

Effect Atk +20 melee (3d8+3); multiple targets (all targets in a 20-foot square chamber). In addition, the blades of this trap are covered with large scorpion venom (each dose is sticky poison, effective for up to 4 strikes). **Type** poison (injury); *Save* Fortitude DC 17; *Frequency* 1/round for 6 rounds; *Effect* 1d2 Str damage; *Cure* 1 save.

While Doc keeps most of his wealth with him, a 10-minute search (Perception DC 20) uncovers 205 pp, 549 gp, 2,320 sp, 8,500 cp, a black pearl (230 gp), 2 violet garnets (350 gp), a white jade bracelet (260 gp), 5 lapis lazuli (3 gp), a darkwood buckler, darkwood light wooden shield, and a *potion of remove curse*, all stuffed haphazardly in wooden boxes.



N18. Pirate King's Quarters

This secret chamber is draped with hangings of blue, suggesting the deep sea, and the walls hung with hundreds of figureheads and ships' nameplates, some pristine but most weathered, burnt, or hacked in pieces, each with a framed parchment hung beside it. An oversized gilded bed is covered in purple and gold silks, while fine wooden furnishings, shelves of books, and woven carpets from Qadira and Vudra.

This chamber is reached only through locked secret doors (Perception DC 30, Disable Device DC 30) into areas N15-19. The ship relics represent the many ships Ismail Queeg has sunk in his long career. The furnishings here, including a collection of books of art and history of modest value, are worth 1d6 x 1,000 gp, but most of his wealth is kept on board the *Greedy Ghost*.

N19. Secret Hall (CR 10)

This secret hall connects the Pirate King's quarters with a one-way secret door into the dungeon stairwell (N13). In addition, a trapdoor from the Pirate King's throne in the council chamber (N8) deposits the creature activating it here through a chute (DC 15 Acrobatics check to avoid 1d6 points of falling damage). Entering this chamber activates a hail of poisoned arrows trap affecting the entire 30-foot corridor unless the trap is disarmed (Doc and Ismail Queeg both know a hidden stone to push to disarm it).

HAIL OF POISONED ARROWS **CR 10**

XP 9,600

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

Effects

Trigger visual (*arcane eye*); **Reset** repair

Effect Atk +20 ranged (6d6); multiple targets (all targets in a 20-ft. line). In addition, the arrows are covered with large scorpion venom. **Type** poison (injury); *Save* Fortitude DC 17; *Frequency* 1/round for 6 rounds; *Effect* 1d2 Str damage; *Cure* 1 save.

N20. Dungeon (CR 11)

The rusty iron door opens into a dark chamber littered with chains, manacles, and cages, with iron cell doors lining the walls. The chamber contains an impressive array of instruments of torment, and though dusty from disuse an oppressive sense of suffering lingers in the gloom.

This chamber holds a permanent *antipathy* (Will DC 22) targeting humans. The cells, hanging cages (a), and 10-foot deep open pit (b) are empty save for a few bones, and most of the torture equipment lies untouched, including a rack, wheel, flensing table, and braziers in the southeast corner. However, a DC 30 Survival check discerns humanoid tracks

heading towards an iron maiden against the east wall (c). The iron maiden contains a secret door (Perception DC 30) that requires a medium creature to step within and close the iron maiden while pulling an inside lever, causing the interior wall of the iron maiden to rotate 180 degrees, depositing the creature into the tunnel beyond (area Q, (see page 440).

However, if a second lever is not activated at the same time the secret door would be triggered, the secret door remains shut and the iron maiden becomes a deadly trap.

HAUNTED MAIDEN **CR 10**

XP 9,600

Type mechanical; **Perception** DC 35; **Disable Device** DC 30

Effects

Trigger location; **Duration** 1d4 rounds; **Reset** repair

Effect Atk +20 combat maneuver check to grapple a creature within it, plus 3d8+3 points of piercing damage per round (always hits). The haunted maiden has hardness 10 and 200 hit points. If reduced below one-half its hit points, its attack bonus for grapple checks and the damage it deals each round are each reduced by 2.

The iron maiden is invested with the psychic and spiritual energy of those tortured in this dungeon, and 1 round after the iron maiden trap activates (or immediately if the iron maiden is destroyed), these energies manifest as an advanced spectre that focuses its attacks on the trapped creature, though if that creature escapes it pursues and attacks any other creatures it encounters. This spectre dissipates one minute after manifesting and cannot manifest again for 24 hours. Any harm it inflicts remains, but it cannot create spawn.

ADVANCED SPECTRE[B1] **CR 8**

XP 6,400

hp 68

O. Garbage Dump (CR 11)

This long rhomboidal building sits under Fort Scurvy's northern battlements, and with the sand and stone gardens scattered across its roof with a collection of hardy flowering coastal brush, with tumbled rockeries, tide pools, and clumps of tufted sawgrass below, it seems almost part of the landscape.

The gardens atop this building are a *permanent image* (Will DC 19 disbelief) hiding spring-loaded covered pit openings that cover the entire roof of the building. A creature stepping onto the roof falls through, with the pit cover snapping shut behind (hardness 8, hp 30, break DC 27), dropping 30 feet down into a sunken tide pool that is 10 feet deep (falling damage is nonlethal due to falling in water). Narrow channels allow seawater to flow in and out, but movement is blocked by stone sieves. The water is typically calm, but wave surges churn the waters within every 1d4 rounds (see Tidal Effects, (see page 415).

A foul reek is briefly smelled whenever a pit opens, produced by the globsters teeming within the garbage dump, which attack any creature entering the dump.

GIANT GLOBSTERS[B3] (6) **CR 6**

XP 2,400

hp 69

P. West Bastion (CR 8 or 10)

Unlike the raised bastions on Fort Scurvy's east and north, the west bastion is set low, with a large winch-mounted drawbridge set at its edge to allow boarding of close-by ships.

The winched bridge at **P1** is a corvus[UC] crewed by a pirate officer, though this corvus is 30 feet long and has double normal hit points. The corvus can be rotated up to 90 degrees and used as a traditional

gangplank, or the artillerist can use it to grapple a nearby ship and allow port defenders from the fort egress onto the ship, or to simply hold it in place for the benefit of the artillerists below at P2. The duty officer and piper serve as inspectors for any visitors alighting on the west bastion.

Alert

A unit of pirate port defenders reinforces the inspectors here.

PIRATE PORT DEFENDERS **CR 7**
XP 3,200
hp 83 (see page 207)

PIRATE PIPER **CR 7**
XP 3,200
hp 60 (see page 205)

PIRATE OFFICER **CR 6**
XP 2,400
hp 53 (see page 205)

P2. Cargo Ramp

This steep ramp allows access by carts or wagons from the upper bailey to the west bastion.

P3. Ballista Emplacement (CR 12)

A wide firing port just below the bunker's roof allows a gate breaker ballista[UC] to cover a 60-degree arc westward, threatening the entry to Hazard Harbor's lagoon. This ballista has been specially designed to shoot chain shot[UC] as well as regular ammunition.

ELITE ARTILLERIST BATTERY, BALLISTA **CR 11**
XP 12,800
hp 142 (see page 187)

PIRATE PORT DEFENDERS **CR 7**
XP 3,200
hp 83 (see page 207)

MASTER ARTILLERIST **CR 7**
XP 3,200
hp 71 (see page 184)

P4. Officer's Quarters

As **L1** (see page 428).

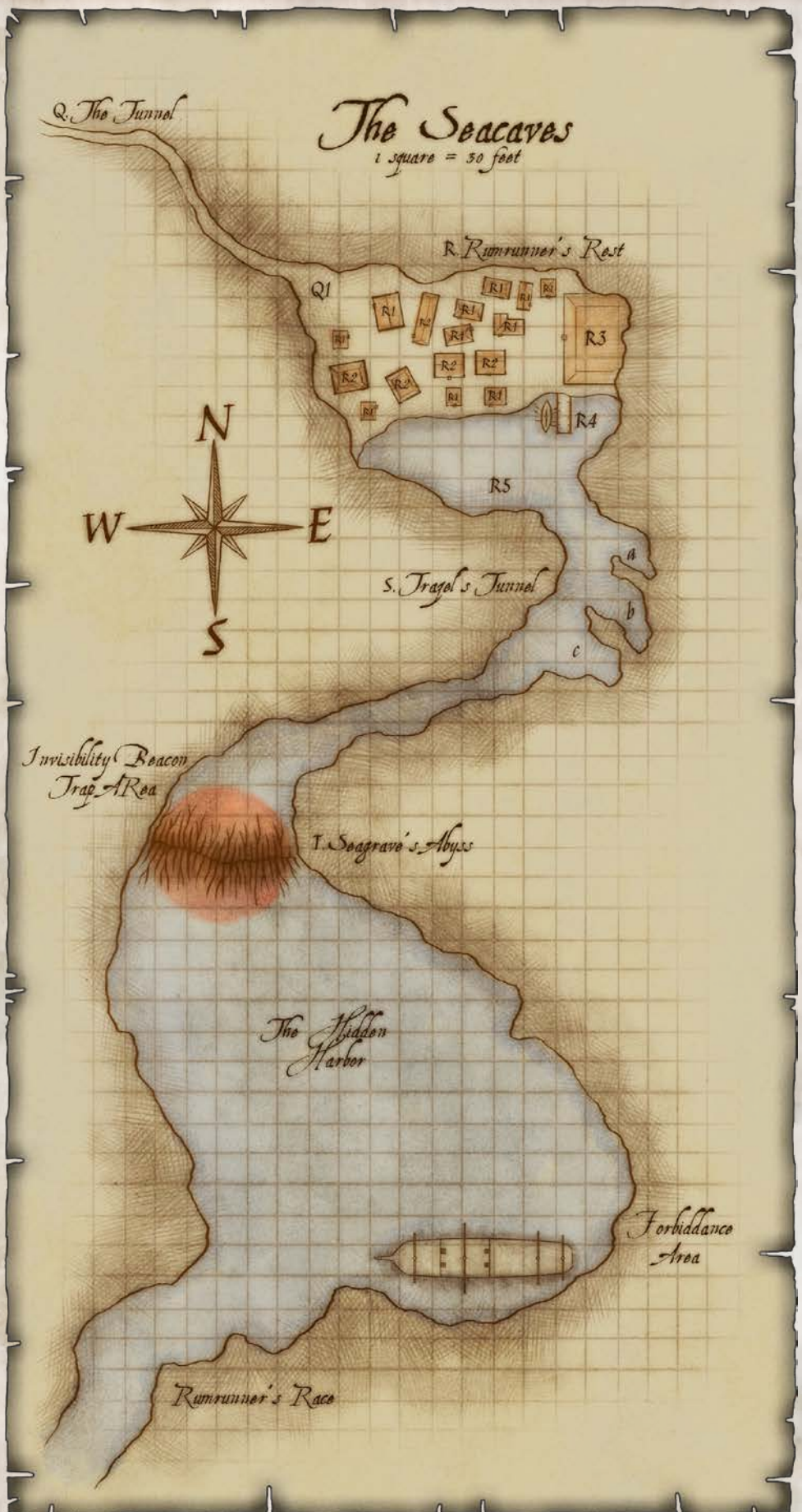
P5. Artillerist's Quarters

As **N3** (see page 433).

Part 2: The Seacaves

Before Fort Scurvy was built, the seacaves below Frigate Isle became a haven smugglers and rum-runners, the fierce tidal surges entering the caves impossible for all but the most skilled and daring pilots to traverse. In time, however, Hazard Harbor became so profligate and licentious that smugglers became superfluous, since any vice could be satisfied openly. With the construction of Fort Scurvy on adjacent Hazard Isle, the risk of discovery exceeded the potential for profit and the dangerous seacave fell into disuse, forgotten within a generation.

The paranoid Pirate King Trazel Irons rediscovered the caves and converted them into a secret anchorage connected with Fort Scurvy by a long tunnel and then murdering everyone who worked on the project. Captain Irons later perished from a fever, fearing that healers would try to poison him. Only his first mate Zim Bourdaine kept the secret, and succeeding as Pirate King he used the anchorage and an alliance with a coven of sea witches to reinforce their secrecy and win numerous victories, including slaying a great bronze dragon that sought to guard the sea lanes. When he betrayed the witches, however, the last survivor called back the shade of Trazel Irons to seek revenge upon his treacherous lieutenant. Zim's flagship, the *Silver Lance,* inherited from Captain


The Seacaves
1 square = 30 feet
Q. The Tunnel
R. Rumrunner's Rest
Q1
R1
R2
R3
R4
R5
N
W
E
S
S. Tragel's Tunnel
a
b
c
Invisibility Beacon
Trap Area
T. Seagrave's Abyss
The Hidden Harbor
Forbiddance Area
Rumrunner's Race

Irons was wrecked inside the caves and its crew slaughtered, and again the seacaves passed out of knowledge.

A dozen years ago, Ismail Queeg's hobgoblin friend Captain Lutark discovered the secret entrance to the seacaves, and in gratitude Ismail Queeg granted the caves to the weresharks as theirs, though keeping the anchorage for his own flagship, its crew bound to secrecy by *marks of justice*. Those few renegades that have whispered rumor of the anchorage have been silenced, and competing rumors spread by the Pirate King have led seekers far astray. The two also discovered the deathless guardian Zim Bourdaine and his witches left behind, still bound to its command to slaughter intruders save those bearing the mark of the Pirate King.

Q. The Tunnel

This long, narrow passage is hewn from the very living rock, pale limestone striated with dark granitic veins. The floor is rough and dusted with sand, showing the dim imprint of large footprints.

This narrow tunnel, 5 feet wide and 5 feet high, follows a gently curving path bending south and east for a quarter-mile beneath the ridge abutting Catarin's Beach. The tunnel then gradually descends and passes beneath the sea channel separating Hazard Isle from Frigate Isle, ascending more steeply under Frigate Isle to reach Rumrunner's Rest at area 2. Large creatures may squeeze through the corridor with a DC 20 Escape Artist check (DC 10 for vermin, snakes, and other long-bodied creatures at the GM's discretion).

Q1. Leaky Cyst (CR 10)

Around the midpoint of the passage (unmarked on the map), it passes through a semi-natural cyst that drips brine and is filled with a noxious stench of decomposition, as several globsters recently have oozed through tiny cracks in the bedrock and become trapped in the tunnel. They fight until destroyed, though a globster reduced below 10 hit points uses its next full-round action to regurgitate a new globster, using its create spawn ability.

ADVANCED GLOBSTERS[B3](4) **CR 6**

XP 2,400

hp 69

Q2. Slashing Corridor (CR 13)

The end of the tunnel ends in a bare wall hiding a locked stone secret door (Perception DC 25, Disable Device DC 30, hardness 8, hp 60, break DC 27). What is not apparent from inside the tunnel, however, is that the final 30 feet of the corridor are no longer underground, but actually extend into a guardhouse building. That section of the corridor contains several traps that trigger in sequence; the proximity trigger senses flying and invisible but not gaseous or incorporeal creatures, and it activates as soon as a creature reaches the last 5 feet of the passage.

SNATCHING SCYTHES **CR 5**

XP 1,200

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

Effects

Trigger location; **Reset** automatic reset

Effect Atk +20 melee (scythe; 2d4+6/x4); if the trap hits, it also makes a combat maneuver check to grapple the target (CMB +20, CMD 30). Each attempt to escape from the blade's grapple deals 1d4 points of damage and causes the target to take 1 point of bleed damage. This bleed damage stacks.

SWINGING AXE **CR 1**

XP 400

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

Effects

Trigger location; **Reset** manual

Effect Atk +10 melee (axe; 1d8+1/x3); multiple targets (all targets in a 10-ft. line); each axe is coated in giant wasp poison. *Type* poison (injury);

Save Fortitude DC 18; *Frequency* 1/round for 6 rounds; *Effect* 1d2 Dex damage; *Cure* 1 save.

ELECTRICITY ARC TRAP CR 4

XP 1,200

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

Effects

Trigger touch; **Reset** none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 10-ft. line)

The trap activation also opens small murder holes in the walls of the corridor (Perception DC 20), allowing the four guards stationed outside to use polearms or ranged attacks at creatures in the corridor while granting them improved cover.

WERESHARK PIRATE (HYBRID) (4) CR 6

XP 2,400

Hobgoblin barbarian 2/rogue (pirate[UC]) 4

LE Large humanoid (goblinoid, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, keen scent; Perception +11

Defense

AC 23, touch 10, flat-footed 20 (+5 armor, +3 Dex, +8 natural, –2 rage, –1 size)

hp 70 (6 HD; 2d12+4d8+34)

Fort +10, **Ref** +8, **Will** +8; +2 vs. spells, spell–like abilities, and supernatural abilities; +1 vs. fear and mind–affecting

Defensive Abilities evasion, improved uncanny dodge; **DR** 10/silver

Offense

Speed 40 ft., swim 60 ft.

Melee *+1 bite* +11 (1d8+7), 2 *+1 claws* +11 (1d8+7) or masterwork ranseur +11 (2d6+9/x3 plus poison)

Ranged masterwork composite longbow +8 (2d6+6/x3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with ranseur)

Special Attacks swinging reposition, rage (9 rounds/day), rage powers (lesser beast totem[APG], superstition +2), sneak attack +2d6

Tactics

Before Combat Wereshark pirates quaff a *potion of greater magic fang* before sneaking into combat.

Base Statistics When not raging, the barbarian's statistics are AC 25, touch 12, flat-footed 22; hp 62; Melee +1 bite +9 (1d8+5) and masterwork ranseur +9 (2d6+7/x3); Str 18, Con 17; CMB 10, CMD 23; Climb +9, Swim +17

Statistics

Str 22, **Dex** 16, **Con** 21, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +5; **CMB** +12; **CMD** 23

Feats Iron Will, Extra Rage Power (superstition), Outflank[APG], Precise Strike[APG], Sea Legs[UC, B]

Skills Acrobatics +13 (+17 when jumping), Appraise +5, Bluff +5, Climb +11, Craft (ships) +5, Linguistics +4, Perception +11, Profession (sailor) +11, Stealth +11, Survival +10, Swim +19; **Racial Modifiers** Acrobatics (+4 when jumping), +4 Stealth

Languages Common, Goblin, Polglut

SQ curse of lycanthropy, lycanthropic empathy (sharks), fast movement, rogue talents (combat trick), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *potion of greater magic fang*; **Other Gear** *+1 chain shirt*, masterwork ranseur with sticky poison (see page xxx), masterwork composite longbow, with 20 arrows, *cloak of resistance +1*, 40 gp

R. Rumrunner's Rest

The long, dank, claustrophobic tunnel opens into a wider cave, with echoes of dripping water and far-off surf low in the distance. Your lights reveal a dilapidated shantytown of ramshackle buildings, connected by frayed rope ladders and scaffolding. Most seem long abandoned, though some show signs of recent repair.

This old smuggler's haven beneath Frigate Isle is reinforced with a labyrinth of ropes, struts, nets, and hawsers, which are easy to climb (DC 10) or balance upon (Acrobatics DC 10 adjacent to buildings, DC 15 between buildings). Area effects dealing 20+ points of damage destabilize these connections, increasing DCs by 5, and effects dealing 40+ points of damage destroy them, making climbing or balancing between buildings impossible. Such effects have a 10% chance (25% chance if 40+ damage) to collapse a random building in the area, affecting the building interior and any

adjacent squares as a cave-in slide zone (*Pathfinder Roleplaying Game Core Rulebook*).

The weresharks are ruled by clan chief Thusus Herud, sworn to Captain Lutark, and are here are on leave while their kin are at sea aboard the *Ocean's Lash*. Wereshark pirates fall back towards Hidden Harbor when below 20 hp. Wereshark chargers meet their mounts in the water and wait for PCs to near the water's edge. The ceiling averages 20 feet high near the walls and 30 feet in the center of the cavern.

R1. Collapsed Building

Dry rot has claimed this building, with a few skeletal timbers still standing, lashed together with frayed bits of rope, and broken, rusted nails.

These ruined buildings hold nothing of interest.

R2. Intact Building (CR 6-10)

This clapboard structure, once derelict, has been repaired and reinforced. Ropes and elaborate scaffolding support the building's exterior and connect it with nearby structures.

Each intact building is the dwelling of 1d4 wereshark pirates. They are aggressive and prefer melee, using swinging reposition to get into flanking position, but also use bows at need. At rest, they remain in hobgoblin form (Stealth +15), but on alert they assume hybrid form. Each round of combat, there is a 10% cumulative chance that 1d4 additional wereshark pirates will converge on the site of combat from other buildings. Once 5 wereshark pirates are defeated, all others flee for towards the water.

WERESHARK PIRATE (HYBRID) (1D4) CR 6

XP 2,400

hp 70 (see page 441)

Treasure: A 1-minute search (Perception DC 20, Appraise DC 20) uncovers 1d6 x 1000 cp, 4d6 x 100 sp, 1d6 x 100 gp, and 6d6 pp, gemstones, jewelry, and artworks worth 2d6 x 100 gp, and 1d4 x 50 lbs. of various trade goods, tools, and weapons; values are halved if either check fails.

R3. The Jolly Mermaid (CR 12)

This large building at the water's edge is built of rough-mortared stone, with a few imperfect archways and lintels of dressed stone. Light escapes through shuttered windows below a gilt-edged sign showing a mermaid with glittering blue scales and fiery red hair, spilling a glass of purple wine. A veranda illuminated by pale lanterns overlooks the docks below.

This substantial building was once both town hall and festhall for Rumrunner's Rest. The interior is largely open, its upper floor collapsed and cleared, with a large kitchen and heavy trestle tables where weresharks gather for common meals. The veranda is lit by four *continual flame* torches.

Ariadne, a rough-voiced pirate matron, presides over the place, with a staff of a half-dozen craftsmen (cooks) and prostitutes provided by the Pirate King. These dispirited servants are continually shaken and become frightened during combat. Ariadne is assisted by her smitten brewmaster, the lovesick goblin Gurian. At any time, 1d4 wereshark pirates and 1 wereshark charger can be found here as well.

ARIADNE, PIRATE PIPER CR 7

XP 3,200

hp 60 (see page 205)

GURIAN, PIRATE GRENADIER CR 9

XP 6,400

hp 77 (plus 16 temporary hit points) (see page 203)

WERESHARK PIRATE (HYBRID) (1D4) CR 6

XP 2,400

hp 70 (see page 441)

WERESHARK CHARGER (HYBRID) **CR 8**

XP 4,800

hp 113 (see page 237)

R4. The Docks (CR 4)

The lapping tide along this benighted beach shows a narrow band of shallows followed by a steep drop-off. A pinnace is tied up to one dock, its sail furled and oars shipped, while the cleats of the other dock are empty.

The pinnace is similar to a double-sized rowboat[UC] but is 10 feet wide and 30 feet long, with a single mast and space for 10 rowers and a sailor at the tiller.

Creatures in or adjacent to the water have a 25% chance per round to attract 1d3 giant[B1] hammerhead sharks, which attack any non-weresharks present. These creatures are the trained mounts of the wereshark chargers and share their barbarian rage when mounted; if the rider is killed or its rage ends, the shark's statistics revert to normal.

HAMMERHEAD SHARK MOUNT **CR 4**

XP 1,200

hp 46 (see page 238)

R5. The Deeps (CR 11 or 15)

The dark waters lead off through a natural passage toward the distant sound of the surf. There is just enough room to row a good-sized pinnace or several small rowboats through the center of the channel.

The shallows near the Rumrunner's Rest are 5 to 10 feet deep, increasing to 30 feet beyond the docks. The cave ceiling arches from 10 feet high at the walls to 20 feet in the center. Two wereshark shamans swim here at all times as Diminutive cat sharks (Stealth +20), accompanied by six hammerhead sharks. If battle erupts in Rumrunner's Rest, one shaman stays near the docks to observe while the other fetches Chief Thusus Herud and his retinue, who arrive 2d6 rounds after combat is observed (make Perception checks for the shamans each round). If PCs avoid combat within Rumrunner's Rest, both shamans and the sharks will be here and there is a 10% chance per minute that the chief and his chargers return (10% per round if combat occurs in area 5).

These weresharks remain fully or partially submerged during combat, using the water's surface to provide cover. The chargers can reach most foes with lances and spears, but the shamans can also use *control water* once each to raise the water level all the way to the ceiling of the cave or *hydraulic push* to force flying creatures or creatures on boats into the water. Invisible or illusion-shrouded creatures located by scent are targeted with *faerie fire*. If the shamans see weresharks hard-pressed by the waterside, they use *control water* to partially flood the village (avoiding the Jolly Mermaid if possible) and send their sharks swimming to attack, but chargers and chieftan keep to open areas allowing them space to charge.

WERESHARK SHAMANS (2) **CR 8**

XP 4,800 EACH

hp 79(see page 238)

HAMMERHEAD SHARKS[B1] (6) **CR 3**

XP 800

hp 30

WERESHARK CHARGER (HYBRID) (4) **CR 8**

XP 4,800

hp 113 (see page 237)

HAMMERHEAD SHARK MOUNT (4) **CR 4**

XP 1,200

hp 46 (see page 238)

THUSUS HERUD, WERESHARK CHIEFTAIN (HYBRID) **CR 11**

XP 12,800

hp 164 (as Harkka Rustfang, (see page 236)

MEGALODON MOUNT **CR 9**

XP 6,400

hp 202 (see page 236)

Development: Wereshark pirates that flee from Rumrunner's Rest retreat here, hiding and sneak attacking PCs that pursue. If over half the weresharks are killed, surviving sharks screen their retreat while they remainder flee toward Seagrave's Abyss, trying to lure PCs near enough to awaken Seagrave, the living idol.

Treasure: The wereshark clan keeps its booty scattered amidst the shattered lumber and logs and the sodden detritus of a score of wrecked boats on the seafloor of the Hidden Harbor. This treasure includes 117 pp, 1,755 gp, 7,800 sp, 19,500 cp, a coral bracelet (150 gp), golden brooch shaped like three crossed arrows (490 gp), electrum scepter carved like a narwhal horn and an electrum crown with spiral narwhal-horn points (worth 1,400 gp separately, 3,500 gp as a set), 1 yellow topaz (250 gp), 5 white pearls (100 gp), red spinel (80 gp), 3 blue quartz (4 gp), *potion of heroism, potion of mage armor, potion of resist energy (fire), wand of magic circle against law* (5 charges), *+1 barbed leather armor* (functions as a barbed vest[APG]), and a figurine of wondrous power: serpentine owl. Searching the wreckage takes 1 hour to make DC 20 Appraise and Perception checks. Success at either check uncovers 1d4x10% of one of the above types of coins; success at both reveals twice that amount of coinage and 1d4 other higher-value items.

S. Trazel's Tunnel

A long natural cave bends away from the smuggler's den behind, toward the distant sound of waves. As the curve approaches, misty images flickering with dim light fade into view in a series of deep grottoes along the tunnel, carrying with them the echoing roil of storm, wave, far-off battle, and the cheers of the victorious.

The long, winding crack running beneath the island's rock curves southeast past several split clefts in the cave's eastern face. Each cave contains a recurring *programmed image* (caster level 12th) left behind by the long-dead Pirate King Trazel Irons to memorialize his deeds. The first (a) depicts Captain Trazel, a tall mustachioed and dreadlocked brown-skinned man with a large-plumed bicorn, blood-red jerkin, and tall silver-tipped lance topped with a pirate flag, exhorting his sailors from atop a mountain of plunder. The second (b) depicts him sailing through a hurricane, a tentacled leviathan rising from the deep and then retreating after the captain hurls a harpoon through its eye. The third (c) depicts the captain and his ship raining fire upon a hapless shore fort as boats laden with plunder row out of the smoky haze toward the ship. Prominent in each vignette is a sallow-faced man with a thin moustache and paired cutlasses on his gilded belt, clearly the captain's first mate, Zim Bourdaine. A DC 20 Knowledge (history) or (nobility) check identifies either man.

These illusions activate for 1 minute whenever creatures pass within 60 feet, then deactivating for 1 hour. Beyond, the passage bends south and then east. The ceiling is 20 feet high but the bottom drops away into a rift 100 feet deep as the passage widens to 100 feet across. A magical warning trap activates if invisible creatures pass within 60 feet of the center of the passage directly above Seagrave's Abyss. This trap activation alerts sentries aboard the *Greedy Ghost,* who target now-visible creatures with *faerie fire* and begin firing the ship's cannon, alerting the Pirate King that his enemies are almost upon him.

INVISIBILITY BEACON **CR 4**

Type magic; **Perception** DC 28; **Disable Device** DC 28

Effects

Trigger proximity (*alarm*, *see invisibility*); **Duration** 10 minutes; **Reset** none

Effect spell effect (*daylight* and *invisibility purge*, caster level 12th)

T. Seagrave's Abyss (CR 16)

> The dark passage widens and the sound of churning surf echoes louder, and the faint breath of a sea-breeze touches your cheeks. The cavern floor below plunges downward into a dark rift.

The terrifying guardian discovered by the long-dead Captain Zim and his sea-witch cohorts is an ancient and monstrous stone idol created by a long-forgotten aquatic race, or perhaps their first generations of land-walking descendants that turned their faces still towards the sea. Whatever its origin, the idol broods in the lightless and desecrated depths beneath Plunder Isle, an unliving engine of destruction half buried in the silty wreckage of shattered ships at the bottom of a 100-foot-deep rift. The hags that follow the Pirate King now do so more out of a desire to serve the dark powers that left behind his relic of ruin. Its creators long dead, Seagrave still follows its final commands to destroy all intruders who do not bear the insignia of the Pirate King, a secret whispered in the ears of pirates who gain the hags' favor. When alerted by creatures moving overhead, including if the invisibility beacon is triggered, Seagrave unleashes his vortex as he swims upwards to devour all creatures in his path, rending and swallowing with abandon, including potentially crushing allies or servants of the Pirate King if they stray too near.

SEAGRAVE CR 16

XP 76,800

Stone idol[AB] charybdis[B2]

CE Gargantuan construct (aquatic)

Init +3; **Senses** blindsight 60 ft., darkvision 120 ft.; Perception +23

Aura stone fear (60 ft., shaken 1 hour, DC 14)

Defense

AC 31, touch 5, flat-footed 31 (-1 Dex, +26 natural, –4 size)

hp 164 (16d10+76); fast healing 10

Fort +5, **Ref** +3, **Will** +8

Defensive Abilities channel resistance +2, hardness 8, half damage from energy attacks and ranged attacks; **DR** 10/bludgeoning; **Immune** acid, construct immunities; **Resist** cold 20

Weaknesses vulnerable to sonic

Offense

Speed 20 ft., swim 50 ft.

Melee bite +22 (2d8+14/19-20 plus grab), 2 claws +22 (2d6+14)

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

Special Attacks charming gaze (DC 14), fast swallow, rending claws, swallow whole (6d6 bludgeoning damage plus 6d6 acid damage, AC 23, hp 16), vortex

Statistics

Str 38, **Dex** 7, **Con** —, **Int** 6, **Wis** 17, **Cha** 4

Base Atk +12; **CMB** +30 (+34 grapple); **CMD** 39 (can't be tripped)

Feats Awesome Blow, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Perception +22, Swim +22

Languages Aquan

SQ creator's failsafe, power from worship, restless spirit

Special Abilities

Rending Claws (Ex) A charybdis's claws are particularly devastating when used against objects, and ignore the first 10 points of an object's hardness rating.

Vortex (Su) A charybdis can generate a whirlpool as a standard action at will. This ability functions identically to the whirlwind special attack, but the whirlpool can only form underwater and cannot leave the water. It's a DC 25 Reflex save to avoid being caught by Seagrave's vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 2d6+12 points of damage per round. The save DC is Constitution-based.

In addition, 1d3 rounds after Seagrave rises, a pair of spectral phantoms rises from the depths, translucent likenesses of Captain Trazel and Zim Bourdaine, surrounded by phantom witches. The phantoms flit menacingly around combatants, locked in struggle with one another. If attacked, they disappear momentarily and then manifest for 1 minute as advanced spectres (as at area N20). If Seagrave is permanently destroyed, so are the phantoms.

Enemy Buffs

Players are used to keeping track of beneficial spells used on each other, but up against a veteran crew of adversaries, you must prepare to deal with multiple beneficial effects being used by the villains as well. Common buffs used by the enemies on the *Greedy Ghost* include:

Forbiddance: The area within 60 feet of the ship in all directions is protected with a *forbiddance* spell (caster level 12th), completely blocking teleportation, planar travel, summoning, and the like. In addition, creatures whose alignment is not neutral evil take damage when entering the area unless they speak the password ("Trazel"). Lawful or chaotic nonevil creatures take 12d6 points of damage (DC 21 Will half), while neutral good and true neutral creatures take 6d6 points of damage (DC 21 Will half). Creatures with spell resistance take no damage if the spell does not overcome their resistance.

Good Hope: Pirate pipers can use this area-effect buff to grant a +2 morale bonus on attack rolls, weapon damage, saving throws, and skill checks.

Haste: Pirates *hasted* by Typhoon Tess gain a +1 bonus on attack rolls and Reflex saves, a +1 dodge bonus to AC, an additional attack when using the full attack action, and 30 feet of additional movement per round.

Inspire courage: Pirates able to see or hear a pirate piper gain a +2 competence bonus on attack and damage rolls and a +2 morale bonus on saves vs. charm and fear.

Lord's Banner (victory): Pirates above decks (1-4, 7, and in the water or rigging) gain a +2 morale bonus on attack rolls, saving throws, skill checks.

Magic Weapon: Artillerist batteries accompanied by a master artillerist gain a +1 enhancement bonus on attack and damage rolls with their siege weapons.

Tactical Acumen: Allies in a 30-foot-radius burst) gain an additional +2 insight bonus on attack rolls and to AC whenever they would gain such a bonus due to flanking, higher ground, cover, or other such battlefield positioning.

ADVANCED SPECTRES[B1] (2) **CR 8**

XP 6,400

hp 68

Treasure: A 1-hour search of the wrecked *Silver Lance* reveals 125 pp, 1767 gp, 7800 sp, 19500 cp, a coral bracelet (150 gp), a golden brooch shaped like three crossed arrows (500 gp), an electrum scepter carved like a narwhal horn and matching electrum crown with narwhal-horn points (3500 gp as a set), 1 yellow topaz (250 gp), 5 white pearls (100 gp), *potion of heroism, potion of mage armor, potion of resist energy (fire), wand of magic circle against law* (5 charges), a *figurine of wondrous power: onyx dog*, and Captain Trazel Irons' *silversworn lance*, a silver-hued *lance of jousting*[UE] with a mithral head. Of ancient elven manufacture, this lance functions like an *oathbow*[UE] when the wielder swears to slay a target.

Part 3: The *Greedy Ghost*

Beyond Seagrave's Abyss, the underground waterway opens up to the southeast, with a faint, dim light shining in the distance; reflected light from **Maelstrom Cove** through **Rumrunner's Race.** At the far end of the Hidden Harbor lies the Pirate King's flagship, the golden-sailed galleon known as the *Greedy Ghost*. If the beacon trap is triggered, or if lookouts on board the ship notice Seagrave in combat, the ship's cannon on one side will be aimed and fired. The ship has a low forecastle and a long quarterdeck with a flying bridge at the rear. This four-masted vessel has two lateen-rigged mizzenmasts aft of its square-rigged foremast and mainmast. Combined with sweep oars that can be run out at need, it is fast and maneuverable in any

conditions, even if becalmed. The *Greedy Ghost* has a beam of 40 feet on its lower decks and a draft of 15 feet, and its main deck stands 25 feet above the waterline.

A Storm of Cannonballs

Typhoon Tess and her coven use *control weather* to keep a moderate wind and blowing rain in the cavern, with occasional rumbles of thunder, as they love the simple atmospherics of fighting amidst the storm. This counts as stormy weather for the purpose of *call lightning* and similar spells.

In addition, if an alert is raised Typhoon Tess uses her *scroll of control winds* spell-like ability to increase the wind to windstorm strength, with the "eye" centered on the mainmast and encompassing the entire ship save the bowsprit (area 7), and a semicircle up to 60 feet from the ship's starboard side. Within this windstorm, normal ranged weapon attacks are impossible, though siege weapons attacks can be made with a -4 penalty on attack rolls. Fly checks take a -8 penalty, and Medium-sized creatures must succeed on a DC 20 Fly check (or DC 10 Strength check, if swimming at the surface) to move towards the ship. Small or smaller creatures must succeed on a DC 25 Fly check each round or be blown back 2d6 x 10 feet, taking 2d6 points of nonlethal damage. Small creatures swimming at the surface are blown back 1d4 x 10 feet (also taking 2d6 points of nonlethal damage) each round if they fail on a DC 15 Strength check.

Cannonade: If the invisibility beacon trap is triggered, 1d3 rounds later the cannons on board *The Greedy Ghost* begin firing at any visible target other than Seagrave or the weresharks. Due to the time required to reload, the following weapons are fired every round:

- 3 Cannon, fiend's mouth +19 (8d6+1/19-20/x4), range 150 ft. (Area 19, starboard firing arc only)



- 4 Cannon +11 (6d6/x4), range 100 ft. (Area 11, starboard firing arc only)
- 2 *+1 fiend's mouth cannon* +13 (8d6+1/x4), range 150 ft. (Area 5 – bow firing arc only)
- 2 fiend's mouth cannon +12 (8d6/x4), range 150 ft. (Area 3 – stern firing arc only)
- *Bore cannon* +13 (8d6+1/x4 plus 1d8 bleed), range 300 ft. (Area 2)

Broadsides: If targets are visible moving within 200 feet, the artillerist batteries crewing the fiend's mouth cannons switch from cannonades to broadsides, unleashing two 200-foot-long lines of destruction, while the standard cannon and *bore cannon* continue firing individual shots.

Within 100 feet, the fiend's mouth cannons switch to four 100-foot lines, and the standard cannons do as well. The *bore cannon* continues firing individual shots.

- Fiend's mouth broadside (8d6+1, DC 25 Reflex half)
- Cannon broadside (6d6, DC 18 Reflex half)

Table: Reinforcements on the Greedy Ghost

D100	Type of Reinforcements
01-25	1d6 common pirates
26-50	1d6 pirate guards
51-70	a pirate crew
71-75	a pirate grenadier
76-80	a pirate bosun
81-85	a pirate enforcer
86-90	a pirate sharpshooter
91-95	1d4 wereshark pirates
96-00	a hag spy

Damage dealt by a broadside is piercing damage. Creatures in an area overlapped by two broadsides of the same type take damage only once; however, the save DC is increased by 2 in the overlapping area.

The *bore cannon*: This magical weapon is mounted in a turret on the quarterdeck of *The Greedy Ghost*. It is loaded with magical *stormshaft* ammunition, and attacks made with it take no penalty due to strong winds (ignoring wind-based barriers like *wind wall*), and in fact deal +3 damage in windstorm conditions, such as those generated by Tess' *control winds*.

Firing Arcs: Whether using broadsides or cannonades, the fore and after guns can shoot only against targets within a 90-degree arc of the ship's bow and stern. Meanwhile, the gunports running along the ship's sides in areas 11 and 19 can fire only against foes within a 90-degree angle along the ship's starboard quarter. The port-side guns currently face the south wall of the cavern and come into play only if the PCs or their allies venture to that side of the ship, in which case they can shoot any targets in that area in a manner identical to the guns on the starboard side.

If the PCs move onto the deck of the ship, the *bore cannon* can still rotate and target them, but no other siege weapons can. Artillerists in areas 11 and 19 generally stay there during battles above decks, though stragglers may emerge as part of the **Reinforcements** described below. In addition, if PCs move below decks, the artillerists engage them with their troop attack and ranged weapons, even though they cannot use their siege weapons or broadside abilities. Master artillerists use their wands and tactician abilities to defend the lower decks against attackers.

Boarding Action

All deck spaces aboard the *Greedy Ghost* are considered "crowd terrain" (*Pathfinder Roleplaying Game Core Rulebook*), to represent both ordinary noncombatant sailors as well as capstans, winches, crates, and miscellaneous clutter. This applies in areas 1, 2, 3, 4, 11, and 19. Each square requires 2 squares of movement to enter, providing cover against ranged attacks and enabling creatures to make Stealth checks if they are at least 5 feet away from creatures observing them. *Freedom of movement*, Nimble Moves, and similar effects obviate the movement penalty but not cover or Stealth.

Decks can be cleared with Diplomacy or Intimidate checks as normal or with area effects, treating every 5-foot square of crowded decks as having 40 hit points or 5 HD. Inflicting this damage or causing death or incapacity (e.g., *cloudkill*, *stinking cloud*) effectively clears that space, but effects that inflict temporary penalties have no effect on clearing away the crowds and clutter. Effects that target a limited number of creatures treat each crowd square as two creatures. If saving throws apply, each square has a +8 bonus on saving throws vs. all effects. A cleared square remains clear for 2d6 rounds.

If PCs board the *Greedy Ghost* with their own allies, fighters from both sides become inextricably commingled and area effects hit creatures on both sides.

Masts and Rigging: The *Greedy Ghost* is heavily rigged with ropes, nets, sails, and hoisting lines, allowing creatures to move up, down, or sideways above the ship's decks and up to 10 feet beyond the side of the ship (though not past its bow or stern) with a DC 15 Climb check. A character can move sideways or down by leaping or balancing along the masts, beams, and lines while keeping both hands free with a DC 30 Acrobatics check; this DC is reduced by 10 if a character uses one hand to hold a rope and swing on it, or by 20 if the character uses both hands to hold a rope. Failing a Climb or Acrobatics check by 5 or more results in a fall.

Creatures can fight while in the rigging, using one hand if climbing or swinging on a rope or both hands if balancing with Acrobatics. The rigging is not considered difficult terrain when using Acrobatics or Climb but it is if flying. It affords only partial cover (+2 cover bonus to AC, +1 to bonus Reflex saves) against ranged attacks. Creatures may use Stealth in the rigging as if they had concealment.

Mainmasts and foremasts rise 60 feet above the main deck and are 2-1/2 feet thick (hardness 7, hp 450, Climb DC 12, break DC 46), supporting vast tracts of rope and sail on a dizzying array of yards and arms. A creature adjacent to a mast can spend a move action to use the mast as partial cover against melee attacks or cover against ranged attacks.

Flying creatures above mast level or more than 10 feet beyond the ship's rail can move freely. A crow's nest surmounts each mast, providing cover against ranged attacks from flying creatures (improved cover against attacks from below). A similar platform sits just above the lower mainsail, 20 feet above the deck.

Table: Drawing Fire on the Greedy Ghost

D100	Targeting
01-50	Not targeted by a ranged attack
41-65	1d4 common pirates
76-80	1d6 common pirates and a pirate piper (inspire courage or dirge of doom plus a ranged spell)
81-90	1 pirate sharpshooter
91-00	1 pirate grenadier

Queeg's Banner: Flying from the mainmast is Ismail Queeg's battle flag, which is a *lord's banner (victory)*[APG]. His allies able to see the banner gain a +2 morale bonus on attack rolls, saving throws, and skill checks.

Creatures: Each location ends with an entry describing what crew is typically found here; statistics are found in the appendices unless otherwise noted. If there is no entry, the room is uninhabited.

Crew Cabins: The foredeck and gun deck contain many unmarked 5 by 10-foot rooms. These are cabins for crew officers, artillerists, and the like, featuring sleeping bunks, built-in lock-boxes for valuables, and fold-down seats and tables. A thorough search of each cabin (DC 20 Appraise, Disable Device, and Perception checks) turns up 1d6 x 10 gp of miscellaneous gear and small valuables for each successful skill check.

Crow's Nests (CR 11): Atop the foremast and mainmast are fortified observation posts, providing cover against ranged attacks and melee attacks by flying creatures; improved cover against attacks from below. They are 60 feet above the main deck and each holds an elite pirate sharpshooter as lookout.

ELITE PIRATE SHARPSHOOTER **CR 11**

XP 12,800

hp 103 (see page 208)

Deck Height: The foredeck, main deck, and gun deck have 10-foot ceilings. The lower deck has 15-foot ceilings, as does the quarterdeck aft of the mizzenmast. The (unmapped) holds below the lower deck have 5-foot ceilings and are so cramped with ballast that Medium creatures are squeezing whenever moving through them.

Lamps: *Continual flame* lanterns are hung from each mast and both port and starboard rails every 30 feet along the ship's length, and every 30 feet down the centerline of areas 11, 19, and 20.

Lifeboats: The *Greedy Ghost* has 10 rowboats[UC] racked and attached to pulleys for raising and lowering, two on the foredeck, four on the main deck, and four on the quarterdeck.

Reinforcements: Artillerists and master artillerists stay at their posts, but other pirates with stated **Crew** locations will move to engage PCs, often using Acrobatics, Climb, Stealth, and/or swinging reposition. Every 1d4 rounds, reinforcements arrive from areas not keyed on the map, which may arrive from belowdecks, climbing over the side of the ship, or down from the rigging (GM's option). The type of reinforcements is determined on Table: Reinforcements on the Greedy Ghost.

Reinforcements arrive 5 times, then no more. If the Pirate King is defeated, all common pirates, pirate guards, pirate crews, and pirate port defenders surrender immediately. Higher-level pirates have a 50% chance per round of surrendering at the end of their turn; however, this chance of surrender does not occur if one of the PCs has been incapacitated or killed since the end of that pirate's previous turn.

Swimming Sentries (CR 8): One wereshark shaman is always on sentry duty, swimming in the Hidden Harbor and watching for intruders from Rumrunner's Race or from the inner caverns, especially those underwater. This shaman prepares *faerie fire* in all non-domain 1st-level slots and targets any intruders, especially invisible creatures revealed by the invisibility beacon trap (see page 444).

Volley Fire: Like at Fort Scurvy, PCs may be targeted every round pirates have line of sight to them; check each round for each PC.

The Pirate King's Flagship

The numbered areas of the *Greedy Ghost* are detailed below.

1. Foredeck (CR 8)

Reached by narrow, ladder-like steps fore and aft, the foredeck is 10 feet above the main deck and is dominated by the foremast and its rigging attached to the bowsprit. **Crew:** 3 common pirates, 1 pirate officer.

PIRATE CREW **CR 6**

XP 2,400

hp 75 (see page 202)

PIRATE OFFICER **CR 6**

XP 2,400

hp 53 (see page 205)

1a. Corvus

A corvus[UC] boarding bridge is mounted on each side of the foredeck.

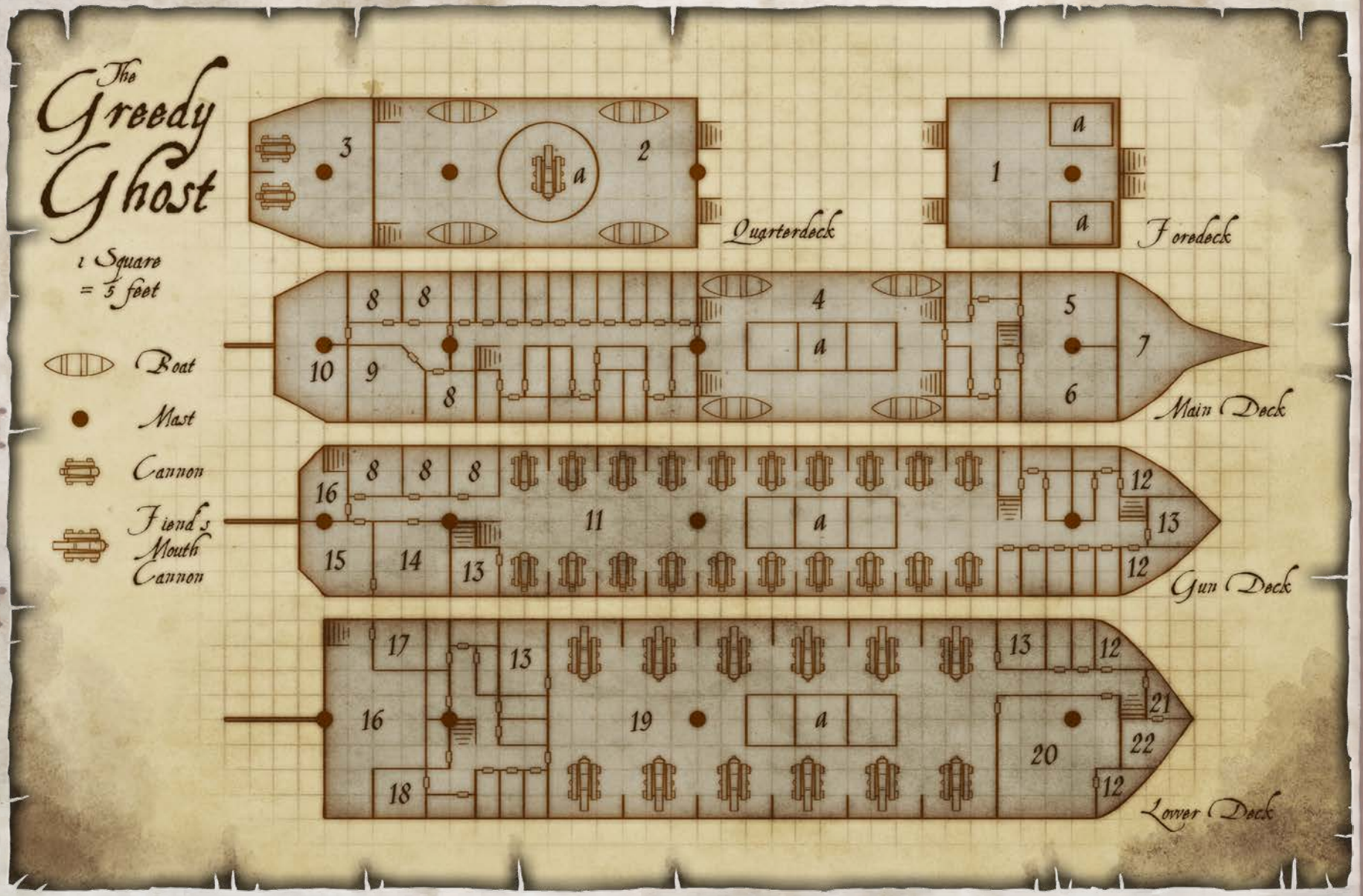
2. Quarterdeck (CR 11)

This long upper deck, its rails ornately gilded, begins 10 feet above the main deck where it abuts the mainmast but slopes gradually upwards to 15 feet astern of the mizzenmast, at the foot of the flying bridge.

BLOODTHIRSTY BUCCANEERS **CR 11**

XP 12,800

hp 152 (see page 190)


The Greedy Ghost
1 Square = 5 feet
Boat
Mast
Cannon
Fiend's Mouth Cannon
Quarterdeck
Foredeck
Main Deck
Gun Deck
Lower Deck



2A. Turret (CR 9)

A fiend's mouth *bore cannon* is mounted here on a rotating wooden capstan surrounded by a 5-foot-high overhanging wooden parapet that provides improved cover against creatures standing on the deck or below and cover against attacks by climbing or flying creatures. The turret can be rotated to aim within 90-degree firing arcs to port or starboard.

HEAVY ARTILLERIST



BATTERY **CR 7**

XP 3,200

hp 85 (see page 185)

MASTER ARTILLERIST **CR 7**

XP 3,200

hp 71 (see page 184)

3. Flying Bridge (CR 13)

A partial deck rises 10 feet above the quarterdeck, atop which the helm sits just before the rear mizzenmast. Laddered steps to either side flanking a set of gilded and mullioned doors backed by purple and gold curtains. Sounds of feasting and revelry drift faintly from within.

The curtained doors and feasting sounds are a *mirage arcana* (DC 23 Will disbelief) created by Typhoon Tess, Ismail Queeg's consort, and her coven of hags. They remain hidden here using bardic performance, spells, and coven abilities to assist the sailors defending the ship; if the illusion is penetrated or if they are attacked directly, they attack with spells and ability draining touch attacks.

TYPHOON TESS **CR 12**

XP 19,200

Advanced storm hag[B5] bard 8

CE Medium monstrous humanoid

Init +8; **Senses** child-scent, darkvision 60 ft.; Perception +14

Defense

AC 31, touch 16, flat-footed 25 (+4 armor, +5 Dex, +1 dodge, +11 natural)

hp 243 (10d10+8d8+152)

Fort +16, **Ref** +20, **Will** +19; +4 vs. bardic performance, sonic, and language-dependent; *mind blank*

Immune electricity; **SR** 19

Offense

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

Melee bite +15 (1d6+5 plus 1d6 electricity), 2 claws +15 (1d4+5 plus 1d6 electricity)

Special Attacks bardic performance (move action, 26 rounds/day: countersong, dirge of doom, distraction, fascinate (2 creatures, DC 22), inspire competence +3, inspire courage +2, *suggestion* (DC 22)), storm strike, whipping winds

Spell-Like Abilities (CL 10th; concentration +18, +22 to cast defensively)

At will—*bleed*, *gust of wind* (DC 20), *whispering wind*

3/day—*invisibility*, empowered *lightning bolt* (DC 21), *river of wind* (DC 22), *sleet storm*

1/day—*control winds* (DC 23)

Bard Spells Known (CL 10th; concentration +18, +22 to cast defensively)

4th (3/day)—*greater invisibility*, *virtuoso performance*[UM]

3rd (5/day)—*dispel magic*, *good hope*, *haste*, *slow* (DC 20)

2nd (6/day)—*calm emotions* (DC 20), *glitterdust* (DC 20), *mirror image*, *silence*, *tactical acumen*[UC]

1st (7/day)—*charm person* (DC 19), *cure light wounds*, *ear-piercing scream*[UM] (DC 19), *feather fall*, *grease* (DC 19)

0-level—*dancing lights*, *detect magic*, *ghost sound*, *mending*, *message*, *prestidigitation*

Tactics

Before Combat Typhoon Tess always has *mind blank* in place from her coven, and she often shrouds herself and her personal coven with *veil* spells to disguise them as common pirate sailors or wenches to avoid making herself an obvious target. She uses a scroll of *see invisibility* and her *wand of mage armor* before any combat. While enemies are at long range, she and her coven sisters use *whirlwind* and *call lightning storm* to batter their enemies; once the latter spell is cast by the coven, any member of the coven can call down a bolt as a standard action.

During Combat Typhoon Tess maintains invisibility, using bardic performance and spells to aid her allies and thwart her enemies. She uses *virtuoso performance* to maintain inspire courage and dirge of doom simultaneously, using spells like *slow*, *calm emotions*, and *dispel magic* to remove beneficial spells from her enemies. If she sees an enemy spellcaster hanging back from combat, she uses *silence* on an item she carries and flies to engage her target, using melee, grappling, and her spell-like abilities to keep them from casting spells. She uses *gust of wind* to disperse fogs or mist created by enemies, and her scrolls or coven abilities to *quench* fire effects on the ship.

Morale Typhoon Tess flees if she sees Captain Queeg do so first, but if he is killed she flies into a rage and fights to the death.

Statistics

Str 19, **Dex** 20, **Con** 24, **Int** 17, **Wis** 19, **Cha** 26

Base Atk +16; **CMB** +15; **CMD** 30

Feats Combat Casting, Dodge, Empower Spell-like Ability (*lightning bolt*), Flyby Attack, Great Fortitude, Improved Initiative, Lingering Performance[APG], Mobility, Toughness

Skills Acrobatics +29VP, Bluff +29VP (+15), Fly +29VP (+20), Intimidate +20, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (nature) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Perception +25, Perform (dance) +29, Perform (sing) +29, Sense Motive +29VP, Spellcraft +19, Stealth +18, Use Magic Device +29

Languages Common, Giant

SQ bardic knowledge +4, lore master 1/day, storm rider, versatile performance (dance, sing), well-versed

Combat Gear *wand of mage armor* (CL 1, 50 charges), *scroll of see invisibility* (CL 3), *scroll of quench* (2) (CL 5), *scroll of breath of life* (CL 9), *scroll of heal* (CL 11); **Other Gear** *+2 headband of charisma*, *+2 cloak of resistance*, *+1 amulet of natural armor*, black pearl earrings worth 500 gp each)

Special Abilities

Child-Scent (Ex) A storm hag has the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

Storm Rider (Su) A storm hag is considered two size categories larger for the purpose of wind effects.

Storm Strike (Su) Each time a storm hag makes a successful attack with her bite, claws, or a

weapon that is predominantly made of metal, the attack deals an additional 1d6 points of electricity damage.

Whipping Winds (Su) As a standard action, a storm hag can use gust of wind to trip her foes. This ability can only affect one target within 30 feet, and the storm hag uses her normal CMB. The gust of wind doesn't create its normal effects. The trip attempt does not provoke an attack of opportunity but casting the spell-like ability does as normal.

Storm Hag Covens

A storm hag is haughty and views her way of doing things as the only proper approach, forcing coven members to ride a fine line between flattery and submission. Coven members gain the child-scent ability as long as they are within 100 feet of the storm hag. In addition, a coven with a storm hag as a member has access to the following additional spell-like abilities: *call lightning storm* (DC 18), *plague storm* (DC 19), *quench* (DC 16), *whirlwind* (DC 21), and *wind wall*.

ADVANCED GREEN HAGS (2) **CR 6**

XP 2,400

hp 76 (*Pathfinder Roleplaying Game Bestiary*)

These hags add Acrobatics +12 and Use Magic Device +13 to their skills. With *call lightning storm* precast as a coven, each hag uses a standard action each round to call down a bolt. Each also 3 tanglefoot bags they hurl at nearby enemies, as well as 3 *potions of cure serious wounds* they use to assist injured allies while remaining invisible.

3a. Helm (CR 10)

The ship is steered from the platform just in front of the bonaventure mizzen, where a whipstaff controls the rudder. The Pirate King himself guides the ship through Rumrunner's Race and in naval combat, but he delegates routine steering to others.

PIRATE BOSUN **CR 9**

XP 6,400

hp 79 (see page 201)

PIRATE PIPER **CR 7**

XP 3,200

hp 60 (see page 205)

MONKEY FAMILIAR **CR –**

hp 30 (see page 206)

3b. Aft Guns (CR 9)

Two aft-facing cannon are mounted on the rear of the flying bridge.

HEAVY ARTILLERIST BATTERY **CR 7**

XP 3,200

hp 85 (see page 185)

MASTER ARTILLERIST **CR 7**

XP 3,200

hp 71 (see page 184)

4. Main Deck (CR 11)

The main deck is 25 feet above the waterline. The ship's defenders gather on deck and in the rigging above the main deck.

BLOODTHIRSTY BUCCANEERS **CR 11**

XP 12,800

hp 152 (see page 190)

4a. Cargo Hatches

These hatches allow access to the hold and lower levels and can be removed in 3 10-foot square sections.

5. Forward Battery (CR 10)

This chamber contains two *+1 fiend's mouth bore cannons*, separated by a low bulkhead and trained to fire forward. The cannons are separated by 5-foot partial bulkheads (treat as low walls), with sliding covers on their firing ports. These covers provide total cover when closed, improved cover when open. Cases of cannonballs and chain shot[UC] are secured to the walls.

HEAVY ARTILLERIST BATTERY **CR 7**

XP 3,200

hp 85 (see page 185)

MASTER ARTILLERIST **CR 7**

XP 3,200

hp 71 (see page 184)

PIRATE PIPER **CR 7**

XP 3,200

hp 60 (see page 205)

6. Small Magazine

This room is locked with an iron door (Disable Device DC 30, master artillerists have keys) and contains 20 kegs of black powder[UC] and 20 powder horns[UC]. A winch is mounted adjacent to the door with a sliding window overlooking the stairs just outside the entrance to 5 to haul ammunition up from the forward magazine.

7. Bowsprit

This tapering deck and long spar sits forward of the forecastle and allows rigging of additional sail for greater speed.

8. Guest Cabins

These opulent suites are used by the Pirate King's guests or noble hostages. They can be locked (Disable Device DC 30) from the inside or outside with separate keys. Searching them as crew cabins uncovers 1d6 x 100 gp in valuables, mostly artwork and fine furnishings.

9. First Mate's Cabin

"Doc" Silvertusk's cabin is attached to the captain's cabin by a secret door (Perception DC 30, Disable Device DC 30). His room is decorated with flayed skins of men and beasts, including sufficient bronze dragon hide to craft masterwork banded armor. Scattered haphazardly in bowls and boxes are 63 pp, 324 gp, 2 silver armbands (120 gp each), a silver ring set with pearls (210 gp), 4 corals (70 gp), 1 star rose quartz (40 gp), a *potion of fly,* and a *potion of protection from good.*

10. Captain's Cabin (CR 8)

This sumptuous windowed chamber contains a large table with plush seats bolted to the floor and polished gilded lamps above shelves. Around a narrow bulkhead is a lavish bedchamber with a large bed. Several stylized metal statues stand in the corners of the room. Maps and nautical paintings adorn the walls.

The statues in this room are a pair of clockwork soldiers and Hector, an intelligent clockwork servant. These mechanical men were imported by Ismail Queeg from Gunrunner's Guild as a test to see how they functioned aboard ship. Hector greets creatures entering with a tray of drinks and asks their names. If none offer the password "sparrow," he drops the tray on the floor, shattering a reagent container within the pitcher and releasing a cloud of stationary vapors equivalent to *cloudkill* (Fort DC 17 partial). These vapors are purely alchemical, not magical, so spell resistance and similar protections do not apply.

HECTOR (INTELLIGENT CLOCKWORK SERVANT) [B3] **CR 2**

XP 600

hp 31

CLOCKWORK SOLDIER[B3] **(2)** **CR 6**

XP 2,400

hp 64

Treasure: The gilded furnishings in this cabin are worth 3d6 x 1,000 gp but most are built into the ship and must be dismantled to be sold. In addition, Hector has a secret compartment built into his body (Perception DC 30, Disable Device DC 30 to unlock) containing 500 pp.

11. Gun Deck (CR 10)

This long deck contains 20 cannons[UC], 10 per side. A series of catwalks runs 5 feet above the deck here,

used by master artillerists to move rapidly around the deck directing fire.

LIGHT ARTILLERIST BATTERY (2) **CR 5**

XP 1,600

hp 60 (see page 185)

MASTER ARTILLERIST (2) **CR 7**

XP 3,200

hp 71 (see page 184)

11a. Cargo Hatches

As 4a.

12. Armory

These chambers contain ordinary armor, weapons, and ammunition. They are locked wooden doors (Disable Device DC 30, pirate bosuns have keys).

13. Magazine

These chambers, one forward and one aft, are closed with locked iron doors (Disable Device DC 30, master artillerists have keys) and contain extra shot (including blast shot[UC] and chain shot[UC]), as well as 40 kegs of black powder and 40 powder horns.

14. Mess

The crew takes their meals here. The mess is empty during combat. **Crew:** 1d4 common pirates, 1 pirate officer (non-combat only).

15. Galley

Food is prepared here for the crew.

16. Larder

Food is stored here.

17. Servant Cabins

The ship's cook and his assistants live in this group cabin. It can be looted as a crew cabin.

18. Aft Brig

This room has a locked iron door (Disable Device DC 30). Prisoners deemed less dangerous or with whom officers may wish frequent conversations are kept here for easy access.

19. Lower Gun Deck (CR 14)

This long deck contains 12 fiend's mouth cannon[UC], 6 per side, with catwalks as at area 11. In addition, long sweep oars are racked along the walls above the cannon, which can be run out through down-angled ports to give the ship an oared speed of 10 feet. **Crew:** 36 artillerists (3 per cannon), 6 master artillerists.

ELITE ARTILLERIST BATTERY, CANNON **CR 11**

XP 12,800

hp 142 (see page 187)

MASTER ARTILLERIST **CR 7**

XP 3,200

hp 71 (see page 184)

PIRATE PIPER **CR 7**

XP 3,200

hp 60 (see page 205)

19a. Cargo Hatches

As 4a.

20. Steerage Cabin

This massive bunkroom strung with hammocks provides sleeping quarters for the common pirates that sail the ship, plus one pirate bosun to keep order and unlock the armory.

21. Guardroom (CR 9)

The door to this room is locked (Disable Device DC 20) and guarded by a pirate bosun when the brig is occupied.

PIRATE BOSUN **CR 9**

XP 6,400

hp 79 (see page 201)

22. Forward Brig

This room has a locked iron door (Disable Device DC 30). More dangerous prisoners are kept here under close guard. Any of the PCs' allies who may have been captured can be discovered here by the PCs.

Last Stand of the Pirate King

Ismail Queeg awaits the PCs. When alerted to their approach, he climbs onto the deck and directs cannon fire at the PCs while preparing himself for their inevitable assault. He visits Typhoon Tess under the flying bridge (see page 452) to gain the benefits of her bardic performance and buff spells. Before entering combat, the Pirate King uses *dust of disappearance* or has Typhoon Tess cast *greater invisibility* on him and then uses his slippers to scamper through the rigging. He tries to get close to spellcasting PCs to allow him to make attacks of opportunity with Snap Shot, while making invisible sneak attacks as the opportunity presents itself. He taunts the heroes for their foolishness in challenging him, stealthily moving after speaking to keep them uncertain of his location. He generally keeps his distance from allies, to avoid being caught in area effects. He knows that the PCs cannot afford to take him alive, and that his only chance to rally the Pirate Isles once more under his banner is to destroy them, so he makes his last stand here; while he may make a tactical retreat, he will not flee the ship.

Exactly when the Pirate King makes his appearance during the battle is up to your discretion. He might begin observing the battle invisibly from the rigging, firing shots as the battle opens before retreating to regroup with allies and then return. Alternatively, he could climb up the side of the ship from underwater, since with his *necklace of adaptation* he can easily hide there while keeping his pistol and powder dry in his *endless bandolier*. Alternatively, he might come up from below decks after the battle is underway. Ideally, you'd like the battle at his flagship to take some time, to set up the feeling of a running battle against desperate odds, but how that plays out depends on your players and their characters. For some groups, you might want to bring out all the big guns from the outset. For others, the best approach would be to have him enter the fray after the heroes have made their initial assault, coming in to help turn the tide for his beleaguered forces. Make the climax of their insurrection against the Pirate King memorable for your players and bring all your guns to bear for an explosive finale!

ISMAIL QUEEG, THE PIRATE KING **CR 18**

XP 153,600

Male human gunslinger (pistolero[UC]) 15/deep sea pirate[PIS] 4

NE Medium humanoid (human)

Init +10; **Senses** Perception +24

Defense

AC 38, touch 27, flat-footed 26 (+4 armor, +5 deflection, +8 Dex, +4 dodge, +5 natural, +2 shield)

hp 212 (15d10+4d8+109)

Fort +21, **Ref** +25, **Will** +15

Defensive Abilities evasion, improved uncanny dodge, uncanny dodge, *mind blank*

Offense

Speed 30 ft., climb 20 ft.

Melee weapon grip (improvised) +17/+12/+7/+2 (1d4–1)

Ranged *golden gun* +39/+34/+29/+24 (2d6+16/19–20/x4) or +34/+29/+24/+19 (2d6+26/19-20/x4) with Deadly Aim

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

Special Attacks sneak attack +2d6

Tactics

Before Combat When encountering PCs, Ismail Queeg applies his magical oils to his pistol and

shield and quaffs his *potions of barkskin* and *mage armor*.

During Combat Before engaging PCs, the Pirate King quaffs his *potion of shield of faith* and waits to take advantage of buffs used by his allies. He stays in the rigging of his ship, using Stealth and sniping to evade detection. He uses his spyglass to target far-off enemies trying to approach the ship, making full attacks and using his deadeye deed (at no grit cost) to make ranged touch attacks up to 80 feet away, gaining a +4 damage bonus from his *sniper goggles* against targets denied their Dexterity bonus within 30 feet. Once foes enter the eye of Typhoon Tess' windstorm, he uses his *dust of disappearance* to continue raking his enemies with sneak attacks, targeting humans whenever possible with his pistol. He uses twin shot knockdown when allies are nearby to attack targets rendered prone.

Morale The Pirate King flees when below 30 hit points, seeking healing from his allies or cover to make sneak attacks with his pistol. When his *dust of disappearance* runs out, he draws the next pinch and applies it, leaping down through the ship's rigging to a new position if he can.



Statistics

Str 8, **Dex** 26, **Con** 20, **Int** 14, **Wis** 16, **Cha** 12

Base Atk +18; **CMB** +17; **CMD** 44

Feats Combat Reflexes, Deadly Aim, Extra Grit, Gunsmithing[B, UC], Improved Critical (pistol), Improved Precise Shot, Improved Snap Shot[UC], Nimble Moves, Point-Blank Shot, Precise Shot, Rapid Reload (pistol), Rapid Shot, Signature Deed (deadeye)[UC], Snap Shot[UC], Weapon Focus (pistol)

Skills Acrobatics +32, Appraise +12, Bluff +15, Climb +21, Diplomacy +12, Intimidate +25, Knowledge (engineering) +12, Knowledge (geography) +12, Knowledge (nature) +12, Linguistics +7, Perception +24, Profession (sailor) +32, Sleight of Hand +14, Stealth +23, Survival +12, Swim +10

Languages Aquan, Auran, Common, Goblin, Infernal, Polglut

SQ deeds (bleeding wound [8], dead shot, deadeye, evasive, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, pistol-whip, quick clear, slinger's luck, targeting, twin shot knockdown, utility shot, up close and deadly [4d6]), grit (5), gunsmith, nimble +4

Combat Gear *oil of greater magic weapon* (+4), *oil of weapon of awe*[APG] (2), *potions of haste* (2), *potions of mage armor* (2), *potion of barkskin* (+5), *potion of shield of faith* (+5), *dust of disappearance* (2), ring of delayed doom[UE] (1 stone), *ring of counterspells (greater dispel magic)*, 80 alchemical cartridges (paper, bullet), 1,000 gp of molten gold in pistol hilt; **Other Gear** *+1 arrow deflection buckler, golden gun, cloak of resistance +4, belt*

of physical might +6 (Dex, Con), *boots of spider climbing* (as slippers), gunsmith's kit, *handy haversack, headband of mental superiority +2*, locked gauntlet, *necklace of adaptation*, *sniper goggles*[UE], *endless bandolier*[UE] (containing an extra masterwork pistol and 1,000 gp in gold to reload his *golden gun*'s gold reservoir), spyglass, 7 gold earrings (100 gp each), 2 gold and coral rings (500 gp each).

Special Abilities

Storm Sailor (Ex) The Pirate King treats all storms as if they were one category less severe for the purposes of sailing and navigation and can make an Acrobatics check to move his normal speed across uneven ground, with no penalty on Acrobatics checks due to slightly slippery, slightly unsteady, or moderately unsteady conditions.

Windrigger (Ex) Ismail Queeg has learned the tricky art of tacking. With a DC 15 Profession (sailor) check, he increases his ship's base movement by 5 feet for 1 hour.

Concluding the Adventure

Once the Pirate King is defeated, the PCs and their candidate for the crown gain a sufficient boost in fame that they will have no trouble winning acclamation as new ruler of the Pirate Isles. If the *Greedy Ghost* has not been destroyed or sunk, it can be commandeered into the PCs' fleet or its cannons salvaged and redistributed to the PCs' own ships, though they must make their own contacts with agents from Gunrunner's Guild if they wish to purchase more firearms or gunpowder cannon, or if the GM wishes to make them learn the alchemical secrets of manufacturing their own. Whether continued brigandage or voyages of exploration or conquest, the fate of the Pirate Isles now lies in the PCs' hands.

If for whatever reason the Pirate King is defeated but escapes, the heroes can nevertheless rally the other high captains of the Pirate Isles with a vote of no-confidence in Ismail Queeg's leadership, putting themselves (or an ally, if they wish) forward as a candidate to replace him. Other pirate lords might see this as an opportunity to swoop in and seize leadership, though most are not sure enough of their power base or political support to risk stepping forward. Each surviving pirate lord has a 10% chance to stand for selection, though allies with a strong relationship to the PCs are likely to throw their support behind a candidate chosen from among the PCs instead. A pirate lord standing for selection automatically votes for themselves and cannot be swayed to vote for the PCs.

Once the candidates are selected, each must speak their piece to the other pirate lords present, making Intimidate and Profession (sailor) checks for each lord present at the council meeting and combining the results. Candidates may offer a bribe to each pirate lord they seek to win to their cause. The bribe must be in excess of 1,000 gp in value, and it must be greater than the bribe offered by any other candidate; the highest bribe grants a +4 bonus. PCs gain a +2 circumstance bonus on all checks related to running for election as new Pirate King due to the political support of their allies among the pirate lords, plus an additional +2 bonus for overthrowing Ismail Queeg, and of course any player may earn an additional circumstance bonus for excellent roleplaying. Whichever candidate has the highest score wins the support of that lord, and a candidate able to win the support of a majority of the lords present is acclaimed the new Pirate King!




Chapter 12:
Distant
Shores

Arabia

The legendary voyages of Sinbad the Sailor are the first thing that come to mind when thinking about nautical adventures and Arabia and the Middle East. Epic journeys and quests are certainly just as much of the nautical tradition as acts of piracy, and Sinbad and his crew are excellent examples of characters whose motivations depend someone on the telling of the tale. In some cases they are pure swashbuckling heroes, while in others they might be lovable but larcenous rogues who find themselves caught up in the call to adventure when disaster strikes or the need is great, or a fair prince or princess is to be rescued. The storytelling traditions of Arabia are vivid and colorful, with abundant magic, marvelous wonders, gilded palaces, and of course the magnificent powers (and devious trickery) of the genie races. Arabian seas are marvelous places for a pirate character's background, or as a target for plunder for pirates daring to become sultan of the seas and caliph of the coasts!

Spells

COOL STRENGTH

School abjuration [water]; **Level** alchemist 1, bard 1, bloodrager 1, cleric 1, druid 1, magus 1, paladin 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 minute

Components V, S, M (vial of water)

Range touch

Target creature touched

Duration 24 hours

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target remains cool and well-hydrated, with moistened skin and lips even in blasting desert heat or parching out on the salty ocean. The target treats hot environments as one step less severe and gains a +2 bonus on Constitution checks and Fortitude saves to resist the effects of extreme heat. This does not apply against fire-based effects. The target also requires only one-half the normal amount of water to remain healthy, and does not become fatigued with dehydration even if they take nonlethal damage from heat or thirst. A character that already is dehydrated needs only one-half the normal amount of water to be able to begin recovering and healing nonlethal damage from thirst.

If the target has a water dependency wherein it begins to suffer harm if it spends more than a limited time out of the water, that duration is doubled while affected by *cool strength*.

MARID'S BLESSING

School transmutation [water]; **Level** cleric 2, druid 2, ranger 2, shaman 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, M (a glass bottle of water wrapped in silk)

Range close (25 ft. + 5 ft./2 levels)

Target one creature + one creature/5 levels, no two of which may be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You call upon the genie masters of the sea to strengthen one or more sea creatures. This includes creatures with the aquatic or water subtype, as well as animals, magical beasts, plants, and vermin native to aquatic terrain. The targets of the spell gain a +2 enhancement bonus to Strength and Constitution, and their natural weapons and any extraordinary or supernatural abilities that deal hit point damage increase that damage by 1 point per die. In addition, the targets are coated in a thin bluish sheen that allows them to survive out of water with no ill effects as long as the spell persists.

MARID'S CURSE

School necromancy [curse, water]; **Level** cleric 2, druid 2, shaman 2, sorcerer/wizard 2, summoner 2, witch 2



Casting Time 1 standard action

Components V, S, M (a glass bottle of water wrapped in silk)

Range close (25 ft. + 5 ft./2 levels)

Target one creature + one creature/5 levels, no two of which may be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You call upon the genie masters of the sea to weaken and punish one or more sea creatures. This includes creatures with the aquatic or water subtype, as well as animals, magical beasts, plants, and vermin native to aquatic terrain. The targets of the spell gain one temporary negative level, though this is a curse effect rather than a negative energy effect and is not blocked by *death ward* or similar magic. This temporary negative level does not stack with other negative levels and vanishes when the spell ends.

Affected creatures must attempt an additional saving throw each round they are out of the water or become fatigued. Once they return to the water, they can attempt a new save each round at the end of their turn to end this fatigue. This fatigue ends when the spell does and does not stack with other sources of fatigue to make a creature exhausted.

PHANTOM RIGGING

School illusion (shadow); **Level** bard 4, sorcerer/wizard 4, witch 4

Casting Time 1 minute

Components V, S, M (a bit of canvas and string)

Range medium (100 ft. + 10 ft./level)

Target one ship

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You create ghostly, translucent, faintly glowing sails, rigging, and even masts that match the needs of the target vessel. A small raft or ship's boat might get only a single sail, while a great galleon damaged in a storm or in battle would get three masts each with billowing sheets of phantom canvas. The *phantom rigging* allows the vessel to



catch the wind and move at its normal sailed speed, and it requires only half the normal amount of crew to sail a ship using these ghostly sails. The ghostly rigging is only quasi-real and can be damaged in combat; *phantom rigging* has half as many hit points as a ship's normal rigging would have, though it gains a +4 bonus saving throws against damaging effects. *Dispel magic* or a similar effect can destroy it immediately.

The caster can designate the appearance of the *phantom rigging,* incorporating a personal symbol or religious icon, and can command the sails to glow with enough radiance to provide dim light everywhere on the ship's decks. The effect is somewhat eerie, granting members of the ship's crew a +2 circumstance bonus on Intimidate checks.

SHIP OF FOOLS

School enchantment (compulsion) [mind-affecting]; **Level** bard 5, inquisitor 5, mesmerist 5, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, F (a relic such as a finger bone or piece of jewelry from someone who died happy)

Range long (400 ft. + 40 ft./level)

Target all creatures aboard one vessel (see text)

Duration 10 minutes/level (D)

Saving Throw Will partial; **Spell Resistance** yes

You fog the minds of sailors and crew aboard the target vessel, creating confusion and delay in every task needed to keep the ship going. Shouted orders become gibberish, sailors trip, slip, and fall, riggers pulls the wrong lines or tug back and forth rather than working together, the navigator cannot read the charts, rowers pull out of sync, and so on. All Acrobatics, Knowledge, Profession, and Survival checks made aboard the target ship take a penalty equal to your caster level, and crew members cannot benefit from teamwork feats or the aid another action. Ranged attacks made by the crew have a 20% miss chance, spellcasting by the crew has a 20% chance of spell failure, and any insight or competence bonuses possessed by crew members

are suppressed. Finally, the ship's speed is halved and there is a 25% chance every round that the ship takes an unexpected turn 45 degrees in either direction.

The captain of the target ship (or the helmsman or pilot, if no captain is aboard) makes a Will save for the crew of the vessel they command. If the save fails, the entire crew is affected as above. Passengers who are not members of the crew can attempt their own saving throws, as can player characters. A successful save results in a -2 penalty on Acrobatics, Profession (sailor), and Survival checks, and any insight or competence bonuses for the crew are halved (rounding down).

If a captain has failed the save but is knocked unconscious or otherwise rendered helpless, a character that previously saved against the spell can take command of the ship and attempt a Will save to reduce the spell's effect (if the original captain failed their save), or to end it entirely (if the original captain saved successfully). If the new captain fails this save, the *ship of fools* remains in effect as before.

STONE HULL

School transmutation; **Level** cleric 4, ranger 4, sorcerer/wizard 4

Casting Time 1 minute

Components V, S, M (a piece of pumice or sandstone)

Range medium (100 ft. + 10 ft./level)

Target one vessel

Duration 1 hour/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You reinforce the timbers of a ship's hull against all attacks and natural hazards. The ship gains a +4 natural armor bonus to AC, and this increases by 1 for every 2 levels after 7th (maximum +8 at 15th level). It also gains a resistance bonus on saving throws equal to one-third your caster level (maximum +5 at 15th level), and it gains the same bonus to the hardness of its hull, on Profession (sailor) checks to avoid damage from aquatic hazards, and to the DC of checks made to capsize the ship by sea creatures or to burst through the hull with a Strength check. Finally, the ship's hull gains a number of temporary hit points equal to twice your caster level (maximum 30); any damage the ship takes after its hardness is deducted first from these temporary hit points. A *stone hull* reduces a ship's base speed by 10 feet, and Profession (sailor) checks made to turn the ship take a -4 penalty.

WATER OF LIFE

School conjuration (healing) [water]; **Level** cleric 9, shaman 9

Casting Time 1 minute

Components V, S, M (a vial of holy water and diamond dust worth 1,000 gp)

Range touch

Target one gallon of liquid

Duration 24 hours (see text)

Saving Throw none; **Spell Resistance** yes (harmless)

You infuse one gallon of liquid of any kind with incredible healing power. The target liquid can be anything, be it clear spring water, sweet wine or juice, or even deadly acid, poison, or volatile oils, but for the duration of the spell the liquid's normal properties (including magical properties, if any) are suppressed and the liquid becomes a sweet-smelling serum that is proof against nearly any malady. The spell creates a number of doses of *water of life* equal to one-half your caster level, and each dose can be drunk or applied to duplicate any one of the following spells: *cure serious wounds*, *neutralize poison*, *remove blindness/deafness*, *remove disease*, or *restoration* (including removing negative levels). Two doses can remove insanity, *feeblemind*, or a supernatural disease or disease-curse like mummy rot; bring back a creature from death's door as *breath of life*; cause a lost body part to *regenerate*; or restore a dead body to wholeness (this does not restore the creature to life, but allows it to be brought back from the dead more easily).

Four doses of *water of life* can bring a creature back from the dead as *raise dead* if 5,000 gp worth of diamond dust is also sprinkled over the corpse, and eight doses plus 10,000 gp worth of diamond dust can duplicate *resurrection*. In addition, when returning a creature to life in this way, you can negate the negative levels typically gained by expending one additional dose of *waters of life* per negative level.

The *waters of life* can be applied by anyone. The caster need not be present for the magic to work. Any of the serum remaining when the spell expires returns to its previous state.

WIND COMPASS

School divination [air]; **Level** bard 1, druid 1, ranger 1, shaman 1
Casting Time 1 round
Components V, S
Range personal
Target you
Duration 1 hour/level

You create a tiny moaning wind that is tied to a specific compass direction. As long as you continue moving in that direction, the *wind compass* sighs contentedly in your ear to tell you so. If you diverge from that direction, the *wind compass* begins to moan with rising and falling pitch in proportion to how far you have veered from your intended course. As long as it persists, you can maintain an accurate heading. A *wind compass* does not necessarily help you find a specific destination, but it does grant you a +5 bonus on Survival checks to avoid getting lost along the way. At 5th level, this bonus increases to +10. This spell cannot be cast underwater, and you cannot benefit from it if you are deafened.

Magic Items

ABA OF FAIR WINDS — 3,200 GP

Aura moderate divination — **CL** 9th
Slot body — **Weight** 1 lb.

This light, flowing silken robe has a lining of parchment-hued silks dyed with maps and charts covering an area 1,000 miles across, marking major islands and currents throughout that area. When worn, an *aba of fair winds* grants the wearer a +2 circumstance bonus on Profession (sailor) or Survival checks to navigate within that area depicted on its lining and to avoid natural hazards in that area. In addition, what at first glance might appear like simple wrinkles and blemishes in the silk shift and change position in response to weather conditions (such as clouds, rain, and wind) in the region, allowing an informed observer to determine the current weather patterns in that area. The robe grant a +4 competence bonus on Survival checks made to predict future weather conditions and a +2 competence bonus on Survival checks to gain a bonus on Fortitude saves against severe weather.

The pilot of a wind-propelled ship wearing an *aba of fair winds* can make a DC 20 Profession (sailor) check to plot the best possible course within the region. Until the next time the ship makes port or landfall, the ship gains a +10% enhancement to its waterborne speed (decreasing the number of days required for the journey for the purpose of long-term travel by 10%).

Construction — **1,600 GP**

Craft Wondrous Item, *commune with nature*, creator must have 10 ranks in Knowledge (geography)

FARGLASS — 6,400 GP

Aura faint divination — **CL** 5th
Slot none — **Weight** 1 lb.

This telescoping brass spyglass functions as a normal spyglass and allows clear vision to the horizon 3 miles away at sea level. From atop a typical crow's nest or a tall coastal watchtower, this vision

extends to over 10 miles. Once per day, the user of a *farglass* can activate a *clairaudience/clairvoyance* effect upon any location seen through the *farglass's* lens. As long as the location is kept in sight through the lens, the *clairaudience/clairvoyance* sensor can move with the location. This effect lasts for up to 5 minutes.

Construction 3,700 GP

Craft Wondrous Item, *clairaudience/clairvoyance*

IMPOSSIBLE BOTTLE 20,000 GP

Aura faint abjuration and transmutation **CL** 5th
Slot none **Weight** 1 lb.

An intricately detailed miniature sailing ship sits inside this clear glass bottle. When taken aboard an undamaged sailing vessel at sea, the model automatically reconfigures to become a perfect replica of the new ship. It takes 24 hours for the model to attune to the ship.

A ship attuned to an *impossible bottle* takes half damage from all attacks that deal damage. The model ship in the *impossible bottle* absorbs the remaining damage, registering holes in its hull, rips in its sails, and scorch marks from fire. Once the attuned ship gains the broken condition, however, the *impossible bottle* ceases its protection, and any further attacks on the attuned ship deal full damage. If the attuned ship gains the sinking condition or is destroyed, the *impossible bottle* shatters and is permanently destroyed. If an *impossible bottle* was attuned to a damaged ship, once that ship has been fully repaired, the *impossible bottle* re-attunes itself over 24 hours and thereafter resumes its protection.

An *impossible bottle* removed from its attuned ship ceases its protection, and must be re-attuned over 24 hours if brought back on board. If the bottle is shattered while it is attuned to a ship, the *impossible bottle* is destroyed and the attuned ship immediately takes 150 points of damage.

Lastly, an *impossible bottle* can be used to repair an unattuned ship. As long as the bottle still functions, its owner can christen a vessel by smashing the *impossible bottle* against the ship's prow, releasing a wave of restorative magic that immediately repairs up to 150 points of damage to the vessel.

Construction 10,000 GP

Craft Wondrous Item, *make whole*, *shield other*, *shrink item*, creator must have 5 ranks in the Craft (ships)

NAVIGATOR'S EYE 28,800 GP

Aura moderate divination **CL** 10th
Slot none **Weight** 6 lbs.

Unlike the heavy cast-brass mariner's astrolabes[APG] normally used at sea, this astrolabe made of flat brass discs inlaid with lapis lazuli. In addition to an astrolabe's normal +2 circumstance bonus, a navigator's eye grants a further +2 competence bonus on Knowledge (geography), Profession (sailor), and Survival checks when used to navigate on land or sea. Once per day, the user can make a DC 20 Perception check while using a navigator's eye as a move action to catch a glimpse of how things really are for 1 round, as if with a true seeing spell. While using the astrolabe's true seeing ability, the user can also see through concealment caused by smoke or fog and gains a +10 competence bonus on Perception checks to spot hidden or disguised creatures or objects.

Construction 14,600 GP

Craft Wondrous Item, *know direction*, *true seeing*

OASIS MIRROR 7,000 GP

Aura moderate conjuration **CL** 6th
Slot none

This golden hand mirror is encircled in a frame of blue faience. When moved, the surface of the mirror seems to ripple like a glassy pool, though it becomes still once more when the mirror is stationary. With a command word, the wielder of the mirror can command it to pour forth up to 12 gallons of water per day, pouring forth at a rate of 1 gallon per round, while a second command word causes 2d4 plump figs or dates to appear in the mirror. The

wielder can reach into the mirror and take these fruits, eating or sharing them as *goodberries*.

In addition, once per day the wielder can speak a third command word and present the *oasis mirror* toward a Large or smaller creature within 10 feet. The target is drawn into an extradimensional pool of water within the mirror (DC 14 Will negates). The target can close its eyes or avert its gaze as if the *oasis mirror* were a gaze attack. A creature trapped within the mirror is treated as if trapped within an *aqueous orb*[APG], though escaping from the mirror requires a successful Will save rather than a Reflex save. A creature is ejected from the mirror after a successful save or after 6 rounds, whichever comes first.

Construction **Cost 3,500 gp**

Craft Wondrous Item, *aqueous orb*, *create water*, *goodberry*

RUBBAN'S TURBAN 3,600 GP

Aura faint transmutation **CL** 5th
Slot head **Weight** 1 lb.

This silken turban is always crusted with salt and weathered by wind and sun, like that of an experienced *rubban* (ship's captain). It grants its wearer a +2 competence bonus on Profession (sailor) and Swim checks, as well as Survival checks made to notice or avoid natural hazards in aquatic terrain.

In addition, if the wearer worships a deity that grants the Water or Weather domain, once per day you can speak a command word while unraveling your turban to transform it into a small ship's boat (see page 94). This boat is 20 feet long, has two pairs of oars and a single mast with a square sail, and can carry up to 12 passengers and crew. Upon command, or after 8 hours, the boat returns to hat form, dumping out any occupants.

If you are a divine spellcaster with the Water or Weather domain, you also may select any of the following subdomains even if they are not normally granted by your deity: Flotsam, Monsoon, Oceans,



Rivers, Storms. If your deity already grants those subdomains, any domain spells or granted powers from that subdomain take effect as if you were 1 level higher while you are wearing the *rubban's turban*.

Construction **1,800 gp**

Craft Wondrous Item, *guidance*, *shrink item*, creator must have 5 ranks in Profession (sailor)

WHEEL OF THE GOLDEN VOYAGE 7,500 GP

Aura moderate transmutation **CL** 11th
Slot none **Weight** 15 lbs.

This beautifully carved ship's wheel is polished to a golden shine and inlaid with symbols of luck and prosperity. When fitted to the helm of a ship, a *wheel of the golden voyage* grants a +5 competence bonus on Profession (sailor) checks made to turn the ship with the hard to port or hard to starboard actions (see page 71). The wheel also halves the penalty on Profession (sailor) checks made when turning the ship while traveling at three or more times the ship's acceleration. In addition, the ship's pilot can combine a hard to port or hard to starboard action

with a full ahead or heave to action as a full-round action up to three times per day.

Construction 3,750 gp

Craft Wondrous Item, *animate objects*, *haste*, creator must have 10 ranks in Profession (sailor)

Armor and Weapon Special Abilities

DESERT EVENING +1 BONUS

Aura faint abjuration **CL** 4th

Armor with the *desert evening* property keeps the wearer cool in hot weather, as if she was using *endure elements* (but only against hot climates). The armor does not cause the wearer to take penalties on saving throws or ability checks to avoid fatigue or heatstroke regardless of the type of armor. The wearer also gains a bonus equal to the armor's enhancement bonus on saving throws to avoid blindness, dazzling, exhaustion, and fatigue.

Construction

Craft Magic Arms and Armor, *darkness*, *endure elements*

GENIE'S BANE +1 BONUS

Aura moderate conjuration **CL** 9th

A *genie's bane* weapon acts as a *bane* weapon against genies of all kinds, including common and noble djinn, efreet, marids, and shaitans. The wielder gains a bonus equal to the weapon's enhancement bonus on Sense Motive checks made against genies, saving throws to disbelieve illusions created by genies, and Knowledge (planes) checks to identify genies and their abilities. The wielder of a *genie's bane* weapon takes a -5 penalty on Diplomacy checks with genies, plus an additional penalty equal to the weapon's enhancement bonus; this penalty is halved on Diplomacy checks made by the wielder's allies.

Construction

Craft Magic Arms and Armor, *owl's wisdom*, *planar binding*; Price +1 bonus.

Arctic

Not all nautical adventures take place in the warm tropic seas. Sometimes daring pirates and explorers seek for legendary treasures in the far-flung polar seas at the uttermost ends of the world, or may be driven far off course by storms or caught in the grip of powerful magic.

Hypothermia

The normal rules for cold dangers described in the *Pathfinder Roleplaying Game Core Rulebook* apply, with the following adjustments.

Frozen Seas

Creatures falling in the water in polar regions are exposed to bone-chilling waters that drain heat from the body much more rapidly than cold air. While the water's temperature is near freezing, it functions like exposure to extreme cold. Creatures immersed in polar seas take 1d6 points of lethal cold damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who takes any nonlethal damage from cold or exposure is beset by hypothermia (treat as fatigued) and are exposed to frostbite (see below). Fatigue penalties from hypothermia end when the character recovers the nonlethal damage she took from the cold and exposure, though this nonlethal damage cannot be cured until the character gets out of the freezing water.

Polar Night

Temperatures plummet in the far north in the dark of the night, increasing the severity of cold conditions by one step.

Wind Chill

High winds likewise cause temperatures to fall precipitously for creatures unable to take shelter,



increasing the severity of cold conditions by one step.

Frostbite

Creatures taking lethal damage from exposure to cold weather may contract frostbite: *Type* disease, injury; *save* Fortitude DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Dex damage, and any nonlethal damage suffered from being in a cold environment becomes lethal damage (though it can still cause hypothermia); *cure* 2 consecutive saves.

Rigging and Rime

All exterior surfaces in a ship, including rigging, decks, and hull, are constantly rimed with frost and patches of frozen spray, making them slippery or very slippery surfaces (-2 or -5 penalty on Acrobatics and Climb checks, respectively). In addition, ropes and sails become stiff and somewhat brittle and hard to negotiate, imposing the same penalties on Profession (sailor) checks made to guide a ship powered by sail. This penalty does not apply when using oars or magical means of propulsion.

Ice

Whether encountered as a result of magic or simply as drifting ice from polar regions caught in a cold current and carried into the shipping lanes, pack ice is a significant navigational hazard.

Icebergs

A chunk of ice of at least Huge size can severely damage a ship. Much of an iceberg's mass is below the water, and noticing a Colossal iceberg requires a DC 5 Perception or Survival check, with the DC increased by 5 for every size category below Colossal. Lookouts gain a +2 circumstance bonus on this check if they are trained in Profession (sailor), and this bonus increases by 1 for every 5 ranks they have in Profession (sailor) and by +2 if they have Skill Focus (Profession [sailor]). Icebergs deal

Striking a Huge iceberg deals 6d6 points of damage to the ship, plus 2d6 per size category above Huge (DC 15 Reflex half). In addition, a ship striking a reef must succeed on a DC 10 Fortitude save or spring a leak, with the save DC increasing by 1 for every 5 points of damage the ship takes. If the save is failed, the ship takes 3d6 points of additional hull damage per minute until the leak is repaired. The leak is not immediately obvious but can be detected with a successful DC 20 Profession (sailor) check by the ship's pilot or by any creature investigating belowdecks to check the hull.

Pack Ice

Pack ice varies a great deal in thickness, usually 1d6 x 5 feet thick, but is generally impassable to ships but is perfectly safe to walk on, if rather slippery. Pack ice costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks there increases by 5. A DC 10 Acrobatics check is required to run or charge across pack ice.

Breaching Pack Ice

Creatures can attempt to breach pack ice from below with a DC 10 Strength check for thin ice, with the DC increasing by 5 for every 5 feet of thickness. A creature breaching the ice creates an area of open water as large as its own space, plus 5 feet around it on all sides. Creatures within its own space on the ice above fall into the water, while those within 5 feet around its space on the ice above can attempt a DC 15 Reflex save to jump back from the edge and remain on the ice above.

The ice all around the breach becomes unstable and slippery, increasing the DC of Acrobatics and Climb checks by 5.

Crevasses

A crevasse functions like a pit trap 1d4 x 10 feet deep. A DC 20 Perception or Survival check can detect the signs of a crevasse before stumbling into it, and a creature can attempt a DC 20 Reflex save to jump back before falling into it. Creatures running or charging creatures do not get a saving throw or a skill check to notice the crevasse.

Creatures falling into a crevasse take falling damage if the crevasse is shallower than the pack ice. If it is deeper, falling damage is reduced by 20 feet but the creature falls into freezing water and must make a DC 15 Swim check to tread water or move. Climbing the icy walls of a crevasse is extremely difficult (DC 30 Climb check).

Ice Floes

Loose patches of ice Large or smaller are considered ice floes rather than icebergs. They cannot damage Huge or larger ships, though Large ships treat them as miniature icebergs (dealing half damage). However, ice floes are dangerous for swimmers, causing swimmers to treat the water as difficult terrain at the surface within 10 feet below it. Each round they remain within this depth in the water, there is a 50% chance a creature will be potentially struck by a floe. Treat this as a slam attack with a +5 attack bonus (1d6 damage) for a Medium or smaller floe and +10 attack bonus (2d6 damage) for a Large floe.

Creatures can climb onto ice floes and even use them as improvised rafts; however, they are unstable and slippery, requiring a DC 15 Climb check to climb onto from the water, followed by a DC 15 Acrobatics or a second DC 15 Climb check to stay atop the floe without slipping back into the water. Creatures native to arctic environments gain a +5 bonus on such checks. As long as a creature on an ice floe remains stationary, they need not make additional checks to stay on it unless confronted with rough water (which may increase the DC to stay on the floe by 5 or even 10) or it engages in combat.

You may cling to an ice floe with one hand while you cast a spell or take some other action that requires only one hand, including attacking with a one-handed weapon or using a shield. While clinging, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). Anytime you take damage while clinging to an ice floe, you must make another Climb or Acrobatics check to avoid being knocked off the floe.

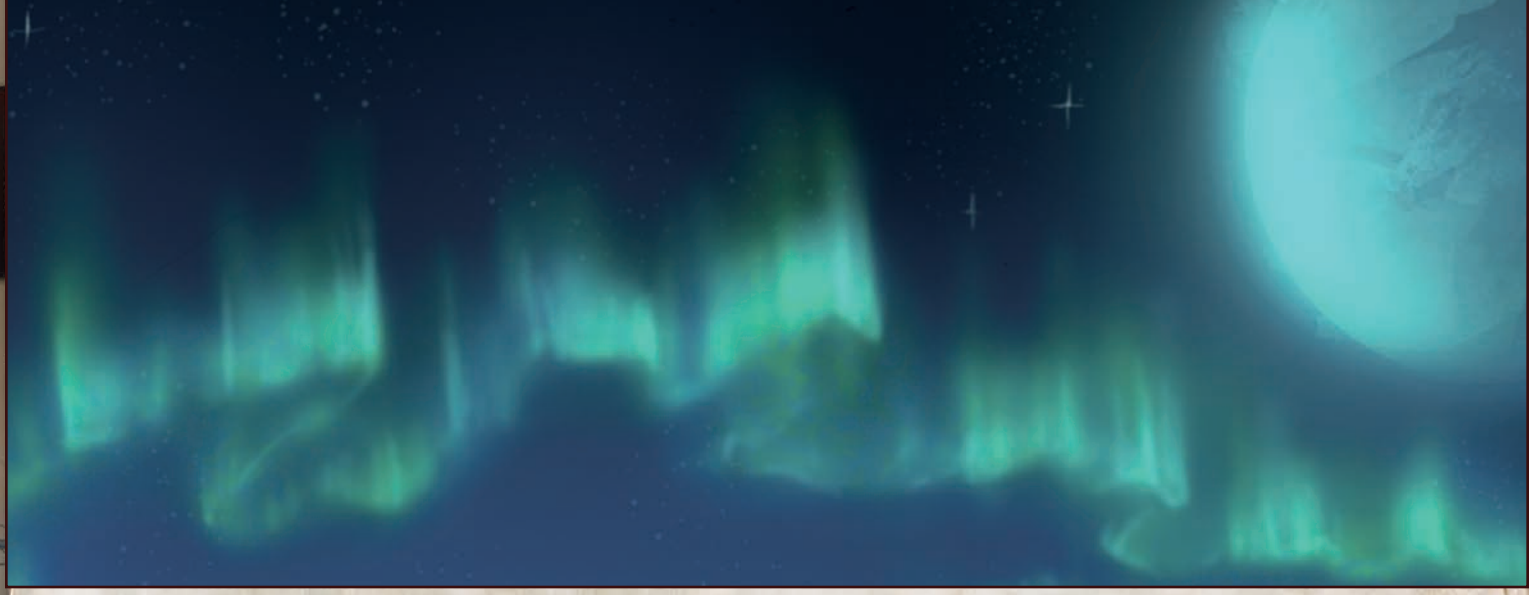
Ice floes otherwise function like pack ice.

Ice Ridges

Wind and wave action cause ice sheets to crumple into jagged ridges, piling up to 1d12 x 5 feet above the surface of the ice (and twice that depth below the surface). Climbing creatures treat these areas as difficult terrain, though these tumbled heaps can be traversed without the need for Climb checks by spending 4 squares of movement to enter each square. The DC of Acrobatics checks is increased by 10 on these ice ridges, or by 5 for creatures with a burrow or climb speed. You cannot run or charge along ice ridges.

Thin Ice

Some areas of pack ice appear solid but are less than a foot thick. Medium creatures must succeed on a DC 10 Acrobatics check to avoid breaking through. The DC is increased to 20 for Large creatures, and Huge creatures automatically break through. The crumbling thin ice around the break is difficult to climb onto, requiring a DC 15 Climb check for Medium creatures, with the DC increasing by 5 per size category above Medium and decreasing by 5 for each size category below Medium. On a failed check, that square (or those squares, for a Large or larger creature) of thin ice crumbles away as well.



Polar Night and the Midnight Sun

The extreme latitude of polar regions causes a distortion in the normal pattern of sunrise and sunset experienced in more temperate climes. Near the pole itself, a single day may seem to last all year, with a slow and gradual ascent of the sun for months at a time, though never rising very high in the sky, slowly sinking against as the paltry polar summer fades into a lingering twilight and long-stretched winter's night that spans.

Near to the pole, daylight ceases to have meaning, as many turns of the stars may pass without the sun ever making an appearance. The lighting conditions described below are those that prevail in each polar region for a given portion of the year. The darkest time of year, including the sole day of full daytime darkness in subpolar region, is at the winter solstice. Likewise, the brightest time of year, including the sole night of subpolar full midnight sunshine, is at the summer solstice.

Midnight Noon: At the heart of the midnight sun season, the sun remains fully risen and sheds its light all night long, appearing to move in a circular pattern in the sky rather than rising and setting. This is treated as bright light throughout day and night (or normal light if overcast).

Midnight Sun: During this time, the sun sinks only to or just below the horizon even in the middle of the night. This is treated as normal light at night and bright light during the day (or normal light if overcast).

Normal: This is the normal pattern of day and night, though days may stretch over 20 hours in the midst of summer, with bright light during the day (or normal light if overcast).

Polar Twilight: The daytime sun sits just at or below the horizon during the day, never truly rising, but its refracted light illuminates the sky similarly to a heavily overcast day or an evening just after sunset. This is treated as normal light.

Polar Dusk: The sun sits well below the horizon during the day. While the non-polar horizon is noticeably lighter than in other directions, it provides only faint illumination and brighter stars are visible. This is treated as dim light.

Polar Night: The sun is far below the horizon during the day and sheds little or no light, even at the non-polar horizon. Even faint stars are clearly visible. This is treated as darkness.

Spells

ICE SHIP

School conjuration (creation) [water]; **Level** alchemist 4, ranger 4, shaman 4, sorcerer/wizard 4, summoner 4

Table 12–1: Seasonal Lighting Patterns

Earth Month	Subpolar	Midpolar	True Polar
January	Polar Twilight	Polar Dusk	Polar Night
February	Normal	Polar Twilight	Polar Dusk
March	Normal	Normal	Polar Twilight
April	Normal	Normal	Normal
May	Normal	Normal	Midnight Sun
June	Midnight Sun	Midnight Sun	Midnight Noon
July	Normal	Midnight Sun	Midnight Sun
August	Normal	Normal	Normal
September	Normal	Normal	Polar Twilight
October	Normal	Normal	Polar Dusk
November	Polar Twilight	Polar Twilight	Polar Night
December	Polar Dusk	Polar Dusk	Polar Night

Casting Time 1 round
Components V, S, F (a glass model of a ship – 100 gp)
Range close (25 ft. + 5 ft./2 levels)
Effect a ship made of ice
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You create a small ship made of ice, which can take the form of a sailing ship to travel on water or a skate-runner made to run across vast stretches of ice.

- *Ice Cruiser:* This broad-hulled single-masted roundship is low and stable in the water. It can propel itself magically through the water, even against the wind, with a speed of 30 ft. If moving with the wind, its sail increases its speed to 60 ft. An ice cruiser has hardness 5 and 10 hit points per caster level. An ice cruiser can carry up to three Medium creatures per caster level. A single Large creature takes up the space of three Medium creatures, and a Huge creature the space of three Large creatures.
- *Ice Skimmer:* This narrow-hulled ship glides across the ice on sharp runners, driven by its sail with maximum speed of 180 ft. when running with the wind. It cannot move against the wind, but can move perpendicular to wind direction at up to 90 ft. per round. An ice skimmer has hardness 3 and 5 hit points per caster level. An ice skimmer can carry one Medium or smaller creature per caster level, but Large and larger creatures cannot fit into its narrow hull.

An *ice ship* of either type begins to melt slowly in temperatures above freezing, taking 1d12 points of damage (ignoring hardness) each hour. If reduced to 0 hit points or dispelled, an *ice ship* slows to half speed as it cracks and splinters to pieces over the course of 1d4 rounds and then collapses completely.

Scrimshaw Items

Scrimshaw, the art of carving images into bone and ivory, is an art form that was born in North America. Modern scrimshaw dates back some 200 years to sailors, especially whalers, operating out of New England, but the Native American Inuit

practiced a similar art form which dates back to at least 100 or 200 AD. In addition to being an exotic form of art, scrimshaw in the *Pathfinder Roleplaying Game* can serve as a powerful and simple way of creating magic items, although because of their delicate and fragile nature, scrimshaw magic items come with a certain amount of risk.

Creating Scrimshaw Items

Scrimshaw items can be created through the normal means, or with the Craft Scrimshaw feat. When using the Craft Scrimshaw feat, there are no spells that serve as a prerequisite, but the item's creator must succeed on both a Craft (calligraphy, jewelry, pottery, or sculpture) check and a Spellcraft check to determine if the item is created successfully. All other rules for creating magic items apply normally to creating magic items with the scrimshaw method. Each scrimshaw item includes construction requirements for both methods of crafting, including the DC of the Craft and Spellcraft checks (typically 10 + the item's caster level), for the scrimshaw method. A character with the Craft Scrimshaw feat can create any type of scrimshaw magic item (weapons, rings, wondrous items, etc.), but only by using the scrimshaw method.

Craft Scrimshaw

You know how to create magic items by using scrimshaw to engrave arcane designs into them.

Prerequisite: Craft (calligraphy, jewelry, potter, or sculptures) 3 ranks, Spellcraft 3 ranks.

Benefit: You can create magic items out of scrimshaw. Creating a magic item in this way takes 1 day for each 1,000 gp in its price. To create a scrimshaw magic item, you must use up raw materials costing half of its base price.

Creating Your Own Scrimshaw Magic Items

With your GM's permission, you can create scrimshaw versions of existing magic items. By default, all such items have a 10% chance of shattering each time they are used, dealing 1d6 points of piercing damage to their wearer or user per 3 caster levels, and command half the price that a non-scrimshaw version of the item would, but these factors can potentially be adjusted. GMs and players are encouraged to collaborate to determine appropriate triggers for when such items might be destroyed, and adjust the likelihood that the item shatters, the damage inflicted if it does, and the price of the item as necessary.

Scrimshaw Fragility

Magic items made of scrimshaw are incredibly fragile. While the bone that they are carved from serves as a powerful conduit and focus for arcane energies, it is also very brittle, and prone to exploding under the strain of the magic contained within. As a result, each scrimshaw magic item has conditions under which there is a chance it may shatter in this way. These conditions vary from item to item, but typically the chance happens whenever the item's special properties are used. Each time this occurs, there is a chance (typically between 10% and 30%, but higher or lower values are possible) that the scrimshaw item shatters. This permanently destroys the item, such that it cannot be restored even with *make whole* or similar spells, and typically also deals damage to the item's wearer or user. Each scrimshaw item has details on what triggers this chance, the likelihood of the item shattering, and any damage or other effects should this occur.



New Scrimshaw Magic Items

BONE KNIFE OF SERVITUDE	9,302 GP
Aura moderate necromancy [evil]	**CL** 7th
Slot none	**Weight** 2 lbs.

This *+1 vicious dagger* has a bone blade, which is engraved with detailed and intricate patterns, that glow with a pale red light when the weapon is held by someone with murderous intent. Whenever a humanoid creature is slain by a *bone knife of servitude*, there is a 20% chance that the weapon bursts into a thousand pieces, dealing 2d6 points of piercing damage to its bearer, and rendering it permanently destroyed, beyond even the ability of *make whole* to fix.

Otherwise, the slain creature must succeed on a Fortitude save (DC 16) or rise as a zombie after 1d4 rounds, as though animated with the spell *animate dead*. The zombie obeys the wielder of the *bone knife of servitude*, and counts against the number of Hit Dice worth of undead that the weapon's wielder can control with *animate dead* and similar effects. If the *bone knife of servitude* is ever destroyed, or the bearer loses it, he also loses control over zombies created in this way.

Construction	4,802 GP

Craft Magic Arms and Armor *animate dead*; or Craft Scrimshaw (DC 17)

PENDANT OF LIFE SENSE	5,500 GP
Aura faint divination	**CL** 3rd
Slot neck	**Weight** 1 lb.

These pendants consist of a small bone disc attached to a plain leather thong or metal chain, worn around the neck. On one side of the disc is a careful engraving in the likeness of a specific individual. The likeness must be fairly exact in order for the magic to work, and while it is conceivably possible to create one from a description or a picture of the person, most scrimshanders lack the skill to create

these items without having the subject on hand as a reference.

As long as the *pendant of life sense* is worn, it is reassuringly warm to the touch, and a faint pulse can be felt from it, which is in perfect time with the heartbeat of the person whose image it bears, speeding up or slowing down along with their heartbeat, and stopping completely should the person die. By concentrating on the *pendant of life sense* as a standard action, its wearer can also learn the direction and distance to the person depicted on the pendant, any conditions affecting her, and a relative sense of her current health (injured, gravely wounded, etc.). Finally, once per day, the wearer can whisper a message of up to 25 words to the pendant, which the creature depicted on it hears as though they were whispered directly in her ear. The pendant's magic functions regardless of distance, and even across planar boundaries, but the wearer is unable to gain information about the subject's location if she is on another plane.

Each time the creature depicted on the *pendant of life sense* suffers extra damage as a result of a critical hit, or loses 1/4 of her hit points or more from a single attack, there is a 10% chance that the *pendant of life sense* bursts into a thousand pieces, dealing 1d6 points of piercing damage to its wearer.

Construction 2,750 gp

Craft Wondrous Item *status*, *whispering wind*; or Craft Scrimshaw (DC 13)



WHALEBONE HELM 9,000 GP

Aura moderate evocation [sonic] **CL** 7th

Slot head **Weight** 5 lbs.

This helmet is made from the skull of a walrus, and is covered in symbolic patterns of ritual significance. As a standard action, the helm's wearer can unleash a sonic cry, forcing all creatures within a 60-foot cone to suffer 5d6 points of sonic damage, and be deafened for 2d4 rounds. A successful Fortitude save (DC 16) halves the damage and negates the deafened condition.

Additionally, as a standard action, the helm's wearer can unleash a high-pitched cry, similar to those that whales and similar creatures use to communicate. This cry can be heard up to 1 mile away with a DC 5 Perception check. Further, the helm's wearer can speak with aquatic mammals such as dolphins, seals, and whales, as though with the spell *speak with animals*.

Each time a *whalebone helm's* sonic cry or high-pitched cry is used, there is a 10% chance that it shatters into a thousand pieces, dealing 3d6 points of piercing damage to its wearer, and rendering it permanently destroyed, beyond even the ability of *make whole* to fix.

Construction 4,500 gp

Craft Wondrous Item *shout*; or Craft Scrimshaw (DC 17)

Far East

The maritime traditions of the Far East are blended with magic and mysticism, including a magic system that prizes a fivefold interpretation of the elements as wind, water, fire, metal, and wood. This harmonious blending of magic is reflected in both the spells and magic items of fantasy Asia.

Spells

BO OF THE RIVER

School conjuration (creation) [water]; **Level** druid 2, magus 2
Casting Time 1 standard action
Components V, S, DF
Range 0 ft.
Effect staff of water
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** yes

You create a 6-foot-long quarterstaff of churning water, which you can wield with proficiency as a two-handed weapon or double weapon. A hit with a *bo of the river* deals 1d8 points of bludgeoning damage + 1 point per two caster levels (maximum +5), or +1 per level (maximum +10) against creatures with the fire subtype.

CLOUD BARGE

School conjuration (creation) [air]; **Level** druid 8, shaman 8, sorcerer/wizard 8
Casting Time 1 round
Components V, S, M (a small ball of cotton)
Range touch
Targets you and one willing Medium or smaller creature per 4 caster levels
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You create an elaborate vessel sculpted of ivory and alabaster, floating upon a cloud, which lifts you and the targets of the spell into the air and whisks you away at incredible speed. The *cloud barge* moves at a speed of 10 miles per minute and moves the passengers smoothly and without disturbance through any kind of weather; the passengers are unaffected by natural or magical precipitation or wind. Any creatures other than the ones you designate cannot ride the *cloud barge*, falling through it as if it were made of insubstantial mist. While riding in the *cloud barge*, you and the other passengers are in *gaseous form*, but you can cast spells that affect yourselves and each other and can otherwise interact with each other normally. The *cloud barge* and its passengers have concealment from creatures outside of it, or total concealment if in an area of mist or cloud. When the spell ends, whether from the expiration of its duration, dismissing the spell, or if it is dispelled, the *cloud barge* and its passengers float gently to the ground as *feather fall* for 1 round.

DIVINE WIND

School transmutation [air]; **Level** cleric 8, druid 8, shaman 8
Casting Time 10 minutes
Components V, S, M (a drum and flag, painted with the symbol for the wind), DF
Range 1 mile/level
Effect one square mile/level
Duration 10 minutes/level
Saving Throw none, see text; **Spell Resistance** no

You create a mighty storm of driving rain and hurricane-force winds, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, blowing in any direction you choose. This gale of your *divine wind* creates waves 10-30 feet high, automatically capsizing and sinking Large or smaller watercraft; Huge or larger ships must succeed on a Profession (sailor) check with a DC equal to the spell's save DC or be capsized as well. Large or smaller land vehicles and siege weapons are likewise destroyed, while Huge or larger vehicles and siege weapons have a 50% chance of destruction.

Large or smaller wooden buildings (and tents and pavilions of any size) are automatically destroyed, while Huge or larger wooden buildings and tree trunks have a 25% chance of suffering massive damage. Stone buildings are safe from destruction (though falling trees may damage such buildings). Buildings *consecrated* or *hallowed* to your deity are never damaged by your *divine wind*, nor are trees or other vegetation within their grounds. Otherwise, exposed crops and gardens are 75% likely to be ruined.

If sand, dust, or snow is present in the area of your *divine wind,* it is carried aloft on the wind and blocks vision as if the entire area were shrouded in *obscuring mist*, and it piles up in drifts 1d3-1 feet deep every 10 minutes, potentially burying creatures sheltering in sturdy buildings. The *divine wind* extinguishes Large or smaller fires immediately, while Huge or larger fires erupt into roaring conflagrations (treat as a Colossal forest fire[CRB]) for 1d10 minutes before blowing out.

Creatures unable to find shelter take 1d10 points of lethal damage every 10 minutes they are exposed to the pelting rain and howling wind and may be checked or blown away by the wind. In addition, they must succeed on a DC 15 Constitution check every 10 minutes or become fatigued (or exhausted, if already fatigued).

PAPER VESSEL

School conjuration (creation); **Level** sorcerer/wizard 6
Casting Time 10 minutes
Components V, S, M (a sheet of origami paper)
Range touch
Effect a boat or ship of paper
Duration 1 hour/level (D)
Saving Throw no; **Spell Resistance** none

You create a seaworthy vessel out of a single sheet of paper, folding the component into the shape of an oared boat or a small junk. The *paper vessel* is similar in all respects to a *folding boat*. In addition, you may propel the *paper vessel* forward under its own power with a speed of 40 feet, with no need for a crew. Every 10 minutes or fraction thereof spent with the *paper vessel* moving under its own power expends 1 hour of the spell's remaining duration. When moving under its own power, the *paper vessel* has a bonus on its Profession (sailor) checks equal to one-half your caster level.

STEAMING BREATH

School conjuration [fire, water]; **Level** alchemist 3, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S
Range 30 ft.
Area cone-shaped spread
Duration 1 round
Saving Throw Reflex half; **Spell Resistance** yes

You exhale a roiling cloud of scalding steam that persists until the beginning of your next turn, blocking vision as *obscuring mist*. Any creature within the cloud at the time you exhale it takes 1d6 points of fire damage per caster level (maximum 10d6). Creatures entering the cloud afterwards take half damage, or one-quarter damage on a successful save. Creatures with the fire subtype take half damage from your *steaming breath* even though they are normally immune to fire.

Magic Items

KI CAPSTAN — 20,000 GP

Aura moderate transmutation — **CL** 11th
Slot none — **Weight** 200 lbs.

This octagonal capstan must be mounted on a ship to function. Once installed, it allows the sailors aboard to channel their inner strength to power the vessel. Up to 8 creatures can push the capstan at once, and for each hour they turn it they can imbue 1 point from their personal ki pool into the *ki capstan*. If the *ki capstan* holds at least 10 ki points, any creature with a ki pool can touch it and command the ship to move at up to one-half its

normal oared or sailed speed, whichever is less. If the capstan contains at least 20 ki points, it can cause the ship to move at full speed. Each hour of ki movement drains 1 point from the *ki capstan* if moving at half speed or 2 points if moving at full speed. In addition to causing the ship to move, any creature touching a *ki capstan* can expend its own ki to help the ship evade harm, granting the ship a +4 dodge bonus to AC or a +4 bonus on a saving throw as an immediate action. A creature can also use the *ki capstan* to help the ship maneuver by expending one point of ki to grant a +4 bonus on any Profession (sailor) check to the character steering the ship. A *ki capstan* can store up to 80 points of ki at a time. If the *ki capstan* is removed from the ship, all stored ki is lost.

Construction **10,000 GP**

Craft Wondrous Item, Craft (ships) 5 ranks, Profession (sailor) 5 ranks, creator must have a *ki* pool

SUGEGASA OF RISING WATERS — 21,200 GP

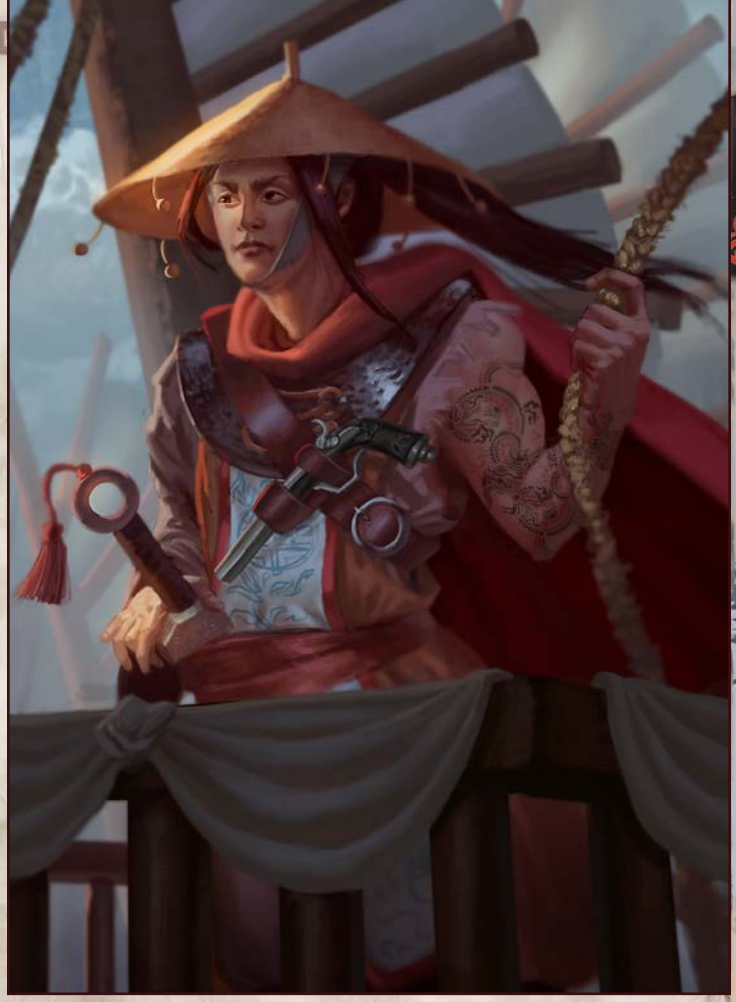
Aura moderate conjuration — **CL** 7th
Slot head — **Weight** 1 lb.

The woven reeds of this intricate conical reed hat (called a *douli, do'un*, or *caping of rising waters* in some cultures) smell faintly of saltwater and the brim's edges are painted with a continuous pattern of a rolling great wave. The wearer of a *rising waters sugegasa* can tread across the surface of water as if it were normal ground, as if affected by a *water walk* spell.

By removing the sugegasa and speaking the command word, it can transform into a wide, circular raft capable of holding up to four Medium creatures. The raft can move up to 30 feet on the water and can be transformed back into a sugegasa with the command word.

Construction **10,600 GP**

Craft Wondrous Item, *minor creation*, *water walk*



TYPHOON FAN — 35,837 GP

Aura moderate evocation — **CL** 9th
Slot none — **Weight** 1 lb.

Each of the half-dozen banana palm leaves are woven together to create this *+1 fighting fan* are as strong and sturdy as steel. Three times per day, a *typhoon fan* can create a massive torrent of wind as a swift action when its wielder attacks with it using the attack action, creating a 5-foot diameter line of wind that starts in the attacked creature's square and moves away from the *typhoon fan*'s wielder. Any creature caught within this line takes 4d6 points of nonlethal damage and is knocked prone. A successful DC 16 Fortitude save halves the damage and prevents being knocked prone. Creatures under the effect of freedom of movement and creatures with the air subtype are unaffected by this attack.

Construction **35,837 GP**

Craft Magic Arms and Armor, *cloak of winds*[APG], *river of wind*[APG]

Gifts of Dragons, Gifts of Nirvana

Whether it is the imperial dragons or the powers of Nirvana, mortals are often the recipient of protection and guidance by greater powers. Those of mythic power have the ability to grant lasting gifts on those mortals who earn their favor. Should a mortal provide great and memorable service to a dragon or an agent of Nirvana, then they are rewarded either with either an item of power listed below, or perhaps even a shred of the being's power, which manifests as one of the feats in this section.

Blessing of the Jiaolung

A grateful sea dragon has rewarded you with a shred of its power.

Prerequisite: Non-evil alignment, you must have performed a service for a mythic sea dragon.

Benefit: Swim is a class skill for you, and you can always take 10 on Swim checks in calm or rough water. You gain a +2 bonus on Swim checks in stormy water.

Mythic: Swim is a class skill for you, and you can always take 10 on Swim checks in any type of water. You can expend one use of mythic power to gain a swim speed of 30 feet and *water breathing* for 2 hours per mythic tier you possess. If you expend two uses of mythic power, you can share the swim speed and *water breathing* with all creatures you touch when you activate the ability, dividing the duration evenly among all affected.



Minor Artifacts

SACRED SCROLL OF LANGUAGE — **MINOR ARTIFACT**

Aura strong divination — **CL** 16th
Slot none — **Weight** 10 lbs.

The *sacred scroll of language* is as large as a backpack and made of ancient papyrus. Rolled and capped with lustrous white jade, it is bound by fine leather. A character may consult the scroll once per day to gain the benefits of *tongues* and a +8 bonus to diplomacy checks for 8 hours. Once per week, a character can meditate over the scroll to gain insight over a future social meeting as if the character had cast *divination*.

A mythic wyrm sea dragon or older may bestow the *sacred scroll of language* upon one that has proven themself to be especially full of wisdom and courtesy. There can only one *sacred scroll of language* in existence at a time, and every sea dragon is aware of its location and owner. Should a sea dragon deem that its current owner has shown excessive arrogance, it may come to reclaim its prize.

DESTRUCTION

This scroll can only be destroyed by tricking the dragon that gifted it to devour it. The scroll will not be destroyed should the dragon willingly choose to devour it.



South Pacific

The scattered, far-flung archipelagos spread across thousands of miles of warm seas provide a great diversity of cultures and traditions, though with a common sense of spiritual brotherhood among peoples even when separated by the vast ocean gulfs. In such regions, metalworking and leatherworking may be limited by the available resources of their island homes, making weapons crafted of wood, rope, obsidian[UC], or bone[UC] popular. Of course, while some islands and cultures are isolated, many others are active oceanic traders and can acquire metal weapons and armor in trade.

Sharkskin: As tough as leather, sharkskin armor is treated to allow the sawtooth scales covering it to remain jagged and sharp, while also studding the armor with embedded teeth along the arms and legs. The wearer can wield these like armor spikes[CRB], though they deal damage as a weapon one size smaller. In addition, the wearer gains a +2 circumstance bonus on Escape Artist checks to escape a grapple, or +4 on Escape Artist checks to get free from ropes, vines, or similar bindings that might be cut or damaged by the armor's jagged edges.

Shell Plate: This armor is crafted from the discarded shells of monstrous crustaceans, mollusks, and turtles, formed into breastplates and protective plates for shins, shoulders, and forearms.

Woven: This armor is woven from magically toughened seaweed, hemp fibers, or similar knotted and woven mats. It is common in areas where leather and metalworking are rare or unknown.

Shields: Island cultures craft shields that are functionally identical to light and heavy wooden shields but are crafted from the thick shells of monstrous sea creatures, or sometimes from carved and treated bones of whales or other creatures of the deep rather than wood.

Table 12–2: South Pacific Armor

Armor	Cost	AC	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed		Weight
						30 ft.	20 ft.	
Light Armor								
Woven	15 gp	+2	+5	-1	15%	30 ft.	20 ft.	15 lbs.
Sharkskin	85 gp	+3	+6	-1	10%	30 ft.	20 ft.	15 lbs.
Medium Armor								
Shell plate	75 gp	+5	+3	-2	25%	20 ft.	15 ft.	20 lbs.

Taonga

Treasures and heirlooms are of great importance in the lands of the South Pacific, as a way of carrying down tribal history and collective memory, of honoring ancestors long departed while providing the promise of hope and meaning for generations to come. Many are religious in nature, honoring local nature spirits or deities of sun and wind, ocean and sand. They also represent traditional folkways and tools often unknown in the wider world beyond that may seem unique and strange to foreigners but are no less effective for their exotic nature. These *taonga* are treasures that typically remain within families, and while some are buried with the honored dead they may also be retrieved at need by descendants who have need of them.

To represent this bloodline affinity, many of these taonga have special abilities when worn or wielded by mythic characters, who may be descended from legendary heroes or explorers. If not using the mythic rules in your campaign, you might allow a feat like Eldritch Heritage[UM] or even certain traits[APG] that suggest a mysterious ancestry or destiny to serve in place of Mythic Crafter for creating such items, or in place of mythic power for a creature to be able to use the enhanced abilities of the item.

BOOMERANG, BLOODY **30,303 GP**

Aura moderate necromancy and transmutation **CL** 8th

Slot none **Weight** 3 lbs.

This gleaming *+1 returning boomerang*[APG] is honed to a razor sharp edge, dealing slashing rather than bludgeoning damage and with a critical threat range of 19-20. When the wielder confirms a critical hit with a *bloody boomerang*, the target takes 1 point of Constitution damage plus 1 hit point of bleed damage. This bleed damage stacks with itself and other sources of bleed damage.

A mythic wielder can expend one use of mythic power as a free action to imbue a *bloody boomerang* with the *keen* special ability for a number of rounds equal to his mythic tier, two uses of mythic power to grant the boomerang the *wounding* property for the same duration, or three uses of mythic power to grant both abilities to the weapon.

As a standard action, a mythic wielder can expend one use of mythic power to hurl a *bloody boomerang* like a spinning buzzsaw of death, attacking all creatures in a 30-foot line. He makes a single attack roll and applies the result to the AC of each creature in the line. If there are allies in this line, the wielder may choose not to attack them. If a miss chance applies to any targets, that miss chance is checked separately for each target. This is considered an area effect for the purpose of affecting swarms. If the attack roll is a critical threat, he makes a single confirmation roll and applies that against all targets as well. Targets gain a +2 cover bonus to AC if there

is another target of their size between them and the wielder, or a +4 cover bonus to AC if there is a larger creature between them and the wielder; this cover bonus does not apply if the wielder confirmed a critical hit against the intervening creature that provides the cover bonus.

Construction 15,303 GP

Craft Magic Arms and Armor, Mythic Crafter, *bleed*, *keen edge*, *telekinesis*

BOOMERANG, CLEVER 21,103 GP

Aura moderate evocation and transmutation **CL** 8th
Slot none **Weight** 3 lbs.

This cunningly worked wooden *+1 returning boomerang*[APG] can loop and curve in unexpected ways. The wielder can make a trip combat maneuver with a boomerang; the target may not attempt to trip the wielder in return if maneuver fails. In addition, the wielder can attempt a Bluff check as part of an attack action when throwing a *clever boomerang* at a creature within 30 feet; treat this as an attempt to feint.

A mythic wielder can perform even more amazing stunts with a *clever boomerang,* allowing him to attempt a dirty trick, disarm, or steal combat maneuver against a target, the latter two maneuvers causing the disarmed or stolen item to fall into a square adjacent to the target. In addition, if he is within 30 feet when he succeeds on such a disarm or steal combat maneuver he can expend one use of mythic power as a swift action to cause the *clever boomerang* to snatch the disarmed or stolen object and return with it to the thrower's hand.

Construction 10,703 GP

Craft Magic Arms and Armor, Mythic Crafter, *pilfering hand*[UC], *telekinesis*

BOOMERANG, RICOCHET 18,303 GP

Aura faint illusion, necromancy, and transmutation **CL** 3rd
Slot none **Weight** 3 lbs.

This polished wooden *+1 returning boomerang*[APG] is capable of impossible aerobatics in striking targets that are close together. As a standard action, the wielder can use the attack action, taking a -2 penalty on his attack roll. If the attack hits, the wielder can select a second target within 10 feet of the original target and make a second attack roll using the same attack bonus (including the -2 penalty) against that target.

In addition, if the wielder attacks a target with cover (but not total cover), he can bounce the *ricochet boomerang* off a solid object of at least Medium size within 10 feet of the target. This results in a -2 penalty on the attack roll as above, but any cover bonus to the defender's AC must be determined as if the attack came from the direction of that object rather than from the wielder's actual direction.

A mythic wielder takes only a -1 penalty on attack rolls when performing the above stunts with a *ricochet boomerang.* In addition, a mythic wielder can expend one use of mythic power to use the *ricochet boomerang* to perform a full-attack action. After each attack is resolved, the boomerang must move to a new target, but it can "bounce" back from one target to a previous target if desired. To determine range penalties for these attacks, trace the boomerang's movement from the wielder to the first target and then to each subsequent target, adding an additional 10 feet for each successful hit.

Construction 9,303 GP

Craft Magic Arms and Armor, Mythic Crafter, *telekinesis*

CORAL CORSET 16,500 GP

Aura faint transmutation **CL** 5th
Slot armor **Weight** 5 lbs.

A *coral corset* is crafted of living coral that is magically sustained out of water. A *coral corset* reshapes itself to its wearer, covering its torso with reinforced mineralized coral structures. A *coral corset* is light armor and grants a +3 armor bonus to AC, with a maximum Dexterity bonus of +4 and an armor check penalty of -2. Wearing a *coral corset* slows the wearer's respiration and blunts its need



for air, allowing the wearer to hold their breath for twice as long before risking drowning.

As a full-round action, the wearer can command the *coral corset* to grow and envelop its entire body in a living reef. This process takes 1d4 rounds (halved in direct sunlight, but doubled in areas of darkness), but once complete this reef armor remains flexible despite its calcific appearance. The wearer can also return the *coral corset* to its normal form, causing this reef armor to wither and crumble, taking the same amount of time. In this full-body form, a *coral corset* is medium armor and grants a +6 armor bonus to AC, with a maximum Dexterity bonus of +2 and an armor check penalty of -4. A *coral corset's* armor check penalty (in both forms) does not apply on Swim checks or on Stealth checks underwater.

The wearer of a *coral corset* is at home in and around coral reefs, never taking damage or contracting coral scratch from brushing against or falling prone on a coral reef. The wearer also gains a +4 bonus on Escape Artist and Stealth checks when moving in and around coral reefs.

In addition to the above, once per day as a swift action the wearer can release a stinging venom into a creature grappling with it, causing that creature to become paralyzed for 1d4 rounds (DC 14 Fortitude negates).

A *coral corset* can be enchanted as magical armor

Construction	8,500 gp

Craft Magic Arms and Armor, *poison*, *reef growth*

HEI MATAU AMULET	**32,000 GP**
Aura moderate divination and transmutation	**CL** 7th
Slot neck	**Weight** 1 lb.

This whalebone amulet is carved in the form of a stylized fishhook twisted back on itself. Ordinary *hei matau* are symbols of good luck, and an enchanted *hei matau amulet* grants the wearer a +1 luck bonus on saving throws. In addition, the wearer gains a +5 bonus on Profession (sailor) checks and can use *know direction* at will in aquatic terrain. The wearer can also *water walk* for up to 7 rounds per day; these rounds need not be continuous.

If the *hei matau amulet* is dropped into salt water, it can be transformed into a *manaia*, a celestial giant seahorse[B4] with the head of a seabird (granting it a bite attack as a primary natural weapon dealing 1d6+5 poinds of damage). The *manaia* has Int 10 and can speak Aquan and Celestial, and it can grant *water breathing* to any creature riding it. The *manaia* serves the creature who activated it for up to 7 hours per week, divided up in 1-hour increments; these hours need not be continuous. At its creator's command, it can expend 1 hour of its duration to create a *magic circle against evil* centered on itself; creatures within this *magic circle* also gain fire resistance 10. This function of the amulet functions as a *figurine of wondrous power*, with the *manaia* changing back into an amulet when killed,

when the duration expires, or when commanded by its creator.

A mythic wearer can *water walk* for up to 7 minutes per day; this duration need not be continuous but must be spent in 1-minute increments. She also gains limited control over the sea once per day as a standard action, allowing her to create a pathway 5 feet wide through a body of water up to 20 feet deep and up to 200 feet long, lasting up to 1 hour. The wearer can double the depth, length, or width of this pathway by expending one use of mythic power as a full-round action. This trench in the water does not impede the movement of Huge or larger ships, though smaller boats may founder if they try to cross it (GM's discretion).

She also can tap into the spirit of the *manaia* even when still wearing the amulet, communing with the spirits of the sea through it. She can ask a question of direction to a destination (as *find the path*) or a single yes/no question (as *commune*, but only questions relating to the sea or sky or creatures or objects in it) by expending 1 hour of the *manaia's* duration that week. She also can expend 1 hour to create a *magic circle against evil* (providing fire resistance 10 to creatures within it) or she can expend 5 hours of its duration to *commune with nature*. These powers can be used only in aquatic terrain (including shorelines, atolls, lagoons, reefs, and even small islands, at the GM's discretion). The wearer can expend mythic power in place of using up the *manaia's* duration at a rate of one use of mythic power per hour of duration.

Construction **16,000 GP**

Craft Wondrous Item, Mythic Crafter, *divine favor*, *magic circle against evil*, *resist energy*, *summon monster IV*, *water walk*

HEI TIKI AMULET 22,000 GP

Aura moderate evocation **CL** 9th
Slot neck **Weight** 1 lb.

This pounamu (greenstone) amulet is a stylized rendition of the first man, Tiki. Typically crafted with a large head and eyes, with hands on thighs, a *hei tiki* bestows courage and solace to the wearer, granting a +2 bonus on saves against fear and emotion effects. The wearer also gains premonitions of danger, with a +2 luck bonus on Perception checks made to avoid being surprised and to AC and on saving throws during a surprise round.

A mythic wearer, however, can tap into a far greater power to create a spirit-manifestation of her ancient tiki guardians once per day as a full-round action by expending one use of mythic power. This tiki guardian may take the form of an invisible spirit similar to a *mage's faithful hound*, though warning of intruders with the sound of disembodied drums rather than barking. Alternatively, she can create a solid protector equivalent to an *interposing hand*, but appearing as Large tiki mask or idol (the details of each such tiki guardian can be described by the wearer) rather than a large hand. The protection of this tiki guardian also aids the wearer in combat against foes the tiki guardian attacks or wards away, granting the wearer a +2 circumstance bonus on her first attack roll or opposed ability check or skill check made against that creature each round.

Construction **11,000 GP**

Craft Wondrous Item, Mythic Crafter, *anticipate peril*[UM], *interposing hand*, *mage's faithful hound*

OUTBACK WOOMERA 21,650 GP

Aura moderate transmutation **CL** 8th
Slot none **Weight** 4 lbs.

This dug-out spear-thrower is a deadly aid in hunting. It can be wielded in melee as a *+1 club*, and while the sharp-edged blade set into the base of its handle is of little use in combat it is eminently useful in skinning game and cutting wood. A shortspear can be drawn and loaded into its long, narrow bowl as a move action that does not provoke attacks of opportunity, and any shortspear hurled using an *outback woomera* is treated as either a *+1 distance* or *+1 keen* weapon; the wielder may choose whether to favor distance or deadliness each time

he casts a spear. In either case, his maximum range is 10 times the shortspear's range increment rather than 5 times.

A mythic wielder casting a shortspear with an *outback woomera* treats it as a *+1 distance keen shortspear.* In addition, if he expends one use of mythic power as a swift action he may add his mythic tier as a bonus on his attack roll, ignoring cover (but not total cover) and concealment and bypassing damage reduction, or he may multiply the range increment of a shortspear he throws by 5, with no maximum range; this overlaps and does not stack with the limitless range[MAdv] champion path ability. If the wielder has the Deadly Aim feat, attacks he makes with shortspears flung with the *outback woomera* are treated as if he had the Mythic Deadly Aim[MAdv] feat.

While many warriors use a typical woomera to store food or water, a mythic wielder's woomera is always stocked with provisions. Once every 24 hours he can expend one use of mythic power to glean 2d4 handfuls of seeds, berries, and other foodstuffs (each handful function as a *goodberry*) and decant a gallon of clean, fresh water from the *outback woomera.*

Construction 10,975 gp

Craft Magic Arms and Armor, Mythic Crafter, *clairaudience/clairvoyance*, *create water*, *goodberry*, *keen edge*, *magic weapon*, *true strike*

POSSUM-SKIN CLOAK 9,000 GP

Aura faint divination and transmutation **CL** 4th
Slot body **Weight** 1 lb.

A *possum-skin cloak* is quilted together from dozens of opossum skins sewn with kangaroo sinew and inscribed with tribal insignia, religious symbology, and stained with ochre and mud dyes. The cloak is surpassingly comfortable in all types of weather, protecting the wearer as *endure elements* and granting a +2 bonus on saving throws against wind and weather effects, whether natural or magically created (not including electricity).

While a common cloak of this kind displays tribal heritage and lineage, a *possum-skin cloak* allows the wearer to tap into ancestral wisdom and tribal memory, granting the wearer a +2 competence bonus on Knowledge (history) and Knowledge (local) checks, as well as on Diplomacy checks with aboriginal peoples who recognize the cloak's significance.

The cloak also grants the wearer a +2 bonus on Climb checks, and if the wearer climbs into a tree or wall at least 10 feet above the ground he can command the *possum-skin cloak* to wrap him (and a familiar or similar small creature) in a warm, blanketed shelter that is difficult to notice from the ground, requiring a DC 20 Perception or Survival check, even for creatures with blindsight, blindsense, or scent. He can remain in this shelter indefinitely and can leave the shelter moored to the surface (requiring a DC 20 Strength check to remove), climbing into or out of it as a move action.

A mythic wearer who uses a mythic surge to enhance a skill check modified by his *possum-skin cloak* can roll twice on the surge die and take the better result. In addition, he can expend one use of mythic power as a full-round action to confer with the spirits on a planned course of action as if wearing a *phylactery of faithfulness* or casting an *augury* spell.

In addition, a mythic wearer using the *possum-skin cloak* to create a hanging shelter can expend one use of mythic power to expand the size of the shelter to cover up to 4 contiguous 5-foot-squares, each of which may shelter a single Medium or smaller creature. All creatures in the shelter gain the benefits of *endure elements* and a +2 bonus on saves against wind and weather effects.

Construction 4,500 gp

Craft Wondrous Item, Mythic Crafter, *augury*, *endure elements*, *minor creation*

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