

PIRATES OF THE WESTERN OCEAN

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INTRODUCTION

The pirate genre draws from a long and storied past, stretching back to the Vikings. Those Scandinavian reavers flung the torch to the Moorish pirates of the Maghreb, who terrorized the Mediterranean and controlled the Straits of Gibraltar. Eventually, they were joined by the sea-dogs of the Age of Sail who crisscrossed the Atlantic, occasionally crossing swords and trading shot with their still fearsome contemporaries hunting from the coasts of North Africa.

Each of these eras presents a slightly different take on pirates and their activities, allowing a campaign to explore different themes and moods. Your pirates may act nothing like any of these abstracted scalawags, but knowing at least some of the history permits a Game Master to better tailor how piracy is incorporated into the campaign.

Vikings acted as a combination of reavers and invading army, quickly moving along coastlines to raid communities for goods, loot, and slaves before returning to the waves and eventually their homes. They committed campaigns of slash-and-burn savagery followed by colonization. They took and traded slaves all throughout Europe, eventually becoming more merchant than bloodthirsty pirate.

By contrast, the Moorish pirates often practiced a Jihad-bypiracy, taking heretics and non-believers as slaves while extorting riches from those powerful enough to put up a fight. They were the target of a failed crusade in the late 1200's, and their slave trade continued well into the 19th century. Eventually, the Barbary pirates became such a scourge that the US Marines attacked their strongholds in the 1800's. The buccaneers of North Africa had no desire to colonize, preferring to strike terror in the hearts of the infidels while lining their pockets with gold. During the Age of Sail, from the 16th to early 19th century, pirates acted much like the Moors or Vikings in centuries past, but they took on a new role. While they still maintained an insatiable greed for the plunder of newly discovered shores and pushed the boundaries of the map both east and west,, they also acted as chess pieces in a war of proxies. By this time the focus had long shifted away from colonization, but pirates still excelled at exploration, slavery, and smuggling. Piracy in this era often took the genteel veneer of "privateering," the sanctioned plunder of a rival nation's vessels with the tacit permission of government.

Pirates of the Age of Sail also enjoyed an unusual lifestyle of personal freedom, voting to select and keep their captains and collaborating to ensure equal distribution of spoils while compensating crewmembers who suffered irreparable injury. In a time when many still languished in servitude, often because of the acts of pirates themselves, pirate crews lived by a code of egalitarian democracy. One extreme example of this dedication to freedom was the short-lived state of Libertatia. Founded by two pirates and a Dominican priest, it occupied the northern part of Madagascar for twenty-five years. Its inhabitants attacked national vessels, freed slaves, and liberated prisoners, fostering an anarchist city-state which encouraged and supported piracy.

Regardless of the mood you decide to set with your high seas adventures, you'll find an entertaining collection of pirate lords, ports of call, colorful characters, savage creatures, and mysterious treasures within these pages. These sea-dogs and salty harbors are sure to bring extra character to your game, either as rivals or safe havens, contemporaries or legends, or even foes and rich targets. Keep your cutlass sharp and the wind at your back-- here's wishing you good hunting!

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LORDS OF THE SEAS

CR 12

No campaign on the briny seas is complete without storied buccaneers to hoist their colors, instill fear, or evoke bawdy tales. These five rapscallions ply the Western Ocean.

ERNST "GOLDTOOTH" GALWAY

Though a few extra pounds hang on his once-powerful frame and grey streaks his bushy black beard and hair, his steely eyes and his goldtoothed grin promise cold-hearted malice.

Ernst "Goldtooth" Galway

19,200 XP

Male human rogue (pirate) 13 (*Pathfinder RPG Ultimate Combat*) CN Medium humanoid (human – transformed denizen of Leng) **Init** +8; **Senses** Perception +18

DEFENSE

AC 21, touch 15, flat-footed 16 (+6 armor, +4 Dex, +1 dodge) **hp** 82 (13d8+26)

Fort +7, Ref +12, Will +8; +4 vs fear)

Defensive Abilities evasion, improved evasion, improved uncanny dodge, unflinching

OFFENSE

Speed 30 ft.

Melee +1 shock rapier +14/+9 (1d6+2/15-20 plus 1d6 electrical) **Ranged** +1 hand crossbow +14/+9 (1d4+1/19-20)

Special Attacks spring attack, redirect attack, spell-like abilities, quickened spell (*detect thoughts*, 3/day), sneak attack +7d6

Spell-like Abilities (CL 10th; concentration +15)

Constant—tongues

3/day—detect thoughts (DC 17), hypnotic pattern (DC 17), levitate, minor image (DC 17)

1/day-locate object, plane shift (DC 20, self only)

TACTICS

Before Combat

Due to his connections in Graydock, Ernst has great access to magic items and will use them to buff himself before combat.

During Combat

Ernst will use his quickened *detect thoughts* to pinpoint the most dangerous foe. He spring attacks around his foes, occasionally using his wands or spell-like abilities to deceive the weak minded. **Morale**

If he feels like his life is really at risk, he will use his *potion of gaseous* form to escape.

STATISTICS

Str 12, Dex 18, Con 12 , Int 16, Wis 14, Cha 16 Base Atk +9; CMB +10; CMD 24

Feats Dodge, Great Fortitude, Improved Initiative, Improved Critical (rapier), Iron Will, Mobility, Quicken Spell-like Ability, Sap Adept,

Sea Legs, Skill Focus (Use Magic Device), Sping Attack, Toughness, Weapon Finesse

Skills Acrobatics +19, Appraise +16, Bluff +20, Diplomacy +18, Disguise +18, Escape Artist +14, Intimidate +11, Knowledge: Dungeoneering +11, Knowledge: Local +11, Perception +18, Profession: Merchant +18, Sense Motive +10, Sleight of Hand +14, Stealth +11, Use Magic Device +22; **Modifiers** Honeyed Words (4/ day)

Languages Aklo, Aquan, Common, Draconic

SQ another day, swinging reposition, surprise attacks

- **Combat Gear**+1 hand crossbow with 20 bolts, +1 shock rapier, +2 glamered chain shirt, wand of entangle (10 charges), wand of invisibility (3 charges), wand of lightning bolt (7 charges), wand of longstrider (6 charges)
- **Other Gear** bag of holding I, astrolabe, noble's outfit, potion of cure serious wounds, potion of gaseous form, 10 gp, 40 sp, 3 rubies (1000 gp each)



SPECIAL ABILITIES

Another Day (1/day) (Ex) If a hit drops him below zero hit points, he gets a 5-foot step as immediate action.

- **Black Market Connections (Ex)** Treat settlements as 1 size larger for gp limits on magic items.
- Honeyed Words (4/day) (Ex) Roll twice for Bluff checks and take better result.
- Redirect Attack (1/day) (Ex) If hit in melee, can redirect attack into adjacent foe.
- **Surprise Attacks (Ex)** During surprise rounds, foes are always flatfooted even if they've taken an action.

Swinging Reposition (Ex) Uses ropes, masts and other nautical items to incorporate a charge or bull rush into acrobatic checks.

Unflinching (Ex) Gains +4 on saves vs. fear and mind effects.

Background

Ernst rose up through the ranks of the pirate league due to his uncanny abilities and ruthless drive. Now the Pirate Lord of Graydock, the most popular black-market port and buccaneer den in the Western Ocean, he has many pirate crews under his flag and takes a cut of just about every sale that happens in his port.

Graydock facilitates the selling of plunder, the refurbishment of ships, the hiring of new hands, and the various other chores required between voyages. Ernst has made protection deals with several Barsellan nobles, funneling stolen goods their way for a profit, in order to keep the navy off his back. When that doesn't work, he simply picks up and moves the port to a new location.

What no one knows is that Ernst Galway is secretly a denizen of Leng, magically transformed as part of a long-reaching infiltration campaign. When not ruling his pirate port or carousing in Barsella, he funnels information and slaves to his outer-planar brethren.

Motivations & Goals

He is driven by his own vices. Addicted to comfort and living the good life through his extreme wealth, he wants nothing more than to enjoy the fruits of his labors.

Schemes & Plots

Ernst is playing both sides. He must remain loyal to Leng, but he enjoys the opulence he has worked so hard to achieve. If he can find a way to escape Leng's yoke, he will leap at the chance. Currently, Ernst has several irons in the fire and is actively looking for outside assistance:

- A band of Tengu raiders has been plaguing the pirate ships in the area around Graydock. Ernst is looking for help to scout out these marauders and bring them to heel.
- Lord Pavonis has reneged on a deal with Graydock, so Ernst needs someone to send the Barsellan noble a message.

EVAIN "SEA-BELLOWS" SAOL

Evain stands just under six feet tall with sun kissed brown hair and undeniable elven heritage. He charms his way through life and, when ashore, never misses an opportunity to rub elbows with the elite and well coined. Though a privateer by trade, he considers himself above "savage piracy."

Evain "Sea-Bellows" Saol

19,200 XP

Male half-elf bard (sea singer) 13 (Pathfinder RPG Advanced Player's Guide)

CG Medium humanoid (half-elf)

Init +2; Senses low-light vision; Perception +1

DEFENSE

AC 21, touch 14, flat-footed 18 (+5 armor, +2 shield, +2 dex, +1 dodge, +1 deflection)

hp 79 (13d8+17)

Fort +5, Ref +10, Will +9; +4 vs. bardic performance, languagedependent, and sonic

Defensive Abilities sea legs

OFFENSE

Speed 30 ft.

Melee +1 silvered corrosive rapier +12/+7 (1d6/18-20 plus 1d6 acid) Ranged mwk light crossbow +12/+7 (1d8/19-20)

Bard Spells Known (CL 13th; concentration +19)

- 5th (2/day)—shadow evocation (DC 21), unwilling shield² (DC 21) 4th (4/day)—cure critical wounds (DC 20), serenity³ (DC 20), shadow
- conjuration (DC 20), shocking image⁴ (DC 20) 3rd (5/day)—chrono location¹ (DC 19), cure serious wounds (DC 19),
- good hope, rapid aging¹ (DC 19), reviving finale²

2nd (7/day)—blistering invective⁴, cure moderate wounds (DC18), invisibility, message in a bottle¹, painful memories¹ (DC 18)

1st (7/day)—charm person (DC 17), cure light wounds (DC 17), fumbletongue³ (DC 17), hideous laughter (DC 17), memory lapse¹ (DC 17), moment of greatness⁴, unnatural lust³ (DC 17)

0 (at will)—haunted fey aspect⁴, know direction, light, sift², unwitting ally² (DC 16)

1-See Spells of the Western Ocean below, 2-Pathfinder RPG Advanced Player's Guide, 3-Pathfinder RPG Ultimate Magic, 4-Pathfinder RPG Ultimate Combat

TACTICS

Before Combat

Evain uses Diplomacy and Intimidation to avoid combat if he can. If the situation turns sour he often uses memory lapse for a second chance.

During Combat

When words fail, Evain begins combat with supportive spells, and then sings a dirge of doom. When fighting in a group he continues to sing, but alone he combines singing, spells, and attacks, all the while Jry distracts and attacks other foes.

Morale

Evain believes all conflicts could be solved without the use of force, but understands not everyone is as enlightened as he. He is egotistical and vain, but also devilishly charming. None question his loyalty to his crew, nor the crew to their captain.

STATISTICS

Str 8, Dex 14, Con 12 , Int 10, Wis 13, Cha 22 Base Atk +9/+4; CMB +8; CMD 20

Feats Skill Focus (Perform [sing]), Weapon Finesse, Lingering Performance (Pathfinder RPG Advanced Player's Guide), Persuasive, Dodge, Mobility, Improved Familiar, Spellsong (Pathfinder RPG Ultimate Magic)

Skills Bluff +26, Diplomacy +26, Intimidate +16, Knowledge (geography) +11, Knowledge (local) +11, Knowledge (nature) +11, Linguistics 11, Perform (sing) +28, Perform (whale-song pipe organ) +18, Perform (dance) +13, Profession (sailor) +11, Sense Motive +11

Languages Common, Elven, Gnome, Draconic

SQ elf blood, elf immunities, familiar (prism wing) Jry, keen senses **Combat Gear** +1 silvered corrosive rapier, +1 mithril shirt,+1 darkwood buckler, ring of protection +1, mwk light crossbow and 20 bolts

Other Gear cloak of the manta ray, feather token (swan boat), headband of alluring charisma +2, wand of *cure light wounds*, tungsten ring worth 500 gp.

PIRATES OF THE WESTERN OCEAN

CR 12



SPECIAL ABILITIES

World Traveler (Ex): A sea singer gains a bonus equal to half his bard level on Knowledge (geography), Knowledge (local), Knowledge (nature), and Linguistics checks. He can reroll a check against one of these skills 3 times per day, but must take the result of the second roll even if it is worse.

Bardic Performance (37 rounds/day): A bard may begin a performance as a swift action.

Sea Shanty (Su): A sea singer learns to counter seasickness and exhaustion during long sea voyages. Each round of a sea shanty, he makes a Perform skill check. Allies within 30 ft. (including the sea singer) may use his Perform check in place of a saving throw against becoming exhausted, fatigued, nauseated, or sickened; if already under such an effect, a new save is allowed each round of the sea shanty, using the bard's Perform check for the save. A sea shanty has no effect on instantaneous effects or effects that do not allow saves. This ability requires audible components.

Distraction (Su): As the bardic ability.

Fascinate (Su): As the bardic ability (up to 5 creatures).

Inspire Courage (Su): As the bardic ability (+3 bonus).

Still Water (Su): A sea singer uses performance to calm rough waters within 30 ft., reducing the DC for Profession (sailor) and Swim checks, as well as for Acrobatics and Climb checks aboard ship, by 6. He can extend this duration to 1 hour by playing for 10 consecutive rounds. This ability requires audible components.

Whistle the Wind (Su): A bard uses performance to create a gust of

wind. This wind lasts for as long as he continues his performance. He can extend this duration to 1 minute by playing for 5 consecutive rounds.

Dirge of Doom (Su): As the bardic ability.

Inspire Greatness (Su): As the bardic ability (2 allies).

Soothing Performance (Su): As the bardic ability.

Sea Legs (Ex): A sea singer gains +4 bonus on saving throws against air and water effects and effects that would cause the sea singer to slip, trip, or otherwise be knocked prone. He gains a +2 bonus to CMD against grapple, overrun, and trip.

Lore Master (Ex): As the bardic ability.

Jack-of-All-Trades (Ex): As the bardic ability.

Background

Captains the *Spotted Fin*, a single masted cog, commissioned to be a privateering vessel. Though the Barsellan government denies any association with Evain or *Spotted Fin*, rumors abound about the "dogooder" pirate.

Motivations & Goals

Evain wants to make a name for himself with his employers, but above anything strives to please the druidess Ré Saol, his wife.

Schemes & Plots

When you need a pirate who will not slit your throat or rob you blind, you need Evain. But board the Fin only if you be a lover of song and dance. Evain's motto: "Always turn the other cheek. Next time it might get kissed".

Ré Saol

Ré loves the world and all life in it. With wild plum colored hair, strikingly periwinkle eyes and sharp but delicate features, the wisdom behind her uncounted years is evident to all who meet her, despite her small stature.

Ré Saol

CR 12

19,200 XP

Female gnome druid 13

NG Small humanoid (gnome)

Init +5; Senses low-light vision; Perception +20

DEFENSE

AC 21, touch 12, flat-footed 20 (+5 armor, +3 shield, +1 Dex, +1 natural, +1 size)

hp 80 (13d8+26)

Fort +8, **Ref** +7, **Will** +13; +4 vs. fey and plant–targeted effects, +2 vs. illusion effects

Racial Traits Gnome Magic, Illusion Resistance, Keen Senses,

Obsessive, Warden of Nature (*Pathfinder RPG Advanced Player's Guide*) **Resist** Fire 2, Electricity 2

Defensive Abilities +2 AC bonus vs. aberrations, oozes, and vermin, illusion resistance, resist nature's lure

OFFENSE

Speed 15 ft.

Melee +1 returning spear +10 (1d6+1/20x3)

Ranged +1 returning spear +11 (1d6+2/20x3) or mwk sling +11 (1d3+1/x2)

Offensive Abilities +1 attack vs. aberrations, oozes, and vermin Druid Spells Prepared (CL 13th; concentration +18)

7th—control weather

6th—ironwood, eagle aerie4

5th—call lightning storm (DC 20), commune with nature, control winds, cure critical wounds (DC 20)

4th—control water, cure serious wounds (DC 19), intensifying force¹ (DC 19), ironsides¹, ride the waves⁴

3rd—cure moderate wounds (DC 18), greater magic fang, pup shape³ (DC 18), rapid aging¹ (DC 18), remove disease

2nd—crustacean carapace¹, elemental surge¹ (DC 17), reverse industry¹ (DC 17), view the past¹ (DC 17), wilderness soldiers³

1st—ant haul², charm animal (DC16), cure light wounds (DC 16), not so fast¹ (DC 16), produce flame (DC 16), speak with animals

0 (at will)—create water, detect magic, purify food and drink, stabilize 1-See Spells of the Western Ocean below, 2-Pathfinder RPG Advanced Player's Guide, 3-Pathfinder RPG Ultimate Magic, 4-Pathfinder RPG Ultimate Combat

TACTICS

Before Combat

Ré bides her time, cautiously considering her options before attacking. When she does attack, her first attack is always with the maximum possible force.

During Combat

With her elasmosaurus companion, Lea, Ré uses her powerful animal shape and spells to confound and lay waste to her foes.

Morale

Ré loves life and dedicates herself to preserving it.

STATISTICS

Str 11, Dex 12, Con 10, Int 14, Wis 20, Cha 12

Base Atk +9; CMB +9; CMD 20

Feats Toughness, Lightning Reflexes, Improved Initiative, Natural Spell, Powerful Shape (*Pathfinder RPG Ultimate Magic*), Improved Share Spell (*Pathfinder RPG Advanced Player's Guide*), Wild Speech (*Pathfinder RPG Ultimate Magic*)

Skills Fly +12, Handle Animal +14, Knowledge (nature) +20,

Perception +15, Profession (cartographer) +13, Ride +12, Spellcraft +15, Survival +19, Swim +11

Languages Common, Gnome, Druidic, Sylvan

SQ animal companion (elasmosaurus [*Pathfinder RPG Bestiary 2*]) Lea, gnome magic, keen senses, obsessive, warden of nature (*Pathfinder RPG Advanced Player's Guide*)

Combat Gear +1 returning spear, +1 large wooden shield, +1 hide armor, amulet of natural armor +1, cloak of resistance +2, druid's vestment, wand of summon nature's ally I, wand of magic stone, mwk sling (10 bullets)

Other Gear *feather token (anchor), headband of inspired wisdom +2,* gold ring with diamond and topaz insets (750 gp), 26 gp.

SPECIAL ABILITIES

Nature Bond (Ex): animal companion

Nature Sense (Ex): +2 Knowledge (nature) and Survival

Wild Empathy (Ex): As the druidic ability

- **Woodland Stride (Ex):** May move through non-magical natural difficult terrain without taking damage or impairment
- **Trackless Step (Ex):** Leaves no trail in natural surroundings and cannot be tracked, she may choose to leave a trail.
- Wild Shape (Su): 6/day as the druidic ability except she may choose to increase one size category

Venom Immunity (Ex): Immune to all poisons

A Thousand Faces (Su): May use alter self at will, but only when in natural form.

Background

Ré fell in love with the sea when she met Lea playing in a shallow

lagoon. Soon after, she joined the crew of the *Spotted Fin*, hoping to explore the seas with her dinosaur. Watching Lea swim and play in the water brings Ré her greatest joy.

Motivations & Goals

Ré cares not where she sails and swims, as long as Lea remains by her side and she can sing and dance with her loving husband Evain. She vows to map the Western Ocean, including its darkest depths.

Schemes & Plots

When drawing maps, Ré seeks to preserve nature's treasures by concealing their whereabouts. She purposely codes her maps to discourage sailors from despoiling natural wonders. When sailing beyond known waters, Ré and Lea serve as meticulous and motivated guides.

Keng Hakon

A wiry man of Kathay heritage and complexion, Hakon favors tricorner hats and well-tailored uniforms, even when going ashore. He has a pleasant and civil demeanor concealing a calculating tactician and strategist absolutely dedicated to liberating his homeland. While abroad, he remains diplomatic and professional until battle begins, and then his squinting smile seems more reminiscent of a hunting shark.

Keng Hakon

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XP 19,200

Male human bard (archivist) 2 / oracle 12 LE Medium humanoid (human) Init +6; Senses Perception +17

DEFENSE

AC 22, touch 13, flat-footed 19 (+8 armor, +2 Dex, +1 dodge, +1 natural)

hp 109 (2d8+12d8+42)

Fort +9 **Ref** +10 **Will** +12; +4 vs. magical traps, languagedependent effects, and symbols, glyphs, and magical writings

OFFENSE

Speed 30 ft.

Melee mwk longsword +10/+5 (1d8-1/19-20)

Special Attacks bardic performance 12 rounds/day (standard action - countersong, distraction, fascination, naturalist +1)

Bard Spells Known (CL 2th; concentration +8)

1st (4/day)—dancing lantern, horn of pursuit, saving finale 0 (at will)—know direction, message, prestidigitation, sift, spark (DC 17)

Oracle Spells Known (CL 12th; concentration +18)

- 6th (4/day)—blade barrier (DC 23), chain lightning (DC 23), mass cure moderate wounds
- 5th (7/day)—breath of life, mass cure light wounds, overland flight, summon monster V
- 4th (7/day)—blessing of fervor, cure critical wounds, greater magic weapon, order's wrath (DC 21), rainbow pattern (DC 20)
- 3rd (7/day)—chain of perdition, cure serious wounds, daylight, dispel magic, prayer, wind wall
- 2nd (8/day)—bear's endurance, bull's strength, cure moderate wounds, lesser restore, hypnotic pattern (DC 18), share language, sound burst (DC 19)
- 1st (8/day)—color spray (DC 17), bless, command (DC 17), cure light wounds, protection from chaos, sanctuary, shield of faith
- 0 (at will)—bleed (DC 16), create water, detect magic, guidance, purify food and drink, read magic, resistance, stabilize, virtue **Mystery** Heavens



TACTICS

Before Combat

Keng always activates coat of many stars before battle and readies spells for himself and his allies as needed. For boarding assaults, he may create a moonlight bridge, allowing his sailors to charge across to the opposing vessel.

During Combat

Keng commands his mariners against adversaries while casting spells to empower and heal his allies. He will attack foes with battle magic at opportune moments to ensure victory.

Morale

Knowing he sails on strange and dangerous waters, Keng would rather withdraw from a losing fight and study enemies from the safety of his fleet or floating fortress before sending forces for another confrontation of his devising.

STATISTICS

Str 8 Dex 14 Con 15 Int 16, Wis 10, Cha 22 Base Atk +10/+5; CMB +9; CMD 22

Feats Combat Casting, Dodge, Great Fortitude, Improved Initiative, Leadership, Quicken Spell, Spell Focus (evocation), Spell Penetration

Skills Bluff +11, Diplomacy +23, Fly +11, Intimidate +11, Knowledge (arcana) +17, Knowledge (history) +12, Knowledge (planes) +13, Knowledge (religion) +13, Linguistics +8, Perception +17, Performance (oratory) +11, Perform (string) +11, Sense Motive +13, Spellcraft +20, Use Magic Device +11 Languages Common, Khandiran, High Azuran, Auran, Kathayan, Nurian, Draconic, Tengu, Sikkimese

- **SQ** bardic knowledge +1, lore master* (1/day), magic lore*, oracle's curse (tongues), revelations (coat of many stars, lure of the heavens, moonlight bridge, star chart)
- **Combat Gear** *cloak of resistance* +1, mwk longsword, *necklace of natural armor* +1
- **Other Gear** belt of physical might +2 (Dex and Con), decanter of endless water, headband of alluring charisma +4, lyre of building, marvelous pigments, spell component pouch, 200 pp

Background

When the ceaseless clans of Kathay battered at the old Imperium, it launched the Expedition of Eminence to strengthen its position with vassal tributes. Magistrate Keng Hakon was only the expedition's historian, but as ocean hazards winnowed the ranks, he found himself the ranking officer of the fleet.

While mired in the slow, convoluted dealings of the Raj Court of Khandiria, the fleet received news of Kathay's armies overrunning their homeland. Something within Keng ignited upon the news as celestial visions filled his mind, the weight of an empire fell upon his shoulders. Keng ordered his fleet to sack their Khandirian host's city, taking by force the tribute they came to negotiate for. With their ship holds full, they sailed towards the dusk into their long exile. In the mysterious seas of the West they hope to find the means to restore the old Imperium.

Motivations & Goals

Rather than face suicidal odds in his conquered homeland, Keng gambled on uncovering magics and artifacts from western lands. With no desire to wander the oceans forever, Keng hopes to sail home eventually, but only as an avenging force to purge the entire Kathayan court and restore rightful rule.

As they explore an uncertain ocean, Keng's immediate concern is maintaining a seaworthy fleet. He pursues artifacts of interest with ruthless zeal, but only pillages out of necessity to supply the vast vagabond expedition. He keeps amicable relations with a few ports, coming to realize their mission may take decades and the exile community will need pliable subjects.

Schemes & Plots

As the last imperial historian, Keng maintains a library of ancient tomes, nautical logs, and mystical writings. Foremost among them are his personal treatises and star charts, which he consults frequently for guidance. At every available moment Keng traces celestial movements, records local myths, deciphers ancient texts, or references his already extensive collection. He pursues over a dozen avenues of power, ordering excavation of ruins and relics, locating descendants of a lost dynastic heir, or tracking impossible beasts across the ocean.

When meeting other treasure hunters and adventurers, Keng is cordial and interested in their tales of travel. He will strike temporary agreements, even with other pirates, but he often preempts likely betrayal by declaring a venture concluded and efficiently exterminating the other party before they become unruly.

Resources

Even reduced through the attrition of years, the combined expedition remains one of the grandest flotillas upon the Western Ocean, rivaled perhaps only by a Triolan Galley fleet. The colossal fortress ships dwarf even the largest Barsellan ship, but age and disrepair resigns them to anchor off the Southland coast latched together as a floating town. Keng's mariners rely on their refitted supply ships, equivalent to local warships. They also maintain several local vessels claimed through various means.

RUSHARA THE RAVEN

This svelte woman stands just five feet tall with short, raven-black hair, and she wears non-descript dark clothing. From afar, she is often mistaken for a young boy, but her comely, nymph-like face confirms her sex, even if her small breasts and lacking curves do not.

RUSHARA THE RAVEN

XP 19,200

Female human (androgynous morphoi) rogue (pirate) 12 CN Medium plant

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

DEFENSE

AC 22, touch 16, flat-footed 17 (+6 armor, +5 Dex, +1 deflection) **hp** 116 (12d8+48)

Fort +8 Ref +14 Will +4; +4 vs. fear

Defensive Abilities evasion, improved uncanny dodge, plant traits, unflinching; **Immune** temporal effects

OFFENSE

Speed 30 ft., 30 ft. swim

Melee rapier of puncturing +12/+7 (1d6+1/18-20 plus 1 bleed damage) and unarmed strike +10/+5 (1d3+1)

Ranged +2 *flaming light crossbow* +16/+11 (1d8+2/19-20 plus 1d6 fire) **Special Attacks** positioning attack (1/day), sneak attack +6d6

TACTICS

Before Combat

Rushara always seeks advantage before jumping into combat, whether that means using her *potion of invisibility*, using Intimidate or Bluff to take a foe off-guard, or merely maneuvering for a sneak attack.

During Combat

Rushara relies heavily on her ship's minotaur muscle (Kor and Zrog, CN male F12) and sorcerer (Zedi, morphoi Sor 12) to take out adversaries during combat. She uses her acrobatics, stealth, and sneak attack abilities to aid allies in the midst of combat; she rarely engages a target directly or one on one.

Morale

Rushara prefers to keep her life intact, so she'll try Diplomacy and offering a knowledge trade (she knows where the Isle of Morphoi lies and several other western islands off the beaten path) to save her skin. She is loyal to her friends, however, and will not sell them out to secure her own safety.

STATISTICS

Str 12, Dex 20, Con 19, Int 18, Wis 12, Cha 13

Base Atk +9; CMB +14; CMD 26

Feats Acrobatic, Additional Traits, Agile Maneuvers, Deadly Aim -3/+6, Point Blank Shot, Precise Shot, Sea Legs, Track

Traits Charming, Deft Dodger

Skills Acrobatics +22, Appraise +17, Bluff +14, Climb +14, Craft (clothing) +17, Craft (rope) +8, Diplomacy +14, Disable Device +20, Disguise +22, Escape Artist +13, Fly +7, Intimidate +14, Knowledge (dungeoneering) +8, Knowledge (local) +12, Linguistics +8, Perception +16, Perform (string instruments) +6, Profession (fortune-teller) +10, Profession (sailor) +16, Sense Motive +5, Sleight of Hand +9, Stealth +16 (+20 in vegetation in morphoi form), Swim +13, +5 Survival, Use Magic Device +5; Racial Modifiers +8 Perception, +4 Stealth (+12 in vegetation), +4 Survival; Other Modifiers Nimble Climber

Languages Common, Daemonic, Dwarven, Elven, Goblin SQ amphibious, another day, change shape (*alter self*), plant traits, rope master (Ex), surprise attack (Ex), swinging reposition Combat Gear +2 flaming light crossbow, +3 glamered studded

leather, rapier of puncturing, +1 dagger

Other Gear *backpack, bag of holding II,* bedroll, *belt of incredible dexterity +2,* masterwork fortune-teller's deck, masterwork thieves' tools, *potion of cure serious wounds, potion of fly, potion of fox's cunning, potion of invisibility, ring of protection +1,* spider silk rope (50'), sealing wax, tanglefoot bag, pirate clothing, waterskin, pouch, 100 gp, 2,000 gp gems

SPECIAL ABILITIES

CR 11

Immunity to Temporal Effects (Ex) The morphoi's strong connection to the goddess Mnemosyne has made them immune to all timerelated spells and effects (including time stop, temporal stasis, sands of time, and the like).

Background

Rushara Krowe hails from the Isle of Morphoi. Gaedra, a shapechanged Mnemosynian lamia matriarch, convinced Captain Halford of the visiting ship *The Seastrider* to take Rushara and her aboard, and the two sailed the Western Ocean with the crew. During the trip, Gaedra gathered the captain and crewmen's memories, and Rushara wormed "her" way into the captain's bed and heart. When Northlanders killed Halford on the docks of Barsella, she took over the ship. Afterwards, she added several minotaurs to the crew, and continued to practice the piracy Halford had taught her.

For many years, Gaedra came along for the ride, but the lamia has since returned to Morphoi. Rushara occasionally brings seasoned captains to the isle for the lamias to scan. Few captains ever return.

Rushara tries to keep a low profile, so she tends to appear as a non-descript, boyish-looking girl. When she needs to, however, she uses her change shape (*alter self*) ability to appear more alluring or intimidating—whatever is needed for the occasion.

Motivations & Goals

The thrill of the raid motivates Rushara, but she is a smart, calculating pirate: she always scopes out her targets before attacking. Above all else, she revels in her freedom and lives to wander the ocean. As captain she has little patience for those who disobey her orders, and insubordinate sailors wind up dead or walking the plank.

She can be talked into aiding others, but she will not serve as their dupe or lackey. Money can gain her assistance, but she follows her gut to gauge whether jobs will be both fun and profitable. She is sympathetic to Nethus' plight, more so than Mnemosyne's, and she can easily be swayed to help those attempting to free him. She can also be convinced to aid in plots against the priests of Hecate or Seggotan.

Schemes & Plots

Rushara helps the Mnemosynian lamia matriarchs in their schemes to gain information about their goddess' lost memories. Although she worships Mnemosyne, her devotion is more toward the sea god Nethus, Lord of the Waves. She has been away from the island for over five years, during which time she has gained some information on what happened to her god. She despises the priests of Seggotan and Hecate, and goes out of her way to cause them problems on the high seas. She gladly steals from them, and she seeks them as prisoners to hand over to Gaedra. She also searches for information on Nethus' prison, though she doubts she has the courage needed to do anything about his imprisonment.

Otherwise, Rushara schemes to gain access to wealth and whatever magic she can. She cares little about a reputation, but already sailors have spread the name of the "The Raven" as a pirate to be avoided.

Resources

Rushara owns a swift, magically-fitted caravel called *The Halford* with a contingent of 20 minotaur marines. She can call on five galley-owning minotaur pirates from the Barsella area, and a morphoi ally who also owns a caravel.

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Pirates aren't the only allies or rivals to ply the sea lanes for profit, revenge, or dreams of power. These characters can be encountered in, around, or far above the ocean.

THE BRINE PAUPER

As his thin, reedy voice hisses warnings of seaborne destruction, the Brine Pauper thrusts his tin cup into the faces of passers-by. Most give him wide berth—seawater drips from his stringy hair and beard, creating white stains on his tattered clothes, and he reeks with an overwhelming stench of salt.

The Brine Pauper

CR 4

1,200 XP

Male Human Oracle 5 CN Medium humanoid (human) Init +0; Senses water sight; Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 natural, +1 dodge) hp 34 (5d8+10) Fort +4, Ref +1, Will +5 Defensive Abilities fluid nature

OFFENSE

Speed 30 ft. **Melee** dagger +4 (1d4+1/19-20) or mwk club +5 (1d6+1) or unarmed strike +4 (1d3+1)

Ranged dagger +3 (1d4+1/19-20) Oracle Spells Known (CL 5th;

concentration +13): 2nd (5/day)—bull's strength, hold person (DC 16), inflict moderate wounds (DC 16), slipstream 1st (7/day)—bane (DC 15), bless water, cure light wounds, endure elements, inflict light wounds (DC 15), touch of the sea

0 (at will)—create water, detect poison, light, mending, purify food and drink, stabilize

Mystery waves

TACTICS

Before Combat Beggars make common targets for sailors and thugs with excess aggression. The Brine Pauper suffers such indignities humbly and without retaliation. If conflict escalates to a life-threatening level, however, he casts *slipstream* and looks for an escape.

During Combat If possible, the Brine Pauper uses *slipstream* to outrun his enemies. He casts *bane* and targets individuals with *inflict light wounds*, using Reach Spell, until he has a clear escape path. If he is near a body of water, he dives in and swims away from his attackers.

Morale The Brine Pauper does not fight to the death. If he is denied escape, he surrenders, apologizing profusely, and begs for mercy.

STATISTICS

Str 12, Dex 10, Con 14, Int 8, Wis 13, Cha 18 Base Atk +3; CMB +4; CMD 15 (19 vs bull rush, drag, grapple,

reposition, trip) **Feats** Additional Traits, Combat Casting, Dodge, Reach Spell, Self-Sufficient

Traits Fragmented One (Journeys to the West), Resilient

Skills Acrobatics +4, Escape Artist +4, Heal +8, Knowledge (nature) +6, Perception +4, Profession (sailor) +8, Spellcraft +4, Survival

+5, Swim +7

Languages Aquan, Common, Terran

SQ oracle's curse (tongues), revelations (fluid nature, water sight)

Combat Gear *amulet of natural armor* +1, dagger, masterwork club, studded leather armor

Other Gear waterproof bag, battered tin cup, *potion* of cure light wounds

SPECIAL ABILITIES

Fluid Nature (Ex) +4 bonus to CMD against bull rush, drag, grapple, reposition, and trip attempts. Opponents take a -4 penalty to confirm a critical hit against you.

Water Sight (Su) See through fog and mist without penalty.

Background

A fixture on the wharfs of Barsella, the Brine Pauper is a vocal member of The Fragmented. The Pauper clearly remembers his voyage's departure into the Western Ocean and the passing ship that hauled his floundering, half-dead body out of the sea, but the intervening details are fuzzy and vague. The Brine Pauper insists that these memories have been maliciously erased to prevent him from fulfilling his divine calling as mouthpiece of the sea, a calling he believes was bestowed upon him on his lost voyage. Both the Sons of the Arch and the agents of Mnemosyne wait and watch, suspecting that his powers are somehow linked to the lost sea god Nethus.

Motivations & Goals

The Brine Pauper wants his memories back. His disjointed visions of lush jungles and forbidding ruins offer tantalizing possibilities for his divine destiny, and he searches for any way to fill in the gap. He knows he is being watched but not by whom, so he distrusts anyone who presses him with unanswerable questions, giving off an air of mild paranoia.

Schemes & Plots

What better way to regain the Pauper's lost memories than to recreate his journey? The Brine Pauper tells his story to departing crews, hoping to alarm them with his cautionary tale and to hook them with the promise that he can help them avoid a similar fate. If he cannot find a willing crew, he will stow away on a ship that looks sturdy. Once at sea, the Pauper believes his divine communion with the waves will direct him to his lost memories.

GARTOLLA TOEPOOSKIN

This she-troll wears nets and shells in her hair and the garb of a mariner while puffing a giant tobacco pipe.

Gartolla Toepooskin

CR 9

XP 6,400

Female troll white necromancer 7 N Large humanoid (giant)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 22, touch 12, flat-footed 20 (+2 Dex, -1 size, +6 natural, +1 deflection, +4 mage armor)

hp 191 (6d8+7d6+137); regeneration 5 (acid or fire) **Fort** +9, **Ref** +6, **Will** +7

OFFENSE Speed 30 ft.

Melee bite +10 (1d8+3), 2 claws +10 (1d8+3) Space 10ft.; Reach 10ft.

Special Attacks rend (2 claws, 1d8+4)

White Necromancer Spells Known (CL 7th; concentration +10) 3rd (5/day)—cure serious wounds, speak with dead 2nd (7/day)—cure moderate wounds, invisibility, see invisibility

- **1st** (7/day)—cure light wounds, mage armor, cause fear (DC 14), death watch, doom (DC 14)
- 0 (at will)—read magic, stabilize, touch of fatigue (DC 13), bleed (DC 13), detect magic, detect poison, resistance

TACTICS

 Before Combat Gartolla casts mage armor followed by invisibility.
 During Combat Gartolla focuses on healing her allies using her Life Bond class feature, defending herself when necessary.
 Morale If her group has clearly lost, Gartolla recasts invisibility and

flees to regroup.

STATISTICS

10

Str 16, Dex 15, Con 24, Int 12, Wis 14, Cha 16 Base Atk +7; CMB +9; CMD 21

Feats Lighting Reflexes, Improved Natural Armor, Skill Focus (Perception), Eschew Materials, Improved Natural Attack (claws), Toughness, Turn Undead, Improved Channel, Extra Channel Skills Appraise +7, Heal +11, Intimidate +12, Knowledge (arcana) +7, Knowledge (Religion) +9, Perception +11, Profession: Sailor +8, Sense Motive +7, Spellcraft +7, Use Magic Device +7 Languages Common, Giant

Combat Gear *ring of protection* +1, *wand of inflict light wounds* (50 charges), *wand of ray of frost* (50 charges)

Other Gear wand of create water (50 charges), feather token: swan boat, elixir of love x2, explorer's outfit, bottle of fine wine x3, Marvos silver holy symbol, pipe, 2 lbs. of tobacco, 5gp

SPECIAL ABILITIES

- **Lore of Life and Death (Ex)** Gartolla adds her Wisdom modifier (+2) to Knowledge (religion) checks pertaining to subjects like death, burial practices, undead, and the afterlife. Gartolla also adds half her white necromancer level (+3) to all Heal skill checks. These modifiers have already been added above.
- **Rebuke Death (6/day) (Sp)** Gartolla can heal a character below 0 hit points for 1d4 hp +1 for every two white necromancer levels she possesses (+3) as a standard action.
- **Power Over Undead (8/day) (Su)** Gartolla can channel energy (4d6) as a cleric (DC 18) but only to Turn Undead.
- White Necromancy (Su) Spells that create undead, mindless or intelligent, lose the Evil descriptor, and the undead created have



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a neutral alignment. Gartolla gains no specific control over these undead, but may ask them to provide some service or assistants with a Diplomacy check of 1d20 + white necromancer level (+7) + Charisma modifier (+3). Mindless undead are DC 15 and starting attitude of indifferent; while intelligent undead are DC 15 + their Charisma modifier and starting attitude of friendly.

- Life Bond (Su) Gartolla may create a bond between herself and another living creature within 90ft. as a standard action. She may have one bond active per white necromancer level (7). Each round at the start of Gartolla's turn, if the bonded creature is wounded for 5 or more hp below its maximum, the bonded creature heals 5 hp and Gartolla takes 5 hp damage. This bond continues until the bonded creature dies, Gartolla dies, the distance exceeds 90ft. or Gartolla ends it as an immediate action. If she has multiple bonds active, she may end as many as she wants as part of the same immediate action.
- **Necrotic Transfer (Su)** As a standard action Gartolla can sacrifice hp equal to 10 + Constitution score (24) + her white necromancer level (7) and transfer those to a creature touched. Transferred hp heal the subject but cannot raise them higher than their normal total.

Background

Gartolla has sailed the Western Ocean on many adventures with various crews. She has met many of the island peoples and they allowed her to talk to their dead.

Motivations & Goals

Gartolla believes that the great treasures of the west can be found by questioning the dead of the island natives and hires herself out as a ship's healer for explorations out into these unknown places. She would desperately like to find the legendary Karn'Lothra.

Schemes & Plots

Many a sailor is unhappy with Gartolla's free use of her elixirs of love. She wishes to hire adventurers to find ancient treasures she knows of, but cannot retrieve alone.

CZAKTHORASH

Czakthorash is sleeker than most green dragons, giving him a more serpentine. Netting and ropes tie a storefront's worth of goods to him, while he cradles a ship's life raft in his arms like a purse.

Czakthorash

CR 14

38,400 XP

Male adult green dragon rogue 2 LE Huge dragon **Init** +8; **Senses** dragon senses; Perception +27

DEFENSE

AC 27, touch 8, flat-footed 27 (+19 natural, -2 size) **hp** 189 (15d12+2d6+85)

Fort +14, Ref +9, Will +14

Defensive Abilities DR 5/magic; Immune acid, paralysis, sleep; SR 23

OFFENSE

Speed 40ft., Fly 200ft (poor), Swim 40ft. **Melee** bite +22 (2d8+12/19-20), 2 claws +22 (2d6+8/19-20), 2 wings +17 (1d8+4), tail slap +17 (2d6+12)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 22, 12d6 acid), crush (small creatures, DC 22, 2d8+12), sneak attack +1d6

Spell-like Abilities (CL 5th; concentration +8)

At will—charm person (DC 14), create food and water, suggestion (DC 16)

Spells Known (CL 5th)

2nd (5/day)—alter self, mirror image

1st (7/day)—shield, ant haul, summon monster I, ventriloquism (DC 14)
0 (at will)—dancing lights, detect magic, ghost sound, mage hand, message, prestidiaitation

TACTICS

Before Combat Czakthorash prefers to avoid combat where possible. He attempts to deal with a potential threat through diplomacy, proxies, and mercenaries before it becomes necessary for him to take matters into his own claws.

- **During Combat** If combat becomes unavoidable, Czakthorash prefers to get the first hit in, using his surprise attack ability along with his breath weapon to deal as much damage early on. Afterwards, he fights with hit-and-run tactics, taking advantage of his flight capabilities and greater reach, striking magic users and ranged attackers first.
- **Morale** Czakthorash seeks out a profitable option. When a fight starts to go against him, he's quick to take flight, with an eye for getting revenge later.

STATISTICS

Str 23, Dex 10, Con 21 , Int 16, Wis 17, Cha 16 Base Atk +13: CMB +23: CMD 34 (38 vs. trip)

Feats Alertness, Cleave, Flyby Attack, Great Cleave, Improved Critical (bite, claws), Improved Sunder, Iron Will, Power Attack

Skills Appraisal +23, Diplomacy +23, Fly +12, Knowledge (arcana) +21, Knowledge (local) +23, Perception +25, Spellcraft +21, Stealth +10, Swim +34, Use Magic Device +23

Languages Trade, Minotaur, Draconic, Undercommon, Dwarven SQ evasion, rogue talent (surprise attack), trackless step, trapfinding, water breathing, wave mastery (as the bronze dragon ability) Combat Gear ring of mind shielding

Other Gear bag of holding II, 2000 gp worth of other assorted goods

Background

The weakest hatchling in his brood, Czakthorash barely survived infancy, as his brothers and sisters claimed the greater share of the food. As an adolescent, his peers seized the best lairs and hunting territories. He realized he would never make a great hoard... unless he changed the rules of the game.

He never attacks towns or islands. He never pillages. He never steals. Why steal just once, he asks, when they're willing to give, year after year? He brings treasures instead of claiming them. He is greeted by many islanders as a blessing, a beneficent "Cargo" god who carries great wealth on his wide green wings. He trades minor trinkets and common trade goods for pearls, baubles, gems, and other exotic items.

However, on the wing, Czakthorash can cover more distance more quickly than any merchant vessel. He carries what is common in one place and trades it where it is rare and coveted. He has created a vast trading web, with all points inexorably bringing wealth back to his lair.

Motivations & Goals

Czakthorash is, like most dragons, consumed by greed. He simply takes a slightly longer view than most. Any move he makes is weighed against the possibility for profit or loss.

Schemes & Plots

Czakthorash enjoys sponsoring merchant vessels for goods either not quite worth his time or else too bulky for the dragon to carry on the wing. His ships carry all manner of goods, from spices and pearls to slaves and magic items. However, they rarely venture far past the known waters, as Czakthorash guards his knowledge of the islands beyond jealously.

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Resources

Czakthorash employs many servants and allies, including slaves, mercenaries, and merchants. A half dozen trading ships call him "Master," and many trading partners on the mainland call him "Sir." He uses charm to make initial contacts, and then pays them gold to keep them useful. Two kobolds, Vaelo and Heema, attend to him at all times, hanging in the rigging of his netting when he flies from place to place.

Omar Etrogan

At first glance, Omar Etrogan might seem to be a prototypical Barsellan pirate: eyepatch, pegleg, hook hand, even the parrot on his shoulder. On closer inspection, however, all these elements show themselves to be a bit more unique: the eyepatch covers an eye made of ebony; the pegleg is made of some mysterious, unbreakable crystal footed with mithral; and the hook, which is inscribed with cryptic runes, is made of adamantine.

Omar Etrogan

CR 8

3,200 XP

Male human fighter 5/rogue 2/expert 2 CN Medium humanoid (human) Init +7; Senses Perception +9

DEFENSE

AC 19, touch 13, flat-footed 15 (+5 armor, +3 Dex, +1 Two-Weapon Defense)

Hp 68 (5d10+2d6+2d8+24) Fort +7, Ref +7 Will +4; +1 vs. fear

Defensive Abilities bravery +1, evasion

OFFENSE

Speed 20 ft. (pegleg)

Melee +2 ghost touch scimitar +13 (1d6+6/18-20), silvered dagger +10 (1d4+4/19-20)

Ranged heavy crossbow +8 (1d10/19-20)

Special Attacks ghost touch scimitar, hook hand (masterwork adamantium 1d3 piercing weapon, +2 on disarm attempts), two-weapon fighting, +1d6 sneak attack

TACTICS

Before Combat Omar prefers to avoid combat altogether, preferring to talk his way out of sticky situations wherever possible. If drunk and pressed on his history and/or magical prosthetics, he may become belligerent.

During Combat Omar prefers to disarm with his hook and then deliver a decisive blow with his *ghost touch scimitar*.

Morale If sober, Omar will retreat or surrender if he thinks it will save his life. If drunk or clearly in the advantage, he gives no quarter and may fight to the death.

STATISTICS

12

Str 18, Dex 17, Con 16, Int 13, Wis 10, Cha 13 Base Atk +6; CMB +10 (+12 disarm); CMD 22

Feats Combat Expertise, Double Slice, Greater Disarm, Improved Disarm, Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes Two-Weapon Defense, Two-Weapon Fighting
Skills Acrobatics +13, Appraise +7, Bluff +9, Climb +10, Diplomacy +9, Disable Device +10, Disguise +5, Escape Artist +8, Heal +1, Intimidate +8, Knowledge (dungeoneering) +5, Knowledge (local) +13, Linguistics +5, Perception +9, Profession (merchant) +5, Sense Motive +4, Stealth +8, Use Magic Device +5

Languages Aquan, Common, Draconic

- **SQ** Armor/Weapon Training 1, combat swipe (Improved Steal), animal companion (parrot)
- **Combat Gear** +2 ghost touch shortsword, +1 mithril shirt, heavy crossbow and 20 bolts, silvered dagger
- Other Gear ring of swimming, everburning torch and shroud, fife, spyglass

SPECIAL ABILITIES

- Visions (Ex) Randomly, once per week, Omar sees visions of the near future, usually of death and destruction (DM's choice), through the ebon eye. These visions are painful, and cause him to be stunned for one full round, and dazzled for the following 1d4 rounds.
- **Ghoulbane Crystal (Sp)** Omar's crystal pegleg glows dimly when undead or shadow fey are within 120', growing more brightly as they come closer. Any undead within 30' of Omar are treated as if they were under the effects of a *ray of enfeeblement* for up to ten rounds. Any shadow fey within 30' of Omar are treated as if they were under the effect of a *slow* spell for up to ten rounds. Any creature affected by the ghoulbane effect for the 10 full rounds are immune to further effects for 24 hours. Treat as caster level 13 for DC checks.
- **Keyhook (Sp)** Three times per day, Omar may press his hook against a locked door and unlock it as per the *knock* spell. Treat as caster level 13 for DC checks.

Background

Omar does not like discussing how he came to acquire his singular treasures, but if he is drunk enough, he will share he was separated from the rest of his crew on a westward voyage, went to sleep in a small grotto able-bodied, and woke up with the pegleg and the hook. He does not mention the ebon eye unless REALLY drunk. Most who have heard either tale doubt he tells the story in its entirety.

Motivations & Goals

Omar is haunted by the ebon eye's visions, and drinks heavily. He mainly seeks enough coin for his next drink, but when sober, can be a strong and knowledgeable ally. He knows the people and politics of Barsella intimately, and knows the Western Ocean as well as anyone who still has their memory intact.

Schemes & Plots

Omar seeks to get out from under his "accurs'd visions," but worries removing the ebon eye might kill him. Perhaps the azer of the Burning Shores or the archmage Allister Dorn might be able to help?

RAIDNE, THE SEAWEED SORCERESS

The portrait offered by this half-submerged mermaid is that of a woman with a cruel smile having unkempt hair braided with seaweed. She wears a one-of-a-kind breastplate. This "vestment" seems torn from the wooden torso of a shipworm-infested, feminine figurehead.

Raidne, The Seaweed Sorceress CR 8

4,800 XP

Female merfolk adept 8 CE Medium humanoid (aquatic) Init +5; Senses low-light vision; Perception +15

DEFENSE

AC 17, touch 15, flat-footed 12 (+5 Dex, +2 natural) hp 44 (8d6+16) Fort +4, Ref +7, Will +10

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OFFENSE

Speed 5 ft., Swim 50 ft. Melee dagger +4 (1d4/19-20) Ranged heavy crossbow +9 (1d10/19-20) Adept Spells Prepared (CL 8th; concentration +12) 3rd—lightning bolt (DC 17) 2nd—cat's grace, scorching ray, web (DC 16) 1st—burning hand (x2) (DC 15), cure light wounds, obscuring mist 0 (at will)—ghost sound (DC 14), light, touch of fatigue (DC 14)

TACTICS

Before Combat While being somewhat impulsive and belligerent, the Seaweed Sorceress first casts a spell or two on herself to enhance her capabilities, like *cat's grace*. She then sacrifices a wave of expendable minions to test her foes-most likely undead she created with *animate dead*. Raidne always keeps her cherished moray eel familiar* close by, just in case events turn against her.

During Combat Raidne relies on her spells and heavy crossbow, knowing well her abilities in close combat are poor. The mermaid prefers to incinerate her adversaries while they stand at the edge of her watery domain with *burning hands* and *scorching ray*-most of her opponents rarely suspect an aquatic creature uses fire so effectively. Raidne doesn't really care about her allies and incinerates them along with enemies if it means her foes' ultimate demise. **Morale** Raidne hates to retreat from a fight but, if the odds truly seem

to be against her, she covers her retreat with a web spell and flees.

STATISTICS

Str 11, Dex 20, Con 15, Int 18, Wis 18, Cha 9
Base Atk +4; CMB +4; CMD 19 (can't be tripped)
Feats Improved Familiar (moray eel*), Point-Blank Shot, Rapid Reload, Skill Focus (Knowledge [local])
Skills Craft (trap) +15, Knowledge (dungeoneering) +15, Knowledge (local) +18, Perception +15, Survival +15, Swim +11
Languages Aquan, Trade, Draconic, Sahuagin
SQ amphibious
Combat Gear dagger, heavy crossbow and 20 bolts

Other Gear pearl of power (2nd), coral necklace (250 gp), mwk silver dagger with coral pommel (350 gp), unholy symbol (priestly

wooden breastplate worth 50 gp), plus 1,250 gp in coins and gems hidden away.

Background

Raidne is one of the most dangerous malefactors of Barsella, a savage mermaid from the Western Ocean who has established her lair in a series of natural pools at the edge of Barsella. It's from these uncharted sea caves she supervises her criminal organization, her agents stealing precious cargoes from the docks on a weekly basis and occasionly kidnapping the random daughter or son of the rich to obtain a ransom.

Motivations & Goals

The Seaweed Sorceress maintains a peculiar hatred towards the Soudar family, as an expedition financed by them decimated her entire shoal to obtain a small fortune in pearls years ago, thus she does everything in her power to utterly ruin them.

Schemes & Plots

The pirates of Umbrasca can count on Raidne to know the exact whereabouts of every ship anchored in the port of Barsella, especially those belonging to the Soudars. When one of

their vessels leaves the harbor the mermaid quickly dispatches many messengers, fervently hoping the sea wolves give chase and sink the ship. Of course this series of misfortunes gives the Soudars something to consider and they actively search for the spy in their midst. Raidne is unconcerned and doesn't hesitate to sacrifice scapegoats aplenty in order to confuse the issue. This blithe attitude might be the adept's downfall one day, but so far she eludes the wrath of the Barsellan nobles and the bloody reprisals of no less than a half dozen petty crime lords alike. Her last opponent was devoured alive by her beloved moray eel familiar,* morsel by morsel, which pleased her no end.

*Use Moray Eel Animal Companion, Pathfinder RPG Bestiary

Seolo

Seolo wears a worn leather tunic with the crest of a serpent over his red and black scales. A giant orange snake with brown lines running the length of its body wraps around him in looping coils.

CR 3

Seolo

600 XP

Male kobold druid 4 NE Small humanoid (reptilian) Init +3; Senses darkvision 60 ft; Perception +9

DEFENSE

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

hp 18 (4d8-4)

Fort +3, Ref +4, Will +5 ; +4 vs. fey and plant-targeted effects Defensive Abilities resist nature's lure Weaknesses light sensitivity

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft. **Melee** scimitar +5 (1d4+1/18-20) and unarmed strike +5 (1d2+1/20)

Ranged sling +7 (1d3+1/20)

Druid (Serpent Shaman) Spells Known (CL 4th; concentration +5) 2nd (2/day)—barkskin, fog cloud

- 1st (4/day)-cure light wounds, entangle (DC 12), longstrider (DC 12), summon nature's ally I
- 0 (at will)—know direction, read magic, guidance, enhanced diplomacy

TACTICS

Before Combat Seolo avoids combat if at all possible and seeks to escape with Climber if trouble looms.

During Combat If combat is unavoidable, Seolo works with Climber in attempts to dispatch foes.

Morale Seolo seeks to escape or surrender if harmed. The snake helps delay enemies to give Seolo time to escape.

STATISTICS

Str 12, Dex 16, Con 8, Int 8, Wis 13, Cha 12

Base Atk +3; CMB +3; CMD 16

Feats Coordinated Maneuvers, Druid Weapon Proficiencies, Improved Unarmed Strike

Skills Climb +13, Diplomacy +2, Fly +5, Handle Animal +6, Heal +5, Knowledge (geography) +3, Knowledge (nature) +5, Linguistics +0, Perception +9, Stealth +13, Survival +7, Swim +13

Languages Common, Draconic, Druidic

SQ animal companion (snake, constrictor) Climber, animal companion link, nature sense, serpent wild shape (2/day), serpent's totem transformation (4 minutes/day), share spells with companion, spontaneous casting, trackless step, wild empathy +5, wild shape (beast shape II: tiny - large totem animal), woodland stride



Combat Gear leather armor, scimitar, sling and 10 bullets Other Gear potion of cure light wounds, potion of shield of faith, wand of spider climb (50 charges)

Background

Anyone spending time in the open-tent markets of Barsella has surely seen Seolo's serpent show. The sight of the little kobold and his giant snake send peals of laughter echoing through the markets whenever the two make their intermittent appearances. Seolo is clever, changing up the performance regularly, but a few staple acts are popular, including the finale where the snake swallows him whole.

Motivations & Goals

There is more to Seolo than those roaring in delight at his performances realize. The tiny kobold is a member of the Seekers of the Scale, the cult of the World Serpent based in Barsella. Seolo grew up in Shanty Town and rescued Climber from Bormok's clutches in the mazes below Bormok's Chops, as the minotaur chased them both into the warrens beyond his cellar. An ancient Northerner convinced him to become an Ender with his tales of the World Serpent.

Seolo is obsessed with reaching Terminus Island to speak with Ouroboros, but feels he needs the proper gift before the World Serpent will deign to speak with him. In Seolo's mind, the perfect gift is ten bottles of venom - one from each of the ten deadliest snakes in the isles. From the liquid fire of the flame adder nesting on the Burning Shores to the darktide cobra of Umbrasca, the kobold strives to find ships visiting exotic isles where his quarries are rumored to dwell.

Schemes & Plots

So far, Seolo has snared three of the ten varieties of snake venom and scours the markets for ships sailing toward his other marks. Flexible in his means, Seolo has tried everything from stowing away to offering his services in exchange for the ride. A journey with Seolo is sure to be memorable.

TOOTHLESS

An unusually ancient and bedraggled looking sahuagin, Toothless' scaly hide is dull and scarred. Missing about a foot of his tail, the creature's wide smile shows a mouth full of broken or missing teeth.

Toothless

CR 9

6,400 XP

Male sahuagin bard 5/rogue 3 LE Medium monstrous humanoid (aquatic) Init +1; Senses blindsense 30 ft., darkvision 60 ft., Perception +16 DEFENSE AC 17, touch 11, flat-footed 16 Hp 57 (2d10+8d8+10)

Fort +5, Ref +11, Will +11; +4 vs. bardic performance, languagedependent, and sonic

Defensive Abilities evasion, trap sense +1 Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +7 (1d4), bite +7 (1d4)

Ranged heavy crossbow +8/+3 (1d10/19-20)

Special Attacks bardic performance 21 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +2), blood frenzy, sneak attack +2d6

Bard Spells Known (CL 5th; concentration +8)

2nd (3/day)—blur, detect thoughts (DC 15), honeyed tongue (DC 15)

PIRATES OF THE WESTERN OCEAN

1st (5/day)—charm person (DC 14), comprehend languages, earpiercing scream (DC 14), innocence (DC 14)

0 (at will)—daze (DC 13), detect magic, know direction, mage hand, read magic, unwitting ally (DC 13)

TACTICS

Before Combat Toothless makes good use of his persuasive abilities to avoid combat if at all possible.

During Combat If forced to fight, Toothless uses the magic at his disposal to full effect until he can find a way to retreat from the situation.

Morale Although many likely assume he is a weakling or a coward, Toothless choses discretion over valor simply because it is in his best interest to do so.

STATISTICS

Str 10, Dex 13, Con 12, Int 19, Wis 16, Cha 16 Base Attk +7; CMB +7; CMD 18 Featr Discordant Voice Extra Performance Great Fort

Feats Discordant Voice, Extra Performance, Great Fortitude, Lingering Performance, Spellsong **Skills** Acrobatics +5, Appraise +8, Bluff +16, Diplomacy +16, Escape Artist +5, Fly +8, Handle Animal +5, Heal +4, Knowledge (geography) +13, Knowledge (local) +13, Knowledge (nature) +13, Knowledge (nobility) +13, Linguistics +8, Perception +16, Perform (act) +7, Perform (oratory) +16, Ride +6, Sense Motive +16, Stealth +10, Survival +12, Swim + 16, Use Magic Device +16

Languages Aquan, Common, Draconic, Elven, Minotaur; speak with sharks

SQ bardic knowledge +2, lore master 1/day, rogue talent (coax information), trapfinding +1, versatile performance (act)

Combat Gear bracers of armor +1, brooch of shielding, heavy crossbow and 20 bolts, scrolls of animate rope, dispel magic, fireball, levitate, ray of enfeeblement, tongues, wand color spray (50 charges), wand cure light wounds (50 charges), wand magic missile (CL 3, 50 charges)

Other Gear loin cloth, pouch, swim harness, wand bandoleer

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.

Coax Information (Ex) Substitute Bluff or Diplomacy for Intimidate.

- Lore Master (Ex) Take 10 on knowledge checks and 1/day take 20 as a standard action.
- **Speak with Sharks (Su)** A sahuagin can communicate telepathically with sharks to a distance of 150 ft. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Background

Toothless' early life was filled with violent conflict and lessons learned, specifically that if he wanted to live a long life, he would have to rely on his wits and charm. Toothless quickly became a valuable oddity amongst his people, a Sahuagin charming enough to control others through his force of will. Toothless acts the part of an unusually gregarious sahuagin and uses his abilities to act as a liaison with the surface world, but behind his broken smile hide the dark ambitions of his people.

Motivations & Goals

Toothless has been given the task of learning about the surface dwellers and their oceanside communities. He has spent years developing contacts, meeting ships and visiting ports always in the guise of offering his services or just being friendly. Toothless believes this information will eventually be used by his people as part of a grand assault on the surface.

Schemes & Plots

Toothless is currently interested in the activities of other aquatic humanoids in the area of Barsella. He is particularly concerned with an increase in undead sahuagin in the shallows and the activities of the rogue mermaid Raidne. He does not want the surface dwellers attention on the world below the waves until it is too late.

FACES OF THE WESTERN OCEAN

VASR, THE ROGUE MORPHOI

Though his natural plant-like appearance has unusual vertically placed eyes, Vasr is typically seen wearing the guise of a dark-haired human male with green eyes.

Vasr, the Rogue Morphoi

CR 9

6,400 XP

Asexual morphoi rogue 4/sorcerer 5 CG Medium plant (aquatic, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 25, touch 16, flat-footed 20 (+5 armor, +1 deflection, +4 natural, +1 dodge)

hp 53 (5d6+4d8+18)

Fort +3, Ref +9, Will +5

Defensive Abilities: evasion, uncanny dodge; Immune plant traits, temporal effects

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 shortsword +10 (1d6+2 /19-20) or 2 claws +9 (1d8+1) Ranged Touch +9 Special Attacks: sneak attack +2d6 Spell-Like Abilities (CL 9th; concentration +10) 6/day—tanglevine (CMB 8) Sorcerer Spells Known (CL 7th; concentration +10) 2nd (5/day)—barkskin, scorching ray, invisibility 1st (7/day)—corrosive grasp, entangle (DC 14), hypnotism (DC 14), magic missile, ventriloquism (DC 14) 0 (at will)—daze (DC 13), detect magic, dancing lights, mage hand, prestidigitation (DC 13), spark (DC 13)

Bloodline verdant

TACTICS

Before Combat Stealthy and focused, Vasr prefers to get close to his target using his shapechanging before making his move.
During Combat Vasr targets melee combatants with his spells, trusting his natural immunities to protect him from spellcasters.
Morale Vasr is dedicated to his mission and unless fighting is necessary he forgoes combat to accomplish his goals.

STATISTICS

16

Str 12, Dex 18, Con 13, Int 14, Wis 10, Cha 17 Base Attack +5; CMB +6; CMD 22

- **Feats** Arcane Armor Training, Dodge, Eschew Materials, Improved Initiative, Improved Natural Attack (claws), Spell Penetration, Toughness, Weapon Finesse; Traits Magical Knack (sorcerer)
- **Skills** Acrobatics +16, Bluff +13, Diplomacy +10, Disable Device +19, Disguise +15, Hide +4 (+12 in vegetation), Perception +12, Use Magic Device +15

SQ amphibious, change shape (alter self), rogue talents (black market connections, combat trick), trapfinding +2, trap Sense +1

Combat Gear +1 *mithral chain shirt, +1 shortsword, ring of mind shielding, ring of protection +1*

Other Gear mwk thieves tools, handy haversack, acid flask, flash powder

SPECIAL ABILITIES

Black Market Connections (Ex) Vasr has better access to magic items in any given community.

- **Verdant Bloodline (Ex)** When Vasr casts spells with a range of personal, he gains a natural armor bonus equal to the spell level for 1d4 rounds.
- **Immune to Temporal Effects (Ex)** Vasr's strong connection to Mnemosyne makes him immune to all time-related spells and effects (including *time stop, temporal stasis, sands of time*, and the like).
- **Change Shape (Su)** Vasr has the ability to change his shape but retains most of his own physical qualities. He cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as an *alter self* spell, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). He can remain in an alternate form indefinitely.

Background

Vasr broke from his kin to fight a one-man guerrilla war against his former goddess. As a symbol of his defiance, he maintains a male persona.

Motivations & Goals

Apart from seeking to suppress knowledge of Nethus' imprisonment, Vasr has recently begun protecting a small corner of Barsalla's Shanty Town where he nurtures a serious relations hip with a local barmaid.

Schemes & Plots

Vasr's handiwork has led to many voyages falling apart from internal squabbling before ever leaving port or vanishing completely once over the horizon to mutinous crews.

PIRATES OF THE WESTERN OCEAN

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PALAU KELAPARAN HOME OF MECHUITI AND THE BEHTU

OVERVIEW

Palau Kelaparan ("Island of Hungers") is a small island, located fortuitously far from most of the sea lanes of the Western Ocean. Fortuitous, because this highly volcanic island is where the Demon Lord Mechuiti first entered Midgard. This is the remote island lair where he schemes and plots and breeds his demonic minions: tieflings, fiendish beasts, and most especially, the cannibalistic Behtu pygmies.

GEOGRAPHY

The island is an atoll of black sand and tall $(60 - 70^{\circ})$ basalt cliffs hugging the slopes of the active volcano at windward end. The Behtu call the volcano *Ibu Perape* ("Mother of Demons") since the volcano is where Mechuiti spawns many horrific demonic minions that terrify even the ferocious Behtu.

Major Locations of Interest

Area 1.1 *Berada Peran* ("Bloody Bay") CR8

This serene and sheltered bay, hidden behind a small, barely navigable break in the looming basaltic cliffs, is the only natural harbor on the island. Its lovely black sand beaches appear inviting, but danger lurks just below the surface. A tribe of fiendish sahuagin, allies of Mechuiti and the Behtu, dwell beneath its gentle waves ready to pounce upon and devour trespassing sailors.

The Behtu drop treasure and meat left over from their own horrific feasts into the calm waters to appease the aquatic cannibals. A successful DC 25 Bardic Knowledge check or DC 35 Knowledge (arcana or local [Western Ocean]) check will recall an old sea chanty that gives a clue to this practice. Any ship entering the bay that does not drop meat and treasure into the water will be attacked by 4d6 fiendish sahuagin accompanied by an 8th level sahuagin abyssal sorcerer.

Area 1.2 *Perraya Rumah* ("Feasting House") CR 10

Perraya Rumah is the main Behtu settlement just off the beach at the back end of Bloody Bay. It is a tree house and vine-bridge village located high among the palm and date tree jungle, hidden among natural vines and cunning leafy camouflage. It takes a DC 35 Perception check to spot the village from a ship in the bay, DC 30 to spot it from the beach, or DC 25 to notice it if you enter the jungle within 100 yards of the village. There are normally 200+ Behtu here, but most are non-combatants. At least one War Party and two Blood Priests are in the village at all times, as well as **Ibu Kelaparan** (see below for statistics and more info on these NPCs).

Area 1.3 Cliffsides

Most of the island is surrounded by basalt cliffs between sixty and seventy feet high. Sheer and wet, they require repeated DC 35 Climb checks to scale, and there is no safe harbor or anchorage anywhere on the circumference of the islands save the bay on the leeward side of the island. On the windward side of the island is a small crack (DC 20 Perception check to spot) in the cliffs which is only DC 25 to climb, and can be used to reach the top of the caldera opposite the lofty cliff lair of Ibu Kebrikan (see area 2.5). The waters outside the crack are over seven hundred feet deep, so normal anchorage is impossible without magical assistance. Any ship that approaches the crack risks being smashed against the cliffs by the winds and waves.

Area 2.0 *Ibu Perape* ("Mother of Demons") CR12 Hazard

This active volcano dominates the windward side of the island, towering over twelve hundred feet into the steaming air above the island. The caldera itself is almost a quarter mile across, and is dotted with lava pools and riddled with acidic geysers. The temperature at the caldera floor is approximately 120 degrees, so the severe heat rules from the Pathfinder RPG Core Rulebook apply to any character spending time on the caldera floor without the protection of endure elements, fire resistance, or immunity to fire. In addition, the magmatic crust itself is sharp and very thin in many places, so any creature weighing more than 250 lbs. total with carried gear must make a DC 15 Dexterity check for every 400 ft. travelled to avoid falling through the crust and into a lava pool or acidic hot spring. Lava pools do 20d6 heat damage per round. Acid springs do 10d6 acid damage per round. Characters must make a Perception check every 1000 ft. traveled to detect an acidic geyser about to erupt at their feet. Geysers erupt in a 10' square determined by the GM. Anyone caught in the geyser takes 4d6 bludgeoning damage and 4d6 acid damage (DC 20 Reflex save for half damage), and they are flung 20' in a random direction (DC 20 Reflex save to prevent falling prone). Anyone caught within 20' of the geyser takes 2d6 acid damage due to the acidic steam (DC 18 Reflex save for half damage).

Area 2.1 *Rahang Nargai* ("Jaws of the Dragon") CR16

Approximately one thousand feet above the caldera's floor is the caldera is the lair of **Ibu Kebrikan**, ("Mother of Flames"), a fiendish adult Lava (red) dragon and favored servant of Mechuiti (see below for her statistics). The PCs may reach this area if they successfully

Climb (DC 30) the steep, sharp basaltic cliffs that ring the caldera. The entrance to her cavernous lair is carved in the shape of the jaws of a fiendish dragon, and anyone stepping through the stone fangs of the carving is affected by a *symbol of death* spell. If not out hunting, Ibu Kebrikan can be found here. She sleeps upon a pile that is equal parts bones, treasure and magic worth 240,000 gp.

DEATH TRAP

CR 16

Type magic; Perception 30; Disable Device 30; Trigger proximity (*alarm*); Reset none Effect spell effect (*symbol of death*, 150 damage, DC 19 Fortitude save); multiple targets (all targets in 60' diameter area inside the cave entrance)

Area 2.2 *Bidan Berade* ("Field of Blood") CR8

This low, flat mesa is in the hinterlands above Perraya Rumah at the foot of the path that winds up the side of the volcano. It is a treeless tableland approximately 1000 ft. across where the Behtu hold their raucous and bloody feasts, practicing their warcraft on helpless captives before they become dinner. The top of this bluff is littered with the remains of bonfires and piles of gnawed humanoid bones. The very air here reeks of old smoke, burnt flesh, and terror.

The entire area is under the effect of a permanent *unhallow* spell which can only be undone by a *mage's disjunction, wish* or *miracle* spell, or similar epic/deific spell. A *hallow* spell will only counter the *unhallow* effect within its area of effect and for the duration of the spell. This area is typically guarded by a Behtu war party (see encounter table below) mounted on fiendish iguanodons.

Area 2.3 *Jejak da Berade Ar'mata* ("Trail of Blood and Tears") CR8

This winding trail crawls up the steep, black slope on the shoulder of the volcano. If the PCs put their bare palms or soles against the ground, they can feel the terrible heat radiating from within. Many small caves and rookeries along the path house the creatures that the Behtu breed as pets, hunters, companions, and food, such as dire iguanas, ash drakes, and giant venomous spiders. Roll on the encounter table below three times for possible encounters during the ascent.

Area 2.4 *Perapa Pintar* ("The Demon's Doorway") CR9

If the party survives the ascent, they will round a final curve and suddenly come upon a massive and terrifying visage of Mechuiti over forty feet high, carved by hand from the very obsidian walls of the volcano itself.

Unearthly green fires burn in the eyes, nose, and hair of the face which adds to the fearsomeness of the mighty visage. The trail leads directly into the fanged and tusked mouth of the wall carving, clearly leading to some unknowable but horrific doom (see area 2.5).

The eyes are lookout points for 6d6 Behtu warriors (DC 35 Perception check to spot or hear), and the hair and nostrils are spigots that can spray fire and acid down upon intruders. The pitted and burned area in front of the cave entrance only requires a DC 15 Perception check to notice.

FIRE TRAP

CR 8

Type magic; Perception 15; Disable Device 25; Trigger location; Reset manual (2d6 round reload); Effect spell effect (*flame strike*, 8d6 damage, DC 15 Reflex save for half damage); multiple targets (all targets in 10' x 10' area in front of the cave entrance)

ACID TRAP

Type mechanical; **Perception** 15; **Disable Device** 25; **Trigger** location; **Reset** manual (3d4 round reload); **Effect** 6d6 acid damage, DC15 Reflex save for half damage); multiple targets (all targets in 20' x 20' area in front of the cave entrance)

Area 2.5 *Tapinak Mechuiti* ("Temple of Mechuiti")

If anyone survives this far, they may descend into the dark throat of the volcano through winding, trap-filled tunnels until they reach the Fane of Mechuiti several hundred feet below ground.

Area 2.5.1 *Gi'ler Mechuiti* ("Teeth of Mechuiti") CR9

This 50'x50' chamber, immediately inside the Demon's Doorway, is trapped with nets over the center of the room. If three or more characters enter the trapped area, the nets fall. If the trap is activated, 1d6 Behtu warriors per round (if any are left from the "eye" chamber above) enter through secret doors (DC35 to spot) on either side of the room. If the party climbs the secret tunnels to the chamber above, they will find nothing but bedrolls, weapons and gnawed humanoid bones.

NET TRAP

Type mechanical; **Perception** 20; **Disable Device** 20; **Trigger** proximity (3); **Reset** manual ; **Effect** affected characters are entangled and prone (DC 25 Reflex save avoid); multiple targets (all targets in 30' x 30')

Area 2.5.2 *Tekak Mechuiti* ("Throat of Mechuiti") CR 11

This connecting tunnel is 20' wide and 100' long. It is filled with a roiling, greasy, green-black cloud, which is a permanent unholy blight and deeper darkness spell. Any Behtu or worshipper of Mechuiti is immune to these effects. There are three 10' x 10' pit traps placed randomly along the corridor.

PIT TRAP

Type mechanical; Perception 25; Disable Device 20; Trigger location (3); Reset manual ; Effect 50' deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex to avoid; multiple targets (all targets in 10' square)

Area 2.5.3 *Bogazi Mechuiti* ("Stomach of Mechuiti") CR12

This 60' wide by 80' long room is dominated by a river of steaming acid flowing slowly in an underground river that enters and leaves by small cracks and crevices in the side walls. There is a rickety 5' wide rope bridge that spans the 80' width of the river to the far side of the room. There are 3d4 Behtu spearmen above the river in "shooting galleries" that span each side of the room (50% cover). Any creature falling into the acid bath takes 2d6 acid damage and 2d6 points of lethal heat damage per round of immersion. There are handholds on the sides of the chamber. Using these, a character can make a DC 30 Climb check to ascend into the galleries. The tunnel beyond this chamber drops sharply down nearly 300' and vents tremendous (but non-damaging) heat.

CR 8

CR 8

Area 2.5.4 *Jerikar Mechuiti* ("Fane of Mechuiti") CR13

The fane is a terrible and mighty temple carved from a huge cave centered on a fiery pool of lava over 100' across. The pool is ringed with totemic monoliths that are carved in the likeness of Mechuiti, and their eyes weep with his ichorous blood, filling basins at their stony feet; this is the fiery blood the Behtu use in their unholy rituals and magic. At the front of the pool is an obsidian catafalque topped with a white marble altar, stained with the blood of countless innocents. The temperature in the fane is over 140 degrees Fahrenheit, so use the extreme heat damage rules from the Pathfinder RPG Core Rulebook if the characters do not have resistance or immunity to heat and fire. Any Behtu or worshipper of Mechuiti is considered to be under the effect of unholy aura while in the Fane, and are immune to the heat effects. This is usually where Bapa Daripangan can be found (see below), accompanied by 1d3 each of: Behtu sorcerers, Hunters and Blood Priests (see encounter table below for statistics). There is a small, Behtu-sized tunnel that leads to the floor of the volcano's caldera in the back of the fane (normal movement in the tunnel for Small PCs, Medium PCs have to squeeze through at half-movement, and Large PCs and creatures cannot fit in the tunnel at all).

INHABITANTS Ibu Kelaparan ("Mother of Hungers")

Ibu Kelaparan is the hoary, bearded matriarch of Perraya Rumah and a powerful priestess of Mechuiti.

Ibu Kelaparan ("Mother of Hungers") CR 8

4,800 XP

Female behtu oracle (flame mystery) 9 CE Small humanoid Init +5; Senses low-light vision; Perception +9

DEFENSE

AC 25, touch 20, flat-footed 24 (+5 armor, +1 Dex, +2 deflection, +6 natural, +1 size)

Hp 106 (4d8+9d8+48) Fort +9, Ref +10, Will +10 Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +12 (1d4+3), +2 flame burst kukri+15/+10 (1d3+5/18-20) **Ranged** bolas +10/+5 (1d3+3 nonlethal plus trip)

- Special Attacks Oracle Spells Known (CL 9; +12 concentration) 4th (4/day)—cure critical wounds, divination, restoration, wall of fire 3rd (7/day)—bestow curse (DC 16), cure serious wounds, dispel magic, fireball (DC 16), water breathing
- 2nd (7/day)—bull's strength, cure moderate wounds, hold person (DC 15), inflict moderate wounds (DC 15), owl's wisdom, resist energy 1st (7/day)—bane (DC 14), bless water, burning hands (DC 14), cure light
- wounds, endure elements, inflict light wounds (DC 14), shield of faith 0 (at will)—create water, detect magic, detect poison, light, mending,
- purify food and drink, read magic, stabilize

Mystery flame

STATISTICS

Str 17, Dex 13, Con 16, Int 13, Wis 17, Cha 13 Base Atk +9; CMB +11; CMD 22

Feats Great Fortitude, Iron Will, Improved Initiative, Lightning Reflexes,

Nimble Moves, Weapon Focus (kukri), Multiattack, Toughness Skills Acrobatics +9, Bluff +9, Climb +15, Diplomacy +9, Escape Artist +8, Intimidate +9, Knowledge (Dungeoneering) +5, Knowledge

(Local) +5, Linguistics +4 Perception +7, Sense Motive +5, Stealth +11, Survival +7; **Racial Modifiers** +2 Stealth, +2 Survival **Languages** Abyssal, Ape, Common, Draconic, Infernal

SQ revelations (cinder dance, form of flame, wings of fire)

Combat Gear +2 flame burst kukri, (5) bolas, +2 rattan (hide) armor, +2 ring of protection, (6) ichorous infusions,

Other Gear gear and jewels worth 350 gp

SPECIAL ABILITIES

Cinder Dance (Ex) Ibu Kelaparan's base speed increases by 10 feet. She receives Nimble Moves as a bonus feat.

- Form of Flame (Su) As a standard action, Ibu Kelaparan can assume the form of a Medium fire elemental, as elemental body II.
- Wings of Fire (Su) As a swift action, Ibu Kelaparan can manifest a pair of fiery wings that grant her a fly speed of 60 feet with average maneuverability. She can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments.

BAPA DARIPANGAN ("Father of Fears")

Bapa Daripangan is the fierce and monstrous behtu high priest of Mechuiti who haunts the warrens and tunnels that surround the Fane of Mechuiti. He is never found outside the dread halls of the volcano.

Bapa Daripangan ("Father of Fears") CR 11

12,800 XP

Male behtu cleric 9 CE Small humanoid Init +5; Senses Perception +14, low-light vision

DEFENSE

AC 23, touch 14, flat-footed 22 (+3 armor, +1 Dex, +2 deflection, +6 natural, +1 size)

Hp 106 (4d8+ 9d8+48) Fort +11, Ref +11, Will +13 Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +13 (1d4+4), +2 human bane heavy mace +15/+10 (1d6+6), cold iron dagger+11/+6 (1d4+4/19-20),

Ranged bolas +10/+5 (1d3+3 nonlethal plus trip)

Special Attacks burning hands, 1/day (CL 9th)

- Cleric Spells Prepared (CL 9th; concentration +12) 5th—break enchantment, flame strike (DC 18), mass inflict light wounds (DC 18)
- 4th—chaos hammer (DC 17), divine power, unholy blight (DC 17) 3rd–bestow curse (DC 16), contagion, meld into stone, summon monster III
- 2nd—align weapon, bear's endurance, bull's strength, darkness, desecrate
- 1st—bane (DC 14), doom (DC 14), cause fear (DC 14), command (DC 14), deathwatch, inflict light wounds (DC 14)

0 (at will)—bleed (DC 13), detect magic, purify food and drink, stabilize **STATISTICS**

Str 18, Dex 13, Con 18, Int 10, Wis 17, Cha 17 Base Atk +6; CMB +6; CMD 12

Feats Iron Will, Improved Initiative, Lightning Reflexes, Weapon Focus (heavy mace), Multiattack

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Skills Acrobatics +9, Bluff +11, Climb +12, Diplomacy +9, Escape Artist +9, Intimidate +11, Knowledge (planes) +9, Knowledge (religion) +9, Linguistics +9, Perception +11 Sense Motive +11, Stealth +15, Survival +12

Languages Abyssal, Ape, Draconic, Infernal

SQ aura, channel energy 5d6, domains (destruction, hunger), orisons, ichorous infusions

Combat Gear +2 human bane heavy mace, cold iron dagger, mwk rattan (hide) armor, *ring of protection* +2, *cloak of resistance* +1, (6) ichorous infusions, (6) bolas

Other Gear gear and jewels worth 450 gp

Ibu Kebrikan ("Mother of Flames")

Ibu Kebrikan is a fiendish adult lava (red) dragon, the favored servant of Mechuiti. She keeps her lair high inside the cliff walls of the volcano's caldera. Finding her lair requires a successful DC 35 Perception check, and reaching it takes the ability to Fly or a successful DC 30 Climb check.

Ibu Kebrikan ("Mother of Flames") CR 16

44,600 XP

Female fiendish adult lava (red) dragon

CE Huge dragon (fire)

Init +4; **Senses** dragon senses, smoke vision; Perception +23 **Aura** fire (5 ft., 1d6 fire), frightful presence (180 ft., DC 21)

DEFENSE

AC 29, touch 8, flat-footed 29 (+21 natural, -2 size)

Hp 248 (19d12+121)

Fort +16, Ref +12, Will +15

DR 10/magic or good; Immune fire, paralysis, sleep; Resist cold 15; SR 25

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +25 (2d8+15 plus 6 fire), 2 claws +25 (2d6+10), 2 wings +23 (1d8+5), tail slap +23 (2d6+15)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50 ft. cone, DC 24, 12d10 fire), crush , smite good (+3 to attack rolls and +17 to damage rolls against a good foe, 1/day)

Spell-Like Abilities (CL 7th)

At will – detect magic, pyrotechnics (DC 15), suggestion (DC 16), wall of fire

Spells Known (CL 7th; concentration +10)

3rd (4/day)—dispel magic, fireball (DC 16)

2nd (6/day)—blur, flaming sphere (DC 15), invisibility, mirror image

1st (6/day)—alarm, mage armor, charm person (DC 14), enlarge person, erase, magic missle

STATISTICS

Str 31, Dex 10, Con 23, Int 16, Wis 17, Cha 16

Base Atk +17; CMB +29; CMD 39 (43 vs. trip)

Feats Greater Vital Strike, Improved Iron Will, Iron Will, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike

Skills Bluff +14, Climb +22, Fly +12, Intimidate +23, Knowledge (arcana) +15, Knowledge (planes) +14, Knowledge (religion) +14, Linguistics

+15, Perception +23, Sense Motive +23, Spellcraft +23, Stealth +12 Languages Abyssal, Ape, Common, Draconic, Dwarven, Giant, Infernal, Orc

Encounters

1 – 10%	Azer Prospectors: 3d4 (<i>Bestiary 2</i> CR 2 Caldera Only – otherwise No Encounter)
11 – 20%	Salamanders: 1d4+1 (<i>Bestiary</i> CR 6 Caldera Only – otherwise No Encounter)
21 – 30%	Behtu Blood Priests (1d3 Behtu Druid 8) CR 8
31 – 50%	Behtu Hunters (2d3 Behtu Rngr 8) CR 9
51 – 70%	Behtu War Party (2d4 Behtu War 8+Behtu Rngr 10) CR 9
71 – 80%	Behtu Sorcerers (2d3 Behtu Sor8) CR 9
81 – 90%	Fiendish Steam Drakes 1d2 (Book of Drakes CR 11)
91 - 94%	Fiendish Spinosaurus:1d2 (Bestiary 3 CR 12)
95 – 98%	Fiendish Tor Drakes: 1d2 (Book of Drakes CR 14)
99 – 100%	Ibu Kebrikan (Unique – see above) CR 16

Environment Rules and Mechanics

The heat in the Fane and the caldera is between 110° and 140° and is laced with poisonous fumes. Each character that does not have resistance or immunity to heat and/or fire (or has endure elements cast on them), must make a DC 15 Fortitude check every ten rounds or take 1d6 points of non-lethal damage (+2 to DC for every failed save). Characters wearing heavy clothing or armor take a -4 to their save. Characters with the Survival skill may apply a bonus to their or allies rolls. Characters that are reduced to unconsciousness begin taking 1d6 of lethal damage per minute. Any PC that that takes nonlethal damage from the heat is suffering from heatstroke and is fatigued. The condition is removed when the damage is Healed, cured or otherwise removed.

Island Adventures

Fight Plague with Plague

The Leviathan has contracted a terrible plague that poisons the waters for hundreds of miles around it. The cure requires a vaccine made from some of the ichorous demon blood from the Fane of Mechuiti.

The Lost Expedition

One of the "lost expeditions" that set sail from Barsella and never heard from again has been traced via divination magic to Palau Kelaparan. The Great House of Barsella that funded the original expedition is outfitting another ship to retrieve something lost in the first attempt. A high-ranking representative of the house will accompany the PCs on this risky voyage, but does she have dark motives and objectives of her own?

Mother's Treasure

Ibu Kelaparan or Ibu Kebrikan has a relic or scroll that would be instrumental in freeing Nethus and restoring Mnemosyne's memory. Perhaps they each only have half of the item.

UMBRASCA



By Henry Wong, Michael Lane & Ben McFarland

Overview

Visitors sailing through the mists to Umbrasca's gloomy shores by day spot shepherds tending flocks roaming between idyllic towns tucked amidst a verdant land. By night, the whole of Umbrasca hunkers down behind their walls and guarded homes. Most nights pass quietly, but when the tide rises, the ruined city of Ildreniss teems with beings from the Shadow Realm. Umbrasca's residents call this Darktide, a terrible night when corsairs and darker things crawl up from the Tidefall and blacken the waters with their mere passing.

Elven explorers discovered Umbrasca in antiquity and established the outpost of Ildreniss, which grew with waves of settlers seeking quiet shores. With the passing of the fey courts, their mortal servants founded their own petty principalities. For a time, Umbrasca's towns flourished despite the turmoil on the mainland. Mainlanders sought refuge at her embracing shores, but soon shadow enveloped the island when the fey returned.

Exiles of the shadow fey courts tampered with an ancient apparatus in the warded ruins of Ildreniss. The artifact drove down like a spike, puncturing a wound into the land to form the Tidefall, a nexus of Fey Roads upon the sea. At high tide, water floods into the Tidefall, activating the shadow current with which the fey corsairs cut across the vast ocean. At low tide creatures from the underworld crawl their way up at leisure. The onslaught of Shadow Realm invaders warped southern Umbrasca, and whole towns fell.

GEOGRAPHY

A grassy isle 30 miles across and 70 miles long, Umbrasca's hills form a rugged shoreline with numerous small harbors. On the south shore, the Tidefall mars what was once the greatest of these harbors, leaving a treacherous approach to the ruined city of Ildreniss.

THE LANTERNHOLDS

Area 1.1 Bescana

Greatest of the Lanternholds, approaching visitors find Bescana's distinctive skyline consists of numerous lantern towers. Once Bescana's alchemist guild, the Aurafre, controlled the secrets of manufacturing the central apparatus of the lantern towers, but nearly forty years ago the shadow fey assassinated the senior members of the Aurafre through a sabotaged experiment to create more powerful fuel. That day, the guildhall exploded, never to be fully rebuilt. Today, Bescana's towers slowly wink out and the Aurafre struggles to recover lost knowledge. Still, the most successful of the Lanternholds, Bescana leads expeditions securing fuel for her towers from the magmins of the Burning Shores and as a rare hub for trade and exploration in the

Western Ocean. The town provides a harbor for refugees from other Lanternholds, including the Sons of Courval, knight-scions sworn to recover their town and exact vengeance against fey and dragon alike.

Area 1.2 Cadacora

While Bescana leans toward honest trade, Cadacora has taken a page from the shadow corsairs. Long a fishing port and trade post, the staunchly independent town has taken to piracy though they insist on calling themselves privateers. With the best mariners on Umbrasca, the town's proud privateers are infamous among the shadow fey and more upright towns throughout Umbrasca and other isles. When Darktide comes and acute fuel shortages threaten the safety of their protectorate, the Cadacora Corsairs embark on raids against their neighbors, usually Bescana. More than one ship returning with fuel from the Burning Shores has fallen to their blades. Cadacora's mayor Lord Iscorante stakes his reputation on stopping these shameful acts and focusing the privateers on the shadow fey, but his influence fades with every successful raid. The only force capable of matching the shadow fey on the open seas, the Cadacora Corsairs find their numbers dwindling with Headless Deanna hunting their captains.

Area 1.3 Saracal

Allied with Cadacora the village of Saracal is home to the Shining Sisterhood, a coven of elfmarked light witches. Somehow, the village's single lantern tower endures leading some to speculate whether the archmage Telasmus taught the Shining Sisterhood secrets of the tower's maintenance. In truth, the lantern was extinguished twelve years ago, but the witches use their magic to carry on the illusion that the light still burns. In exchange for defense of their harbor, the Shining Sisterhood supplies support for raids against the shadow fey, although they steadfastly refuse to support attacks on other Lanternholds.

Area 1.4 Tower of Telasmus

Retreating from the Great Mage Wars, the archmage Telasmus built his remote abode on Umbrasca long before shadows stained the land. When the shadow corsairs came, Telasmus suspended his duties for the Sons of Caelmarath to help the Lanternholds erect their greatest edifices: the Beacons of Bescana and the Courval Sunspire. Rarely sighted since, most believe him dead from either old age or fey assassins.

EXTINGUISHED LANTERNHOLDS

Area 2.1 New Andassa

In the ruins of old Andassa, first of the Lanternholds to be extinguished, life stirs again. Andassa was the first target of the shadow corsairs, falling in a night of terror and violence before the city could complete its lantern towers. Today, outcasts from other towns, survivors who fled to the interior, and adventurers eager to plumb the ruins have come together to repopulate a city that once rivaled Ildreniss in grandeur. Vast sections of the city remain empty, and even in the populated areas disheveled people wander rubble-laden streets. These ragtag explorers cobble together residences from anything they can scavenge and seek forgotten riches in the abandoned buildings.

Area 2.2 Courval

The Tidefall opened a road for more than the shadow fey when it tore a hole into the Shadow Realm. Following the scent of blood and treasure, a mated pair of umbral dragons ascended and fell on Courval, one of the most prosperous towns and the finest surviving harbor on the island. Bazagras and Yneria seized the town, slaughtering most of the inhabitants and raising an army of shadows to serve their will. Mortals and fey alike fled the town, escaping to Bescana and founding the Sons of Courval. After a brief reign where the dragons terrorized towns on Umbrasca and other islands, the pair retired to slumber on their hoard below the magnificent Sunspire. For a time, Courval was quiet. The Sons of Courval mounted attempts to retake the town, hoping that the dragons had left. The shadows repelled every attempt, and an expedition to reignite the Sunspire failed with no survivors to tell the tale of what was coming next. In the ruins of Courval a clutch of eggs hatched, setting the brood of Bazagras and Yneria loose upon the ruins of Courval. Now longing for their own hoards, the young dragons contest prime locations in the ruins. One particularly imaginative juvenile has even taken a ship from the shadow fey and finds piracy to its liking.

Area 2.3 Iscara

Fair Iscara once warded the eastern shores of Umbrasca. Iscara's lights offered a bright haven to sailors seeking Umbrasca in the night long before their conversion to lantern towers. A decade ago, the town fell to the treachery of the shadow fey, its lights extinguished by traitors falling on the lighthouses in the early hours of Darktide. But recently sailors to the east coast tell tales that the lights of Iscara burn once more and at least two ships have disappeared in the area on nights other than Tidefall. Those docking their ships in Iscara to walk the streets find cold, lampless lights hanging over eerily quiet causeways. Their sudden motion reveals the lights to be will-o'-wisps, the first part of a nightmarish trap using light as lures to catch mortals and fey alike. Those rushing for shelter in a lantern tower discover Iscara's true masters, a clan of lurkers in light known as the Brightbanes who have come to hunt the shadow fey. Even hardened corsairs beg for mercy under the torment of their sadistic rituals.

Area 2.4 Ildreniss

Long ago, the elves dominated the Western Ocean and Umbrasca was a centerpiece of their empire. The great elven city of Ildreniss served as the anchor for a skein of Fey Roads stretching over the seas. From a beautiful harbor looking out over azure blue seas the elves built a graceful city with slender towers stretching to the skies. With the Great Retreat, humans came to dominate Umbrasca, founding their own towns and even taking up residence in the ruins where their elven masters once dwelt. But human rule of Ildreniss was short-lived. An exiled prince of the shadow courts came to Ildreniss seeking an artifact offering control over the shadow roads. Experimentation with the relic triggered the Tidefall, a catastrophe destroying most of the city. As cascades of water from remnants of the harbor poured over the rim of the Tidefall, dread creatures swam from the mist-shrouded seas of the Shadow Realm into the briny waters around Ildreniss marking the first Darktide. It wasn't long before the shadow fey discovered the Tidefall and shadow-cloaked Ildreniss. The Kingfisher, an exile from the shadow courts still said to be the greatest of the shadow corsairs, swooped up the Tidefall into the Midgard night. It was the Kingfisher who first learned to sail the shadow currents, blinking through shortcuts in the Western Ocean to terrorize shipping and settlements alike. Over time, the ruins of Ildreniss became the lair of the shadow fey. From the seaside manors that escaped the Tidefall to the strange flooded theater of Alarant, the shadow corsairs have built their strongholds among ruined memories of their ancestors.

NHABITANTS

The Viscountess of Frozen Sapphires and Sinew

Formerly a noble in the shadow courts, the Viscountess of Frozen Sapphires and Sinew (CE female shadow fey sorcerer 14) was the lover of the Melancholy Prince, the exile whose tampering in Ildreniss resulted in the creation of the Tidefall. Insane with grief at her loss and guilt-ridden with her decision to stay behind, the Viscountess flew to Ildreniss on her ship, Winter's Heart. Convinced her prince's spirit has joined with a mortal in Midgard, the Viscountess stalks victims named in whispers only she can hear. The Viscountess is closest to a queen in Ildreniss, but the fickle shadow corsairs allow no royalty and she works continuously to maintain a strong cadre of supporters. She commands three ships of shadow corsairs in addition to her flagship. Winter's Heart is a living ship, a frozen forest with black dryads hidden in her masts and a trio of cold riders mounted on orcas as an escort.

Headless Deanna

Headless Deanna (LE female dullahan) captains the Spectral Reaper. Deanna was one of the greatest and most bloodthirsty privateers of Cadacora. But she met her doom when caught and boarded by the Viscountess. Facing death, the tears she swore would never fall were caught in a strand of frozen jewels before the Viscountess took Deanna's head with a sweep of her blade. A fortnight later Deanna sailed up the Tidefall in a new midnight black ship seeking to sweep the rest of her brutal brood down to hell with her. Today Headless Deanna stalks the privateers of Cadacora with a fiendish tenacity. The terrifying screech of her giant black osprey mount (treat as large roc) presages the Spectral Reaper's sudden appearance from the Umbrasca mists, descending on her prey. Under her onslaught the number of privateers steadily dwindles, and talk has turned to a concerted effort to unify and finish her before she forever extinguishes Cadacora. They say she cannot be destroyed until her tears melt over her corpse.

Lady Ildrenine

Once a favored musician and storyteller of the shadow fey courts, Lady Ildrenine (CN female shadow fey bard 8) now prowls the Western Ocean capturing bards and musicians for her amusement. Captain of the Black Note, Lady Ildrenine took to the seas after her satire aimed at Duke Rackclasp was deemed a trifle too transparent. When she catches her prey, Lady Ildrenine demands a performance. Those that perform well are sold to the shadow court. Those that perform poorly are transformed into the colorful birds that festoon her ship and Ildrenese manor, filling the air with their songs.

The Clown Prince

The Clown Prince (NE male shadow fey bard [court bard] 14)

delights in the new playthings the Tidefall has offered. He schemes from a half-flooded, but still magnificent elven theater opening onto the harbor of Ildreniss and offering spectacular views of the Tidefall. The Clown Prince captains the Laughing Shadow, a ship crewed by a mob of pugwampis from which he is curiously immune. The rakish captain leads a small flotilla of three ships, and other shadow fey often curry favor from him in the shifting alliances of Ildreniss. His favorite plots are complex masterpieces of trickery and betrayal such as the fall of Iscara. He despises Jack-in-Irons seeing the giant as a brute, completely lacking in style. The Clown Prince delights in stirring the giant's ire by ensuring a pugwampi stows away on the Swift Slaughter every time she leaves port.

Jack-in-Irons

While most of the shadow fey prefer to deal in chicanery, one is infamous for his love of violence. Jack-in-irons (CE male brineborn marsh giant ranger 5) captains the Swift Slaughter with a crew of redcaps who delight in soaking their caps in the blood of their fallen foes. His stronghold in Ildreniss occupies the armory and a labyrinthine network of sea caves.

Anastasie the Apostate

Andassa might never have fallen if not for the treason of the elf, Anastasie. Long before the assault was planned, the Clown Prince came to Anastasie in disguise. Whispering promises of power and lust, the shadow fey convinced her to reveal the defenses of the city. But all of his promises came to naught when the Viscountess struck her down in the assault. Rising as a banshee, Anastasie joined their fleet as captain of the Ice Bitch. Anastasie has never forgiven the betrayal of the Clown Prince and plots vengeance.

Grimgren

This eccentric shadow fey runs a shipyard manned by fuath gremlins. Parts are hard to come by in the Western Ocean so Grimgren and his crew strip components from 'salvage' not caring whether past or current owners are ready to part with their planks.

Lord Null Newen

Not all the shadow corsairs appeared after the Tidefall. Their oldest captain, Lord Null Newen (CN shadow fey wizard 10) appears almost transparent. Until the Tidefall, Lord Newen walked the shadow roads to see how far they stretched. Now this ancient fey has taken to the shadow currents, exploring further than any living fey excepting the Kingfisher. He has journeyed so far and long his ties to this world are thin and frayed. Some say his travels began in the glimmering age of fey rule. He speaks not of his travels or his past, but slips into Ildreniss for resupply and sails off into the distance.

Mumblemurk

An expert in ambush and skirmish, Mumblemurk (CN male shadow fey rogue 9) was the first of the shadow fey to turn rogue and join the cause of the Cadacoran Corsairs. The traitor fey speaks in a raspy whisper, but has taught the privateers many fey secrets, even the means of accessing the shadow currents. Mumblemurk refuses Cadacora's standing offer of additional ships, but has hand-picked a crew from the most stealthy and clever residents of the city. He plots the assassination of both the Viscountess and Lady Ildrenine to repay their intrigues that drove him from Ildreniss.

Westwolver

The most fearsome Cadacoran Corsair is the lupine ravager Westwolver (CE male werewolf fighter 8). This bloodthirsty privateer is one of Cadacora's most successful captains against both the shadow corsairs and against other Lanternholds. Now that Mumblemurk has revealed the shadow currents, his eye turns to richer targets beyond Umbrasca. Joining his crew requires a blood oath transforming the initiate into a lycanthrope. He is forbidden from docking in Cadacora at the new moon.

Fell Ferrand

Most aggressive among the progeny of Bazagras and Yneria, Fell Ferrand (CE male juvenile umbral dragon) is the first of their offspring to hunt beyond his nest in Courval. Two years ago, the dragon came across the ship of the shadow corsair Baron Blightwater as they returned from a successful raid. Fell Ferrand slew the entire crew, raising a ship of shadows and discovering the potential of piracy to expand his hoard. No longer limited to Umbrasca, Fell Ferrand has learned to use the shadow currents and strike throughout the Western Ocean.

Sweet Geneviève

A year ago, the elfmarked witch Geneviève was caught by the Brightbanes when the smuggler's ship she was guarding accidentally docked at Iscara. Twisted and driven mad by the torment of the Brightbanes, she died only to rise again as a witchfire. Now she makes plans with the lurkers in light to return to the seas with a crew of will-o'-wisps to hunt the shadow corsairs and sack the Lanternholds.

Umbrasca Adventures

Mission Into Shadow

All alchemical fuel is spent. No trade ships returned in time. A desperate town asks the party to save them. A store of fuel is rumored to lie in one of the lantern towers of Iscara where it was left when the shadow corsairs struck. Does the party steal from the haunted town or openly bargain with a living Lanternhold?

A New Light

New Andassa hires the adventurers to assemble a new Lantern Tower for their expanding town. No one has produced a complete central apparatus in decades, not since the decapitation of the Aurafre. Does the party journey to the Tower of Telasmus to find instructions in the sealed mage's home, or do they sneak into Courval to recover the unused core of the legendary Sunspire?

The Kingfisher

The Kingfisher disappeared beyond the Western Ocean long ago in a quest for power to overthrow the Moon King. Since his departure, the shadow fey splintered into the myriad factions existing today. The shadow fey exiles believe all their destinies will change forever if the Kingfisher returns. Any that find the Kingfisher, his vessel, or his remains stand to gain great influence with the corsairs.



LESSER PORTS OF CALL

Twin Cities of Cassadega

Symbol: Four nested letter "C" with the break at different angles on a blue field

Ruler: The Thalassos Society

Major Personages: High Mage Callimachus (LN male human wizard 16), Jagrim and Nolgrim (both CN male human rogue 9), Professor Adie Brauer (NG female human wizard 9)

Population: 5,593 (4,300 humans, 1,100 merfolk, 150 dwarves, 43 other)

Trade Goods: antiquities, seafood, dressed stone

Built upon Ankeshelian ruins (see *Sunken Empires*), the former small town of Cassadega grew exponentially overnight, attracting scores of adventurers and explorers after archaeologists located the submerged tomb the priest-king Thalassos IV some 80 years ago, discovering riches and unique, never-before-seen treasures. Salvage quickly became Cassadega's trade.

Fortune-seeking Merfolk likewise settled the area, though along its coastline's sunken ruins. Thus, Cassadega grew into a human landbased city (Upper Cassadega) and an underwater city of merfolk (Lower Cassadega)-the Twin Cities of Cassadega.

The city is now famous for the vril technology discovered in Thalassos' tomb, where scholars located and eventually unlocked the workings of a fully-charged, functional vril battery. With it, they recovered and restored firearms and other unusual weapons (see Lost Technology). Although they successfully deciphered much of the ancient technology, the scholars have yet to decode the Ankeshelian language, a complex combination of hieroglyphics and raised and lowered dots. Doing so may reveal many more secrets.

As a port of call, Cassadega offers much mystery, intrigue, and tension—and of course, treasure. Today many of the city's noble families worship the ancient city's dead gods or ally themselves with the aboleths guarding the Ankeshelian ruins below, and the minions of both walk among the city's residents. Additionally, some merfolk resent the settlers of Upper Cassadega, viewing them as trespassers on a city somehow linked to their merfolk heritage. Such merfolk plot the humans' removal.

The Thalassos Society's members are the ancestors of the first scholars and explorers who discovered the tomb of Thalassos IV. Its discovery triggered the repopulation of Cassadega, and the treasure found within made the men so rich that their aged children and



PIRATES OF THE WESTERN OCEAN

grandchildren still keep a firm grip on the power of the city and fund further research within. The Society is chaired by High Mage Callimachus, a powerful wizard, vril collector, and researcher.

Jagrim and Nolgrim are the most successful of the thousands of scavengers residing in Cassadega. Their partnership has yielded a trove of priceless artifacts, and despite the ramshackle nature of their enterprise, their reach is deep and their influence undeniable. Professor Adie Brauer discovered some of the major ley nodes found throughout the city of Cassadega. A member of the Thalassos Society and granddaughter to one of the original excavators of Ankeshel, this researcher doesn't care for rule and influence, as she spends all her time finding the key to unlocking the city's tightly-wound ley network.

In Cassadega, opportunities abound above and below the waves for treasure hunters, secret seekers, and the curious.

Graydock

Symbol: a black ship next to a gray pier on a blue shield

- **Ruler**: Ernst "Goldtooth" Galway (CN male human/Denizen of Leng rogue (pirate) 13)
- Major Personages: Guard Captain Fangol (LN male minotaur fighter 10), Mistress Willa (CN female halfling cleric of Seggotan 8), Renovation Brigs (N male human rogue 5)
- Population: 300 (200 humans, 25 minotaurs, 20 gnomes, 15 halflings, 10 dwarves, 30 other)
- Trade Goods: ship supplies, stolen items, exotic materials, relics, alcohol, drugs

The most popular illegal port, black-market, and buccaneer den in the Western Ocean, Graydock facilitates selling plunder, refurbishing ships, hiring new hands, and various other chores accomplished between voyages. It provides its somewhat questionable services for anyone with coins in their purse and a willingness to spend them. Originally located Southwest of Barsella, Graydock now occupies

one of the myriad small islets in the Western Ocean. Those seeing the dock for the first time often mistake it for a flotilla of ships connected by gangplanks. This is no accident as the entire port is mobile. Ernst "Goldtooth" Galway, the current ruler of the dock, requires each business, whorehouse, warehouse, and establishment to be located on a sailing vessel. That way, if the authorities should come calling, Graydock can simply pick up and move to a new location.

Some of the more notable sites in Graydock include: Hooked Val's (Brothel), The Open Coffer (Store and Fence), Rat in the Barrel (Tavern), No-Leg's Yard (Ship Refitting and Repair)

SpirosBlaak

Symbol: A heraldic shield bearing the shining sword of Spiros, held high by two bare hands gripping its blade

Ruler: Archduchess Ailea Baedabin I

Major Personages: Uik Diffidek (CE male bakad goblin, Expert 12), Lord Deacon Blackwater, Court Thaumatologist (N male Spiran human, Wizard 19), Lady Gora Lloratz (CN female Spiran human, rogue (pirate) 13), Torad Hrosh, Captain of the Tuskadeen Protectors (N male Rilgoth (Northlands) human, Barbarian 11) **Population:** 325,000 (169,000 human, 6,500 kavraen, 71,500 kavbroed, 13,000 dwarven, 65,000 other)

Trade Goods: Art, grain, foodstuffs, weapons, and armor

On a small continent to the southwest of the Northlands lies a kingdom called the Archduchy of SpirosBlaak (detailed in Misfit Studios' *SpirosBlaak*). The seafaring Spirans possess black powder technology and cannons, which they gained from intelligent, tech-savvy goblins. The Spirans rarely travel past the islands around the mainland where they trade with the locals, for pirates, sea creatures, remnants of the Arbonesse elves, and raiding Northmen often prove overwhelming to lone ships.

The Archduchy's history is a violent one. The Spirans are long accustomed to war. When the Gods' Fall brought their deities to walk among them, the gods all sought to carve out bastions for themselves using the Spirans as their pawns. Following the God Wars, heavy colonization of the usurped Wildlands evoked the Clan Wars with the kav—the collective name for both natural-born and disease-riddled lycanthropes—and eventually led to the long span known as the Era of Blood, where masses of kav swooped down upon the weakened human cities and towns. Violence between the Spirans and the kav remains constant to this day.

As a Port of Call, PCs might hail from the mighty capital city of SpirosBlaak ("Spiros' Tribute"); Askalan, the City of Enlightenment; Dreij, the City of Gold; or Meleatan, the City of Sails. GMs wishing to use the gunslinger class and associated technology should find this area to their liking.

LESSER PORTS OF CALL

PIRATE BANDS

BAND OF THE HARP

by Charles Carrier

26

According to lore, a secret bardic contest was held on the tiny inshore Isle of Skorm five years ago. The prize was a masterwork harp of great antiquity. Skallin Silvaire won the contest, and Lorm Blackwood came in second. However, Lorm and his supporters disputed the decision, pointing out that two of the judges were Skallin's cousins. All the



bards fell to arguing and it was eventually decided that Skallin and Lorm would play again, three days hence, but this time all present would vote on the winner.

On the third morning Skallin and his cousins were found murdered, and the masterwork harp missing. Naturally the bards sought for Lorm, and it was quickly discovered that he and six of his staunchest supporters had set sail very recently. His tiny ship was less than a mile out. The bards raced to their own ships and gave chase, hoping to catch him before he reached the mainland.

> As the pursuers cast off, the wind died leaving them becalmed, although Lorm's sails were still filled. Some of the other bards' ships could still move through oar or magic, but a fog sprang up and many became lost. The few who still pursued soon sailed into a whirlpool, which turned them and dashed them against one another.

> Lorm escaped, but he dares not set foot in an honest port. There is a bounty on his head and on the heads of his followers as well. Denied a haven on land, they have become pirates.

> Lorm prefers to strike in the wee hours of the morning, while most other crews sleep. On moonless nights music will be heard, soft and distant. Already it is too late, for those who are asleep cannot be awakened. Of those awake, many fall under the charm of the music. Next the wind will die, leaving the sails slack. Soon fog will wrap the ship so thickly that a man can barely see someone standing next to him. However, Lorm's crew has no problem seeing through the mist; from a distance they use arrow and spell to slay any who seem prepared to resist. The sleeping crew wakes with the dawn to find their choicest cargo gone.

> Rumor says that Lorm's men are easy to spot when they steal into port, for Lorm's song has given them all yellow cat's eyes.

The Bloodreavers

by Morgan Boehringer with Dawson Berry

Darque sails, cloudy, Black feathers; fly! Race the wind, flee huginn, Or rowdy you will die.

(from The Bloodsfeather Dirge, attributed to the Songraven, Drouin Stroud)



Of all the ashen sails and foreboding banners plaguing the Western Ocean, few evoke greater horror and fear than the Ravenskull pennant flying above the Bloodreavers' ships. Originally hailing from the frozen north, these outcast huginn honor Wotan and revere Mordiggian in vicious rituals committed to terrify their victims and slake their mad appetites. Never considered anything but insane, most of the Bloodreavers are uncontrollable in battle, whipped into fervour by songs of dark misdeeds and drunk on alchemical concoctions created by the few heru among them.

Commanded by the imposing Gyark Cindermantle (barbarian 12/rogue 3), the Bloodreavers erupt from the mists or blinding sun to visit cruel misery upon any plying the waves. Their depredations have no rhyme nor reason– those lucky survivors described Bloodreavers as merciless, sometimes taking captives, and sometimes even ignoring plunder and sending treasure-laden ships to the sea bottom. The most horrifying rumor involves sickening rites involving a transformation incantation used on unwilling captives to create new Bloodreavers. The reavers bind victims to the flagship Goremasque's mast, a timber cut from a revered northern ash and consecrated to Wotan and Mordiggian. The huginn then carve sacred runes into the flesh of the victims initiating a painful metamorphosis into a crazed

huginn reaver. Captured huginn suffer either summary execution or involuntary service, depending on the captain's whim.

The Bloodreavers' home port, if any, is unknown - their territorial waters range across much of the Western Ocean. However, they are loath to enter the Aroan zone and steer clear of both Karn'lothra and the Isle of Mnemosyne. Barsellan captains treat the Bloodreavers with extreme prejudice, wiping them out if possible or outrunning them if not. Cindermantle's chief whip, the feared Kiska Cowl (fighter 4/inquisitor 8) sails the Wightborne Lady, a stately caravel painted deep burgundy and festooned with the bones and dried viscera of her many conquests. Cowl is an anomaly among the Bloodreavers, his clear-eyed mien and courtly manner seemingly at odds with his brethren. Some suggest Cowl is the true power and director of the Bloodreavers. Others push this rumor further, saying he is but an agent of some darker, more sinister player using all of the reavers as pawns.

Scions of the Red Lady

by Adam Roy

One of the most feared pirate crews of the Western Ocean are the Scions of the Red Lady. The Scions are all worshippers of Marena, and all tieflings. Also known as the Sons of Caelmarath, they sail from a small island of legend in the Western Seas that can only be found during the light of the new moon. It was formerly the sanctum of a powerful Caelmarath sorcerer who was overthrown by his tiefling apprentices during the Mage Wars. His many monstrous creations and chimeric beasts still roam the island, guarding his old tower containing many great magical treasures from the golden age of Caelmarath.

Lacking resources and sufficient diversions on their small hidden isle, the Scions scourge the Western Ocean looking for provisions, treasure, and the wicked entertainments helpless prisoners provide. The Scions

are especially cruel and murderous towards female and non-human prisoners, although they are known to ransom sufficiently wealthy prisoners in exchange for treasure and fresh victims. Tiefling captives may either join the villainous crew or walk the plank in shark-infested waters.

The Scions sail a small black xebec with black sails and fly an unusual skull and crossbones flag showing their allegiance to the Red Lady: the skull has fiery crimson hair, horns and fangs. The small but fast square-rigged ship also has a living demonic figurehead at the bow, which grants the ability to fly or turn invisible for short periods, or create prodigious amounts of fog. These abilities allow the ship to lay in ambush easily in almost any circumstance. The ship is the penultimate creation of the island's former master.

The Scions have many multi-classed sorcerers among the crew, all with the abyssal bloodline, allowing them to bombard their prey with magic missiles, lightning bolts, fireballs, darkness spells and the like. This magical firepower grants them easy victories against most opponents. Their captain is Jalex Cathburhart (magus 9/assassin 7), a tiefling of great size and indeterminate age who wields a fiery and intelligent ebon blade. He is the current favorite of the Red Lady and can only be killed with a weapon made by her hands.

BESTIARY OF THE WAVES



Behtu

With a face like a mandrill and tusks like a great boar, these ferocious half-ape, half-human pygmies have demon blood flowing in their veins. One does not travel to the volcanic temple-islands of the Behtu unless desperate or suicidal.

Behtu

CR 4

XP 1,200

CE Small humanoid Init +2; Senses low-light vision; Perception +2

DEFENSE

AC 22, touch 13, flat-footed 20; (+3 armor, +2 Dex, +6 natural, +1 size) hp 32 (4d8+12) Fort +4, Ref +6, Will +3 Resist cold 5, electricity 5, fire 5

OFFENSE

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Speed 20 ft., climb 20 ft. Melee bite +7 (1d4+3), shortspear +8 (1d4+3) Ranged spear +7 (1d4+3) Spell-Like Abilities (CL 1st) 1/day—burning hands (DC 10)

STATISTICS

Str 17, Dex 14, Con 16, Int 12, Wis 11, Cha 7 Base Atk +3; CMB +5; CMD 18 Feats Iron Will, Weapon Focus (spear) Skills Acrobatics +5, Climb +15 Perception +2, Stealth +12, Survival

+7; Racial Modifiers +2 Stealth, +2 Survival

Languages Abyssal, Ape, Common, Infernal

Special Qualities demonic resistance, demonic sorcery

ECOLOGY

Environment warm and temperate forests

Organization troupe (3–6) or war party (6–12, including 1 "witch doctor" [sorcerer or druid])

Treasure rattan (hide) armor, ichorous infusions, shortspear

SPECIAL ABILITIES

Demonic Resistance (Ex) Behtu have cold resistance 5, electricity resistance 5, and fire resistance 5.

Demonic Sorcery (Ex) Behtu sorcerers treat their Charisma score as 2 points higher for all sorcerer bloodline abilities. All Behtu sorcerers have the Abyssal bloodline.



- **Ichorous Infusions** Behtu troupes and war parties carry 1d6 vials of ichorous infusions. They may ingest an infusion as a standard action; often they do this in preparation for ambush. For 2d6 rounds later, the behtu gain a +4 infernal bonus to their Strength and Constitution scores, as well as doubling their base speed (including their climb speed) and gaining an extra move action each round. Behtu also take a –4 penalty to their Intelligence and Wisdom scores for the duration. If a non-Behtu PC ingests the infusion, treat as if the PC had been poisoned with black adder venom (afflictions/poisons, *Pathfinder RPG Core Rulebook*).
- Languages Behtu begin play speaking Abyssal and Ape. Behtu with high Intelligence scores can choose from any of the following languages: Common, Draconic, Goblin, Infernal and Orc. (The creature above has its two additional languages noted already.)

Skilled Behtu have a +2 racial bonus to Stealth and Survival checks.

Spell-Like Ability Behtu can use *burning hands* once per day as a spell-like ability. Caster level is 1st or the Behtu's sorcerer level.

Lore

Mechuiti (meh-CHOO-ee-tee), the demon lord of apes, cannibalism, and torture, combines the cruelty of a demon with the cunning of a human and the ferocity of an ape. He has bred the same qualities into his people, the Behtu (BAY-too—singular and plural are the same). In his volcanic temples, his idols weep with his ichorous demon blood, which the Behtu use to create infusions to give them inhuman strength and speed. The Behtu also use the infusions to etch demonic glyphtattoos on their skin to grant them infernal powers and protections. The Behtu are known to breed demonic dire iguanas as war mounts. The most powerful Behtu sorcerers and druids have been known to ride large lava drakes and small volcano dragons as personal mounts.

RUM GREMLIN

At the edge of the dock, a small, pot-bellied monstrosity stares at you, his bright green hair evident even in the low-light.

Gremlin, Rum

CR1

XP 400

CE Tiny fey

Init +3; Senses darkvision 120 ft., low-light vision; Perception +0 Aura drunkenness (20 ft, DC 12)

DEFENSE

AC 18, touch 13, flat-footed 17 (+1 Dex, +5 natural, +2 size) hp 6 (1d6+3) Fort +1, Ref +5, Will +1 DR 5/cold iron; SR 12

OFFENSE

Speed 20 ft., climb 10 ft., swim 10 ft. Melee bite +5 (1d3), 2 claws +5 (1d2) Space 2-1/2 ft.; Reach 0 ft. Spell-Like Abilities (CL 1st, concentration +1) At Will—prestidigitation 1/hour—ghost sound (DC 11), snare

STATISTICS

Str 10, Dex 16, Con 11, Int 12, Wis 9, Cha 12 Base Atk +0; CMB +1; CMD 11 Feats Dodge, Toughness, Weapon Finesse Skills Acrobatics +4, Climb +1, Craft (traps) +6, Escape Artist +4,

Perception +0, Stealth +12, Swim +1; Racial Modifiers +4 Craft (traps) Languages Common



ECOLOGY

Environment coastline

Organization solitary, pair, mob (3-12), or gang (13-20 with 2-5 dire rats or a rat swarm)

Treasure standard

SPECIAL ABILITIES

Drunkenness Aura (Su) A rum gremlin radiates an aura of drunkenness to a radius of 20 ft. All creatures inside the aura suffer the effects of the spell touch of gracelessness and must make a DC 12 Fortitude save to avoid being sickened for one hour. Creatures who have already been drinking take a -1 penalty to the save per drink.

These impish fey are only a foot tall and weigh ten pounds. Nonetheless, these nasty creatures are renowned for causing mischief far beyond their tiny size. The pot-bellied rum gremlins have sick green hair, orange eyes, and mouths filled with razor-sharp teeth.

Rum gremlins make their homes near the docks of seaside towns, and sometimes they stow away on ships for fun. Each rum gremlin radiates a magic aura causing drunkenness affecting any creatures in the area. Those affected find it difficult to stay on their feet and may become sick from the effect.

In addition to these auras, the little horrors have the ability to create distracting sounds and small traps. Rum gremlins use their abilities to prey on sailors and dockworkers, working in groups to swarm affected victims who they drag into their lairs below docks or in the holds of ships. They also take great delight in the collateral damage their magic can wreak, frequently using it to cause distrust and disruption in the areas they inhabit before picking off isolated victims.

Rum gremlins are often found with rat swarms or dire rats they have trained to help protect their nests. The sound of bells drives rum gremlins into a rage and they will go to great lengths to destroy the source of their torment.

Legends say the rum gremlins originated when Loki bet Ninkash she couldn't craft a brew potent enough to knock him out in a drinking contest. Ninkash won the contest, but a band of mites watching the contest made off with the remaining beer and transformed into the first rum gremlins.

BESTIARY OF THE WAVES

Adrift at Sea

Description

A cry from the crow's nest or the bow seizes your attention. Floating toward your vessel is a fragment of some sort, likely from another ship or boat. Clinging to the side or lying upon the surface is a lone figure. As sailors grab for their gaffs to haul in the unfortunate soul, you might wonder what you are getting into.

Encounters

The player's vessel has encountered someone or something on a chunk of floating debris. To determine its nature, roll 1d20 on the following tables:

Who

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The second	1-8	A sailor	
	9 -12	An adventurer	
	13-16	A merchant	
3	17	A child	
	18	An animal; a rather wet dog, a shivering cat, or a bird in a cage	
	19	A lure; underneath the debris is a hungry monster	
	20	A corpse, perhaps an undead which awakens at night	

What

1-8	A section of hull/deck	
9-12 A canoe/dugout/small craft		
13-16	A sinking lifeboat/launch/sailing dinghy	
17	A trunk of driftwood or mass of vegetation	
18	A floating barrel or buoyant chest	
19	A floe of ice	
20	The wing of a creature or an airship	

Why

1-8	Vessel sunk beneath them	
9-12 Swept overboard in a storm		
13-16	Marooned on a nearby island and spotted your vessel	
17	Thrown overboard	
18	Walked the plank and survived	
19	Fell from an airship or flying vehicle	
20	Teleport or portal accident	

The Hook

1-4	"Here, take this map" The map shows a nearby island with a big red X.	
5-8	"It was pirates, I swear." Next encounter is an enemy ship.	
9-12	"They were cannibals!" Faint drums can be heard.	
13-16	"Beware the Kraken!" There be a monster nearby.	
17-18	"Avoid the island" A dark shape looms in the distance.	
19	"Rose beach" Survivor dies after a cryptic utterance.	
20	"Find my child/pet/object!" Survivor casts suggestion on nearby target.	

SHIPS AND CARGO

he vessels plying the Western Ocean need not be simple cogs and galleons. To speed the creation of new ships, use the ship statistic blocks found in *Pathfinder RPG Ultimate Combat*, and adjust them using these templates. This will allow you to create strange vessels of varying sizes and shapes for any number of cultures or designs.

SHIP TEMPLATES

Nearly all templated ships will be magical or alchemical in nature due to their ability travel between different environments. This is not a prerequisite, and some vessels may be augmented through clockwork or simple construction, but these are often the exception rather than the baseline in most fantasy campaigns. A templated ship loses the benefit of its template if it gains the broken condition. If it can make it to the surface before its next turn, it can remain there until it is repaired. If not, it sinks, runs aground, or becomes otherwise disabled and unable to travel further until the condition is removed.

Ship statistics not discussed remain unchanged from the base vessel. Adding adjustments to a vessel demands the shipwright have either the Craft Wondrous Item feat or Master Craftsman feat and constant access to required spells during shipbuilding. A shipwright must make one Craft (shipbuilding) check (DC 25 +5 per size category beyond Large, +3 per additional template beyond the first) for the first week and one check every two weeks for each size category beyond Large. Failure adds two weeks to the building process. Two successive failures indicate the process is inherently flawed and

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cannot be completed. Equivalent incantations may be substituted for the necessary spells, but they must be performed for each required casting.

Amphibious

Amphibious craft are at home in the water or on the land. Such a vessel may have wheels, treads, clockwork or animated legs. It may take the form of a frog, snake or a water bug. These ships sail on the waves and travel the roads with equal ease.

STATISTIC ADJUSTMENTS

Requirements: animate object, longstrider; **Cost**: +25% base vessel cost.

Maximum Speed: Gains a land speed equal to 1/2 sailing speed. **Propulsion:** Becomes magical or alchemical when traveling overland.

Dragon Turtle

A vessel with this template may be fashioned from an actual dragon turtle shell. It may have a metal roof or a hull of sculpted stone. This ship is neither amphibious nor submersible, but it has a protective enclosure.

STATISTIC ADJUSTMENTS

Requirements: *spike growth*; **Cost**: +50% base vessel cost. **AC and Hardness**: Increase both by 5.

Hp: Increase by 50%.

Maximum Speed: Reduce by 50%.

Acceleration: Reduce by 50%.

Propulsion: Cannot be sail driven.

Decks: Gains 1 deck, which encloses the ship. This deck is considered difficult terrain.

Weapons: These now require special ports to attack, which may limit their field of fire.

Fiendish

These vessels are terrifying, encrusted with obscenely mutilated corpses or horrific carvings. A fiendish craft does not gain new modes of travel, but rather an aura affecting those who encounter the ship on the high seas.

Unlike other templated ships, this vessel remains seaworthy, even if broken. However, its aura is nonfunctional until the condition is removed.

STATISTIC ADJUSTMENTS

Requirements: *cause fear*, **Cost**: +25% base vessel cost. **Weapons**: The ship gains an aura.

Fiendish Mein (Su) A terrible aura surrounds ships with this template. Any hostile creature within a 100-foot radius of a fiendish ship must succeed on a Will save to resist its effects. The save DC is Charisma-based on the captain of the ship, and includes a +2 bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully kill or incapacitate a crewman from the ship generating the aura. A creature which successfully resists or breaks the effect cannot be affected again by the same ship's aura for 24 hours.

Flying Fish

A craft with the flying fish template can make short jaunts out of the water or beneath the waves. It cannot travel for extended periods in these unusual ways, but allows for vessels to obviate some hazards or obstacles. These ships take the form of fish or legless birds.

STATISTIC ADJUSTMENTS

Requirements: Underwater travel requires *slipstream, water breathing*; Aerial travel requires *fly, jump*; **Cost**: +40% base vessel cost for one option, +65% base vessel cost for both options. **Maximum Speed**: Gains a flying and/or swim speed equal to 1/2 sailing speed. Cannot maintain either flying or swim speed for more than 5 rounds without returning to a sail speed for 5 rounds.

Propulsion: Becomes magical or alchemical when traveling underwater or flying.

Decks: Requires enclosed top deck if capable of traveling beneath the water.

Weapons: May require special ports to attack, which may limit their field of fire.

Nautilus

Nautilus ships can dive and travel for extended periods beneath the waves. These craft maintain a habitable environment in the depths, unlocking the submarine world to the inhabitants of the surface. These vessels may look like actual nautilus animals, glass capsules, fish, or even mundane ships with magically sustained envelopes of air.

STATISTIC ADJUSTMENTS

Requirements: *slipstream, waterbreathing*; **Cost**: +40% base vessel cost.

Maximum Speed: gains a swim speed equal to its sailing speed. Propulsion: Becomes magical or alchemical when traveling underwater or flying.

Decks: Requires enclosed top deck if capable of traveling beneath the water.

Weapons: May require special ports to attack, which may limit their field of fire.

Sculpted

A sculpted ship refers to any kind of grown or bred ship, a living vessel, rather than a manufactured one. Two examples of this kind of craft are the Arthropod variant or the Keel-sung variant.

Sculpted: Arthropod

The work of lost mage-wrights and arcane breeders, sculpted arthropod vessels strongly resemble crustaceans and insects. Some are able to maintain air filled chambers within their forms while others simply possess forms very suitable for doubling as decks. These ships often bond to their captains or pilots, making them poor salvage for pirates. Born from skull-sized eggs, the resulting creature grows quickly, consuming enormous amounts of their preferred food. Clutches of their eggs tend to be very valuable, presuming one can keep the newborn ship-bug alive.

STATISTIC ADJUSTMENTS

Requirements: special, see below; **Cost**: Increase initial cost by 20,000 gp and 15% base ship cost in materials for 4 weeks + 1 week per size category beyond Large

Hp: Increase by 50%. The ship may benefit from healing magic. **Base Save**: gains a +3 bonus to saving throws

Propulsion: The ship does not require sails and moves via natural

physical means.

Driving Check: All driving checks gain a +3 circumstance bonus while the ship has more than 50% of its HP. If wounded to less

Vessel Size	Source Creature
Large	Large Vermin
Huge	Huge Vermin or Chuul
Gargantuan	Gargantuan Vermin or Huge Chuul
Colossal	Colossal Vermin or Gargantuan Chuul

than 50% HP, all driving checks have a -3 penalty. Pilots suffer the penalty to driving checks until they have driven the vessel for 4 weeks plus one week per size category beyond Large.

- **Driving Device**: The ship has a special driving device, requiring the pilot to interface with the ship. While driving, the pilot is immobile and considered flat-footed.
- **Crew**: No crew is necessary to pilot an arthropod vessel. Crew is still required to load or unload cargo.

Decks: This ship may have an enclosing deck, but not necessarily. Add 10,000 gp to the base cost if an enclosing deck is present.

Weapons: Arthropod ships have no natural weapons. Any weapons must be installed and require crew to fire them.

Creating Arthropod Sculpted Ships

The process for creating an Arthropod Sculpted ship egg is equivalent to the process for creating a homunculus, but it has a final cost of (20,000 gp + base vessel's price) and requires a living egg from an appropriate source creature listed below. Eggs are prepared for a specific size of ship during creation. Creatures appropriate for larger sized ships may be used for smaller ones and reduce the process cost by 2,000 gp per size category reduction:

Sculpted: Keel-sung

Coaxed from a living frame of wood or bone and sculpted by magic or advanced horticulture, keel-sung vessels feature sleek lines and elegant design. They require less construction material, and even respond to healing spells.

STATISTIC ADJUSTMENTS

Requirements: command plants; Cost: x3 base vessel cost. AC and Hardness: Increase both by 3 Hp: The ship may benefit from healing magic. Maximum Speed: Increase sailing speed by 50% Acceleration: Increase by 100% Crew: Reduce required crew by 50%



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MARINER MAGIC AND CULTURE

Spells of the Western Ocean

Chrono Location

School clockwork [temporal]; Level bard 3, cleric 2, inquisitor 3, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a working clock) Range touch Target creature touched Duration instantaneous Saving Throw none and Will negates; Spell Resistance yes

This spell moves the target forward or backward in time but not space. Instead, space moves around the creature depositing them directly east or west from their starting point. The caster may move forward or backward one minute per level, each minute equaling fifteen miles. If too close to the edge of the world, *chrono location* transports the target into space.

A caster who travels into the past and prevents themselves from ever casting *chrono location* must make a Fortitude save DC 20 as the two essences merge. A failed save destroys the caster, while a successful save renders the caster sickened and exhausted for one week.

Crustacean Carapace

School transmutation; Level druid 2, magus 3, sorcerer/wizard 3; Domain ocean 2, animal 2 Casting Time 1 standard action Components V, S, C (pinch of crustacean shell) Range personal Targets personal Duration 1 minute/level (D)

You gain a hard, non-metallic, exoskeleton which grants you a +4 natural armor bonus and allows you to ignore penalties to attack and damage caused by being underwater.

Elemental Surge

School transmutation [air, earth, fire, water]; Level druid 2, sorcerer/ wizard 2 Casting Time 1 standard action Components V, S, M (air, earth, fire, or water) Range close (25ft. + 5 ft./2 levels) Effect manipulate elements for attack Duration instantaneous Saving Throw Reflex half; Spell Resistance No This spell allows a caster to manipulate one of the four elements and form it into a ray or sphere to hurl at a target. The element used as the material component dictates the resulting form of the spell.

Using any source of one of the elements (air, earth, fire, water) the caster manipulates and magnifies it into a more dense form suitable for hurling towards a single target. It requires a ranged touch attack to hit and deals 2d6 + 1 point per caster level (maximum +10) damage (type listed below). Each element also has a secondary effect.

- **Air**: Bludgeoning damage. If target is hit, it is subject to a bull rush attack from the force of the air. The CMB uses caster level in place of its base attack bonus.
- **Earth**: Bludgeoning damage. The debris trail from this attack blinds the target for one round. Fortitude save negates.
- **Fire**: Fire damage. The intense flames burn the target on the following round for 2d4 fire damage. Reflex save negates.
- **Water**: Bludgeoning damage. The impact of the water dazes the target for one additional round. Fortitude save negates.



PIRATES OF THE WESTERN OCEAN

Intensifying Force

School evocation [force]; Level cleric 4, druid 4, oracle 4, ranger 4 Casting Time 1 standard action Components V, M (a tiny wooden funnel) Range 15 ft. Area coned shaped burst Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

A mighty force of energy gathers strength through the affected area. All creatures in the area fall prone. Creatures within 5 ft. of the cone take 1d4 damage per level (maximum 5d4). Creatures 5-10 ft. from the apex of the cone take 1d6 damage per level (maximum 10d6). Creatures 10-15 ft. from the apex take 1d8 damage per level (maximum 20d8). A successful Reflex save halves the damage and prevents the target from falling prone.

Ironsides

School transmutation; Level cleric 5, druid 4, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a piece of iron) Range touch Target one ship of up to colossal size Duration 10 min./level Saving Throw none; Spell Resistance No

Ironsides temporarily gives the wooden hull of a ship some of the characteristics of iron. For the duration of the spell, the hull's hardness doubles. Further, it becomes resistant to fire but also susceptible to acid as if made of iron instead of wood.

Message in a Bottle

School transmutation [language - dependent]; Level bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, F (copper wire and a drinking vessel with stopper)
Range 0 ft.
Targets One object
Duration see text
Saving Throw none; Spell Resistance no

You whisper a message into the mouth of a drinking vessel. The size of the vessel dictates the maximum length of the message; a potion vial holds 30 words, an acid flask holds 60, and a wine bottle holds 150. The vessel is not considered enchanted, though its contents are and give off a slight transmutation aura. After speaking the message, you must seal the container. As soon as the vessel is unstoppered, the message is recited to all those within hearing distance. Subsequent openings have no effect. You hear the first thirty words of the first response spoken to your message, so long as you are on the same plane as the speaker. Multiple messages may be imparted via the same vessel, so long as they fit. An unopened vessel holds its message so long as the vessel remains otherwise inviolate. If the vessel is broken, torn or otherwise rendered useless as a container, the magic is lost.

Not So Fast

School clockwork [temporal]; Level bard 1, cleric 1, druid 1, oracle (time) 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (a dried turtle) Range medium (100 ft. + 10 ft. /level) Target one creature per level Duration 1 minute/level Saving Throw Will negates; Spell Resistance yes

This spell enables you to reduce the speed of a creature by a factor which varies according to your level: 5 ft. (level 1-5), 10 ft. (level 6-10), 15 ft. (level 11-15), and 20 ft. (level 16+). You can't immobilize a creature completely with this spell; a target can always move at least 5 ft. and can still run, albeit not as fast as usual.

Painful Memories

School clockwork [temporal]; Level bard 2, magus 2, sorcerer/ wizard 2, witch 2 Casting Time 1 standard action Components V, S Range close (25 ft. +5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Fortitude half; Spell Resistance yes

This spell brings wounds from a creature's past forward through time to re-manifest in the present. The creature takes 1d6 damage per hit die or level (maximum 10d6). A successful Fortitude save halves this damage.

Rapid Aging

School clockwork [temporal]; Level bard 3, cleric 3, druid 3, oracle 3, witch 3 Casting Time 1 standard action Components V, S, M (a preserved fossil) Range close (25 ft. +5 ft./2 levels) Target one living creature Duration permanent until dispelled Saving Throw Fortitude partial (see text); Spell Resistance yes

This spell advances one living creature a single age category. On a failed Fortitude save, the creature immediately ages the minimum number of years to reach the next age category, and gains the penalties and benefits from the effects of aging. A successful save exhausts the creature for 1 round per caster level. If *rapid aging* advances the creature beyond venerable the creature dies of natural causes. Casting both *remove curse* and *restoration* on the affected creature within the same 24-hour period reverses the effects of *rapid aging*. This spell only affects living creatures.

Reverse Industry

School clockwork [temporal]; Level cleric 2, druid 2, magus 2, oracle 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action Components V, S Range close (25 ft. +5 ft./2 levels) Target one manufactured object Duration instantaneous Saving Throw Fortifude negates: S

Saving Throw Fortitude negates; Spell Resistance yes

This spell affects a single manufactured object weighing no more than 1 lb. per caster level. If the object fails a Fortitude save all manufactured pieces of the object revert to their raw state. Metal becomes ore, leather becomes animal hide, etc. Objects already in their raw form suffer no effects from *reverse industry*.

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MARINER MAGIC AND CULTURE
View the Past

School divination [temporal]; Level cleric 2, druid 2, inquisitor 2, oracle 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S Range personal Target you Duration 10 min./level (D)

Saving Throw none; Spell Resistance no

This spell allows the caster to experience events from up to ten years per caster level in the past. The caster experiences events from a location as if present when the event occurred. The caster can make Knowledge (history) checks with a +5 bonus to focus on relevant events.

MARITIME MAGIC ITEMS

Figurehead of Prowess

Aura varies; CL varies

Slot -; **Price** 22,500 gp (albatross), 240,000 gp (dragon turtle), 194,000 gp (kraken), 183,000 gp (manta ray), 45,000 gp (merfolk), 36,000 gp (narwhal), 99,800 gp (water orm); Weight varies

DESCRIPTION

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Crafted primarily in Barsella, figureheads of prowess grant benefits to vessel and crew. A damaged figurehead may be repaired; broken figureheads are ruined.

Albatross: Crew gain +5 (+10 in fog) bonus to Perception checks and Survival and Profession (sailor) checks to plot a course. Faint varied; CL 3; Craft Wondrous Item, *know direction, acute senses*.

Dragon Turtle: Ship gains +5 to hardness, and crew and passengers gain fire resistance 5. Moderate transmutation, Faint abjuration; CL 9; Craft Wondrous Item, *mass reinforced armaments, communal resist energy.*



Kraken: 5 minutes per day, animate rope spell affects every rope on board; the minutes need not be consecutive, but must be used in 1 minute increments. Crew gain +5 CMB checks to grapple other ships. Moderate transmutation, Faint enchantment; CL 10; Craft Wondrous Item, *mass animate rope, bless, moment of greatness.*

Manta Ray: Ship gains +30 ft. to top speed and +10 ft. to acceleration. Moderate transmutation, **CL** 9; Craft Wondrous Item, *alter winds*, *mass glide*.

Merfolk: Crew and passengers may use ride the waves spell for 15 minutes per day. Moderate transmutation, **CL** 9; Craft Wondrous Item, *communal ride the waves*.

Narwhal: Ship breaks through ice sheets taking no damage. Crew and passengers suffer no penalties from non-magical cold. Faint varied, **CL** 3; Craft Wondrous Item, *communal endure elements, shatter.*

Water Orm: On command, ship may become invisible one hour per day, making no sound or wake; this effect ends if the ship or anyone aboard attack. Strong illusion, **CL** 13; Craft Wondrous Item, *mass invisibility, mirage arcana, silence.*

CONSTRUCTION

Requirements Craft Wondrous Item, additional spells, see text; **Cost** 11,250 gp (albatross), 120,000 gp (dragon turtle), 97,000 gp (kraken), 91,500 gp (manta ray), 22,500 gp (merfolk), 18,000 gp (narwhal), 49,900 gp (water orm)

Island Survival Manual

Aura faint transmutation; CL 5th Slot – ; Price 9,000 gp; Weight 1 lb.

DESCRIPTION

This is a small, weather-beaten and dog-eared waterproof chapbook with ten chapters, each concerning advice on particular aspects of survival in the islands:

- Chapter 1: Find drinking water (create water)
- Chapter 2: Find food (call animal)
- Chapter 3: Stay out of the sun (cloak of shade)
- Chapter 4: Avoid extreme heat and cold (endure elements)
- Chapter 5: Speak with the natives (comprehend languages)
- Chapter 6: Identify footprints (residual tracking)
- Chapter 7: Avoid predators (hide from animals)
- **Chapter 8:** Evaluate threats (*know the enemy*)
- Chapter 9: Repair equipment (jury-rig)
- Chapter 10: How to swim (touch of the sea)

Possessing the book provides the owner a +5 bonus to Survival checks. Additionally, the owner may activate one chapter each day. Effects targeting an individual affect the owner or an appropriate number of designated creatures within 10 ft. Once a chapter has been activated, treat the manual as a normal book for the rest of the day

CONSTRUCTION

Requirements Craft Wondrous Item, *call animal, cloak of shade, comprehend languages, create water, endure elements, hide from animals, jury-rig, know the enemy, residual tracking, touch of the sea, creator must have 5 ranks in the Survival skill;* **Cost** 4,500 gp

Sail of Wonder

Aura moderate enchantment; CL 10th Slot – ; Price 12,000 gp; Weight 400 lbs.

DESCRIPTION

All sails of wonder are brightly colored. To use, a sail must be attached to any ship that allows sails to be activated (as a standard action).

Only the ship's acting captain may speak the command word to unleash these chaotic and unpredictable effects on his own ship or another within one mile.

d%	Wondrous Effect		
01-05	1d8 of the ship's rats turn into gold worth 50 gp each.		
06-10	A random crew members' leg falls off, leaving a fully healed stump (no save).		
11-15	All empty barrels and cups onboard fill with rum.		
16-20	A <i>sleep</i> spell targets everyone within a half mile radius (Will DC 13 negates).		
21-25	The ship's mast grows branches that bear grapefruits.		
26-30	A random crewmember's eye turns into a clear spindle <i>ioun stone</i> for 1d8 days (no save).		
31-35	<i>Invisibility</i> covers the ship but not the crew for 1d8 minutes.		
36-40	Permanently summons 1d8 she-elf 2nd level aristocrats.		
41-45	All black powder and sugar onboard turns into salt.		
46-50	All silver onboard turns into gold.		
51-55	Ship teleports 1d8 miles in a random direction.		
56-60	All familiars and animal companions of the crew learn random elemental language.		
61-65	Summons a large water elemental to serve the ship's captain for 1d8 hours.		
66-70	<i>Stinking cloud</i> appears on the nearest ship that is not your own (Fort DC 15).		
71-75	500 sea gulls land on the ship and refuse to leave.		
76-80	Faerie fire surrounds the ship until <i>remove curse</i> is cast.		
81-85	Entire ship is under the effects of <i>zone of truth</i> for 1 week (Will DC 14).		
86-90	All non-magical cloth and clothing onboard disappears.		
91-95	The ship can fly at double its normal speed of 1 day.		
96-100	All rum onboard turns into fresh water.		

CONSTRUCTION

Requirements Craft Wondrous Item, *confusion*; creator must be chaotic; Cost 6,000 gp

Sail of Wind

Aura moderate transmutation; CL 6th Slot – ; Price 10,800 gp; Weight 150 lbs.

DESCRIPTION

Coveted by merchant captains and savvy pirates alike, these large sails are designed for the main mast of a sailing ship. Made of lightweight material, the sail varies in color though they always have slender silver threading woven in with the cloth, giving them a slight silvery sheen reflected by even the slightest touch of sunlight or moonlight.

A sail of wind functions as a normal sail of the highest grade cloth. When the ship captain speaks the command word the sail fills with a magical wind. This wind propels a ship caught in the doldrums to full cruising speed (normal movement) or increases its current speed by its full cruising speed. The ship's max speed increases to double normal while the Sail of Wind is active. The magical wind does not affect any other ships, even those attempting to draft the wind, During ship combat, the sail provides a +2 circumstance modifier to the ship captain's initiative checks even without activation.

The sail may be activated up to three times per day for up to one hour per activation.

CONSTRUCTION

Requirements Craft Wondrous Item, alter winds; Cost 5,400 gp

Swashing Plumage

Aura moderate transmutation; CL 7th Slot head; Price 12,560 gp; Weight -.

DESCRIPTION

The swashing plumage, a colorful bouquet of tropical hat feathers, can easily be affixed to a hat band with a small pin at its base. Due to its ostentatious appearance the swashing plumage proves distracting to enemies, thus granting a +5 bonus to Acrobatics checks to avoid attacks of opportunity and Bluff checks to perform a feint maneuver.

Additionally, once per day the wearer may tip the affixed hat, granting the wearer the ability to perform a feint maneuver as an immediate action.

CONSTRUCTION

Requirements Craft Wondrous Item, *haste*; **Cost** 6,280 gp

MARINER TRAITS

Old Salt (Trait)

You tell sea stories.

Benefit: You gain a +2 competence bonus on your Perform (oratory) checks. This bonus stacks with the Skill Focus (perform) feat.

Rigging Monkey (Trait)

You climb masts and rigging like a monkey.

Benefit: You gain a +2 competence bonus on your Climb checks while onboard a ship.

Sea Waif (Trait)

You are the survivor of a shipwreck, washed ashore in a foreign land. Benefit: You gain a +2 bonus on your Knowledge (geography) and Linguistics checks. Linguistics becomes a class skill for you.

MARINER MAGIC AND CULTURE

SECRETS OF THE WESTERN OCEAN

The dark and foreboding Western Ocean were once home to the empires of the Aboleths and Sea Titans, and while both groups still exist, their numbers wane and their power fades. Even so, there are many remnant populations, lost ruins, and hidden caches which more than one pirate crew has set sail to recover or claim as salvage. The fact that no flotilla of raiders wielding such powers exists speaks to the terrible magics and lethality of even the crumbling ruins and hulks left behind by these people. The most commonly encountered aspects of these cultures are the mysterious Aboleth glyphs carved into ivory and stone, and Thalassic creatures, the heralds, servants and messengers of the Sea Titans.

ABOLETH GLYPHS

Before the gods awoke and nearly any race walked the sands of Midgard, the Aboleth swam in the deep shadows of the ocean, learning the symbols and runes of magic. They used runic glyphs to create effects and help maintain their demesne until the Sea Titans overcame them, sending the aberrations into exile.

Mastery of a glyph requires more than just knowing how to draw it. The glyph master must understand the wider meaning of the glyph and how its power is woven into reality. This study and wisdom requires the Rune Mastery feat. The would-be master must also complete an appropriate sacred trial, such as performing a sacrifice on behalf of an unspeakable entity of the farthest planes associated with the glyph, or ceremonially imbibing the blood and brain matter of an aboleth, or some other task representing the character's mastery over the glyph and what it represents.

A mastered glyph is like a clerical domain, but much more specific. A glyph's powers can be harnessed by any class. There are six commonly known glyphs, each with a different meaning and power.

Glyph Descriptions

Glyphs are listed below in the following format:

Name of the Glyph

- Meaning: What the glyph symbolizes and has power over.
- Mastery Bonus: Characters with the Rune Mastery feat for this glyph gain the listed power, trait, or bonus.
- Associated spells: Characters with the Runesmith feat can craft magical items as if they could cast the spells listed here. A character with Runic Spellcasting adds these spells to their spell list.
- **Powers**: A character with Deeper Rune Lore for this glyph can harness its powers once per day. The character can select any power of the glyph, provided the character level is equal to the level of the power listed.

Mark of the Empire Undying

Meaning: This symbol represents the web of travel used by the Aboleth Imperium.

Mastery Bonus: Characters with the Rune Mastery feat for this glyph gain a +2 bonus to CMD versus grapples and a +2 bonus to saving throws against any effect which would restrict their movement.

Associated spells: *dimension door, gate, greater teleport, teleport, teleport, teleportation circle.*

Powers: A character with Deeper Rune Lore for this glyph can harness its powers once per day. The character may teleport 15 ft. The character may force a caster to reroll the touch attack of a *dimensional anchor* cast against any target within 30 ft. The character may make a CL check (with a +4 bonus, using their character level as their CL) against a *dimensional lock* effect. Success indicates the character may use extradimensional travel normally.



Mark of the Glorious Dominion

Meaning: This symbol represents the seeking gaze of the Aboleth and their desire for expansion.

- **Mastery Bonus**: Characters with the Rune Mastery feat for this glyph gain a +2 bonus to Perception checks and a +2 bonus to saving throws against scrying effects and effects which would limit the character's vision.
- **Associated spells**: arcane eye, clairvoyance/clairaudience, prying eyes, scrying.
- **Powers:** A character with Deeper Rune Lore for this glyph can harness its powers once per day. As a swift action, a spellcaster may increase the range of a spell by one step; touch becomes close, close becomes medium, medium becomes long, spells with long range may be cast through scrying effects or gain a range of 1 mile/level. Targeted effects still require the caster to see the target, regardless of permitted range. Alternatively, a character may reroll a Perception check or failed saving throw against a scrying effect or effects which would limit the character's vision with a +4 bonus.

Mark of the Invisible Chains

Meaning: This symbol represents the enforced enslavement of the surface races by the Aboleth.

- **Mastery Bonus**: Characters with the Rune Mastery feat for this glyph gain an additional saving throw each round (for a number of rounds equal to either their Charisma, Intelligence, or Wisdom bonus, selected at the time of the feat) against ongoing effects.
- **Associated spells**: bane, command, crushing despair, doom, dominate person.
- **Powers**: A character with Deeper Rune Lore for this glyph can harness its powers once per day. As a swift action, a spellcaster may increase the DC of an associated spell being cast by one half their caster level (minimum +3, maximum +6). A character may scribe this glyph on an object, which may be activated as a standard action which does not provoke attacks of opportunity to cast command with a range of 30 ft. and a CL equal to their character level. Alternatively, the character may forgo all further saving throws against an ongoing effect for a single, immediate saving throw with a bonus equal to one-half their character level.

Mark of the Realm Inviolate

Meaning: This symbol represents the arcane barriers erected to protect the Aboleth territory from outsiders.

- **Mastery Bonus**: Characters with the Rune Mastery feat for this glyph gain a +2 bonus to saving throws against illusion effects and do not need to interact with an illusion to identify it—a successful Perception check (DC 10 + Spell level + any caster feats which modify the spell's DC) is enough.
- **Associated spells**: alarm, guards and wards, hallucinatory terrain, mirage arcana, symbol of fear.
- **Powers**: A character with Deeper Rune Lore for this glyph can harness its powers once per day. The character may trace a 30 ft. radius area, creating a magical boundary which lasts for 8 hours + 1 hour per character level. Any creature crossing this boundary without the proper password causes a mental alarm effect for the character and summons a shadowy aboleth to attack the intruder. The shadow aboleth has 1d8+6 hp per character level, no mucus cloud, slime, or spell-like abilities, and a movement rate of 60 ft. However, on a critical hit with a tentacle, the target suffers the effects of a hold person (DC 10+1/2 character level + Wisdom bonus), CL equal to the caster's character level. It disappears if reduced to 0 hit points or if the duration expires. Alternatively, the character may make an

immediate reroll against an associated spell effect with a bonus equal to one-half their character level.

Realm of Sublime Submission

Meaning: This symbol represents the corrosive effects of Aboleth mental domination over other species.

- **Mastery Bonus**: Characters with the Rune Mastery feat for this glyph gain +2 to saving throws vs Enchantment/Charm effects.
- Associated spells: *bestow curse, eyebite, feeblemind, touch of idiocy.* **Powers**: A character with Deeper Rune Lore for this glyph can harness its powers once per day. As a swift action, a spellcaster may increase the DC of an associated spell being cast by one half their caster level (minimum +3, maximum +6). As an immediate action, a character may reduce the DC of an associated spell targeting them by one half their caster level (minimum +3, maximum +6). Alternatively, a character may scribe the glyph on an object, which may be activated as a standard action which does not provoke attacks of opportunity to cast *touch of idiocy* with a range of 30 ft. and a CL equal to their character level.

Mark of the Willing Gift

Meaning: This symbol represents the voluntary sacrifice of the Aboleth servants to heal their masters.

- **Mastery Bonus**: Characters with the Rune Mastery feat for this glyph automatically stabilize when reduced to negative hit points as long as there is another living creature within 30 ft.
- **Associated spells**: death knell, false life, shield other, stabilize, vampiric touch.
- **Powers**: A character with Deeper Rune Lore for this glyph can harness its powers once per day. When suffering damage from an attack or spell, the character may, as an immediate action which does not provoke attacks of opportunity, attempt to transfer the damage from the attack or spell to a target within 30 ft. The character then makes a Will saving throw. The result of this roll sets the Will DC for the target; success indicates the target resists the effect and the character still suffers the damage. Failure indicates the target suffers the damage instead. (A character with a Will bonus of +8 rolls a 12 while using this ability. The target must now make a DC 20 Will save or suffer the damage.) This is a supernatural ability.

GLYPH TRAITS AND FEATS

Characters capable of crafting the runes of the Northlands have some benefit in deciphering the glyphs of the aboleths, as the magic is related. The following feats may be applied to glyphs or runes.

Aboleth Glyph Memory

Some creatures are born with a natural attunement to a glyph whose nature is similar to their own.

- Prerequisites: Aboleth or Aberrant Bloodline
- **Benefit**: The creature gains all the benefits of Rune Mastery for the chosen glyph, but can invoke its power 3/day. The glyph selected must fit thematically with the creature's nature, origin or abilities.

Aboleth Spawn (Trait)

Your ancestry is polluted with the taint of the aboleth.

Benefit: You can use acid splash as a spell-like ability a number of times per day equal to 3 + your Charisma modifier (minimum 1).

SECRETS OF THE WESTERN OCEAN

Name	Prerequisite	Benefit
Aboleth Glyph Memories*	Aboleth, Aboleth Spawn** or Aberrant Bloodline	Gain the benefits of Rune Mastery for the chosen rune, and invoke its power 3/day.
Aboleth Spawn**		Use acid splash as spell-like ability
Deeper Rune Lore#	Wis 12+	You may invoke secret powers of runes
Glyph Reader**	Knowledge (history) 2 ranks, Linguistics 2 ranks	+4 bonus to Craft (lost technology) and Use Magic Device checks with Ankeshelian items
Pattern Glyph**		+1 bonus on save DCs for pattern sub-school
Rune Mastery#	Wis 12+, or Pattern Glyph** You gain a mastery bonus over 2 runes of your choice	
Runesmith#	Master Craftsman	You can use rune magic to craft magic weapons instead of spells
Runic Blood#	Northern monster	Gain the benefits of Rune Mastery for the chosen rune, and invoke its power 3/day.
Runic Counterspell# Runic Spellcasting, Ability to cast arcane or divine magic		You can counterspell using any spell of a higher level than the targeted spell
Runic Potence# Wis 15+, Rune Mastery or Runic Blood#		You can invoke the power of a rune one more time per day
Runic Spellcasting# Rune Mastery or Glyph Reader**		+1 CL for casting a spell associated with a rune you have Mastered; -1 DC if targeted by such a spell

* Only applicable to glyphs

** Originally appeared in Sunken Empires

Originally appeared in Northlands

Deeper Rune Lore (Metamagic)

You have mastered the secret powers of one of Wotan's sacred runes. Prerequisites: Wis 12+

Benefit: Choose one rune covered by your Rune Mastery feat. You may invoke one of the secret powers of this rune once per day as a spell-like ability. You may take this feat multiple times. Each time you learn the secret powers of a different rune.

Glyph Reader

You are learned in the ways and writing of lost Ankeshel. **Prerequisite:** Knowledge (history) 2 ranks, Linguistics 2 ranks **Benefit:** You gain a +4 insight bonus to Craft (lost technology) and Use Magic Device checks when attempting to operate or restore Ankeshelian magic items or technology.

Pattern Glyph

You weave powerful, mind-affecting glyphs from lost Ankeshel into some of your illusion spells.

Benefit: When you cast a spell of the pattern sub-school, increase the save DC by +1. This stacks with the Spell Focus and Greater Spell Focus feats.

Rune Mastery (Metamagic)

You are wise in the lore of one or more runes. **Prerequisites**: Wis 12+

Benefits: Select 2 runes from the list in Chapter Four. You gain the mastery bonus of each of these runes and a +2 insight bonus when carving them onto an item with the Craft skill.

Runesmith (Item Creation)

Runes you know provide prerequisite spells when creating magic items.

Prerequisites: Master Craftsman

Benefit: When creating magical items, you may use a rune that you've mastered in place of a spell needed in its creation. See the rune list for a list of spells associated with each rune.

Runic Blood (Monster)

Some northern creatures are born with a natural attunement to a rune whose nature is similar to their own (Thursir and the Thurs rune, for example).

Prerequisites: Born in the frozen North

Benefit: The creature gains all the benefits of Rune Mastery for the chosen rune, but can invoke its power 3/day. The rune selected must fit thematically with the creature's nature, origin or abilities.

Runic Counterspell (Metamagic)

You mastery of runes is such that you can deflect magic that draws upon their universal power.

Prerequisites: Runic Spellcasting, Ability to cast arcane or divine magic

Benefit: When targeted by a spell associated with a rune you have mastered, you may counterspell it by sacrificing any spell that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

PIRATES OF THE WESTERN OCEAN

Runic Potence (Metamagic)

Your mastery of runes is deeper than that of other men. **Prerequisites**: Wis 15+, Rune Mastery or Runic Blood

Benefit: You may invoke the power of any rune you have mastered one more time each day. You may take this feat more than once, the effects are cumulative.

Runic Spellcasting (Metamagic)

Your know how to work mastered runes into your spellcasting, and to resist the magical effects of their associated spells.

Prerequisites: Rune Mastery

Benefit: If you cast a spell associated with a rune you have mastered, you cast the spell as a caster of 1 level higher than normal.

If you are targeted by such a spell, the DC of any saving throw is lowered by 1.

GLYPH CREATION

Aboleth can craft any glyph of warding effect using their hit dice as their effective caster level. Those with 13 or more HD can craft greater glyph of warding effects, and those with 18 or more hit dice increase the a maximum potential damage of their glyphs to 20d8 and the highest potentially stored spell to 8th level.

Invoking one of a glyph's powers is a standard action, provoking an attack of opportunity from threatening enemies. Treat this as a supernatural ability, except that the glyph master must either create a physical representation of the glyph (in paint, blood, written in the sand or snow, etc.) or trace the path of an existing carving of the glyph that was created to an exacting standard. In the Western Ocean, dark basalt plinths often bear an appropriate glyph for just this purpose.

Creating a glyph suitable for use in this way or adding it to an item requires a DC 20 Craft check. Glyphic tattoos are occasionally seen on demented island tribes who worship aboleth.



Breaking or destroying a glyph-inscribed item cancels any power currently invoked upon it. Improvised glyphs need only be marred or disrupted in order to cancel its power.

Unless otherwise noted, glyphic powers that duplicate spell effects have the same duration as the spell, use the glyph master's character level as the caster level. Other effects have their duration detailed in the glyph's description.

THALASSIC CREATURES

A paler complexion and dimly glowing cerulean eyes serve as the only initial indicators that these intelligent, humanoid creatures have been altered by terrible pelagic powers. As the creature grows older or they willingly embrace the oceanic forces that touched them, they bear no sign of aging, but grow to tower over of those of their birth race. Thalassic humans can easily stand 8 to 10 feet tall. Body hair falls away, and some thalassic creatures acquire strange mutations and monstrous features while others are marked by a haunting allure and sensuality. Should this metamorphosis continue, they grow to a staggering 12 to 15 feet tall with more potent gifts; be it a beauty that shatters the resolve of the most steadfast angel, or the blessing of hardened scales, extra limbs, claws, heads, or tentacles.

Thalassic creatures often serve as emissaries, scouts, or diplomats. Their presence means the enigmatic Sea Titans have taken an interest in an event or location, and may respond based on the outcome. Most find Thalassic creatures a terrible harbinger of dire events to come. Whether advancing the titans' agenda on land or in the water, the Western Ocean's adopted or conscripted children have no true home left but the abyssal depths.

Lore

Knowledge (nature)

Your insight regarding the secret emissaries of the Sea Titans reveals aspects of their transformation.

Uncommon (DC 20)	At home in the depths and on the surface, Thalassic creatures range in power based on the strength of their gift from the Sea Titans.
Rare (DC 25)	Thalassic creatures have many powers, including immunity to pressure and entrancing gaze.
Obscure (DC 30)	There are many stages of Thalassic creature, and the most powerful become more like their Titan overlords.
Epic (DC 40)	Every Thalassic creature is bound to a Sea Titan who knows the approximate location and state of their bonded herald.

CREATING A THALASSIC CREATURE

The thalassic template applies to any humanoid, monstrous humanoid, or fey creature. The template has three progressive stages, and the creature remains amphibious at all stages.

Stories tell of these creatures continuing to evolve beyond the Thalassic template, becoming an even larger sea giant or oceanic monster altogether.

SECRETS OF THE WESTERN OCEAN

STAGE ONE

The first stage grants specific special abilities, including water breathing, but without severe external physiological changes.

CR: Base creature +1

Alignment: always Lawful Evil

Type and Size: The creature gains the aquatic and augmented subtypes with amphibious special quality.

AC: increase natural armor by +2

Hit Dice: Racial HD become d8 (BAB, saves, and skills remain unchanged).

Defenses/Qualities: darkvision 60 ft.; Saves Bonus to saves versus poison (+2 vs Poison for creatures with HD 1-4, +4 vs poison for creatures with HD 5-10) Resist Cold (5 for creatures with HD 1-4, 10 for creatures with HD 5-10, 15 for creatures with HD 11+); Immune Pressure, Poison (creatures with HD 11+)

Speed: Creature gains a swim speed of 20 ft. or increases their existing swim speed by 10 ft.

Melee: A Thalassic creature gains a slam attack, which deals damage appropriate to its size.

Abilities: A Thalassic creature gains a +2 bonus to Charisma.

Skills: Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. A Thalassic creature always considers Knowledge (nature) a class skill. Thalassic creatures gain Thalassic as a bonus language.

Special abilities:

Bond of the Lords of the Deep (Su): A Thalassic creature is bonded to a Sea Titan. The Titan always knows the current health, direction, and distance of the Thalassic creature. A nondetection spell can mask the Thalassic creature's direction and distance, but only a limited wish, wish, or miracle can prevent the Titan from knowing if the Thalassic creature is alive or dead.

STAGE TWO

The second stage of the Thalassic template grants the benefits of the giant template, but includes an additional choice of one special ability or mutation (see below).

Requirements

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Must have Stage One

- Must be humanoid, monstrous humanoid or fey, with Int 4 and above
- Must have at least 2 HD from base creature

CR: The second stage of the Thalassic template increases a creature's CR by +2, to a total of +3.

Alignment: always Lawful Evil

Type and Size: The creature's type gains the aquatic, augmented, and giant subtypes with amphibious special quality. Increase size by one category.

AC: increase natural armor by +3 (+5 total)

Hit Dice: Racial HD become d8 (BAB, saves, and skills remain unchanged). Gain 2 additional HD. Gain Fast Healing 5.

Defenses/Qualities: gains darkvision 60 ft.; Saves gains a +2 bonus to Fortitude and Reflex saves.

Speed: A Thalassic creature's swim speed increases by 10 ft.

Melee: A Thalassic creature's slam attack increases its damage dice by one size. It gains +2 BAB.

Special abilities: (Choose two)

- *Gaze of the Blissful Abyss (Sp)*: A Thalassic creature gains a gaze attack. Range 30 ft. Targets must make DC (10+ 1/2 HD + CHA) Will save or be charmed. Those who save cannot be affected for 24 hours.
- **Pelagic Form (Ex):** A Thalassic creature replaces its feet with a fishtail. Increase swim speed to 50 ft. or +15 ft., whichever is greater. Base Land Speed reduced to 5 ft.

Paralytic Touch (Ex): Contact poison with slow effect. Con based.

- *Razor Teeth* (*Ex*): The Thalassic creature gains a natural bite attack of appropriate size.
- *Keen Scent (Ex)*: The Thalassic creature gains the keen scent universal monster ability.
- Shocking Touch (Ex): The Thalassic creature gains a touch attack inflicting (1d6 electric damage/3 HD), save for half (DC 10+1/2HD + Con; DC is Constitution based), usable every 1d4 rounds.
- *Tremorsense (Ex)*: The creature gains tremorsense universal monster ability to 60 ft.

Webbed Feet and Hands (Ex): Replace the Thalassic creature's slam attack with two claw attacks of appropriate size. Increase the creature's swim speed to 40 ft. or +10 ft., whichever is greater.

Abilities: Thalassic creatures gain a +4 size bonus to Str and Con, -2 Dex.

Skills: Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. A Thalassic creature always considers Knowledge (nature) a class skill. Thalassic creatures gain Thalassic as a bonus language.

STAGE THREE

At the third stage the creature grows larger still with a choice of more enhanced special abilities.

Requirements

- Must have Stage One and Stage Two
- Must be humanoid, monstrous humanoid or fey, with Int 4 and above
- Must have 2 HD from base creature
- **CR**: The third stage of the Thalassic template confers an additional +1, for a total of +4.

Alignment always Lawful Evil

Type and Size: The creature's subtype is unchanged (aquatic, augmented, giant). Increase size by one category.

AC: increase natural armor by +3 (+8 total)

Hit Dice: Increase racial Hit Dice to d10 (BAB, saves and skills remain unchanged).

Melee: Increase dice rolled for natural attack damage by 1 step.

- **Special abilities**: (Choose two, may also select from Stage Two special abilities)
 - *Ageless (Su)*: A Thalassic creature never suffers aging penalties and does not die of old age.
 - Blending Camouflage (Ex): The creature gains a +8 racial bonus to Stealth checks to hide and may attempt these checks even if observed. The Thalassic creature suffers no penalty to Stealth checks made underwater while moving at normal speed.
 - *Seahorse Armor (Ex)*: The Thalassic creature gains an additional +2 natural armor bonus.

Tentacles (Ex): The creature gains two tentacles with slam attacks, with 5 ft. of additional reach. These tentacles provide +2 bonus to CMB/CMD vs disarm and grapple.

Abilities: +4 size bonus to Str and Con, -2 Dex.

Skills: Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. A Thalassic creature always considers Knowledge (nature) a class skill. Thalassic creatures gain Thalassic as a bonus language.

Environment: Any Aquatic

Organization: Solitary, Pair, Envoy (3-12)

Treasure: Twice normal

Stage Three Thalassic Stone Giant CR 12

At first we thought they were fouled by some manner of magics or a race of giants we'd never seen. Only later did we realize they were the heralds of the Sea Titans.

XP 19,200

LE Gargantuan aquatic augmented humanoid (giant) **Init** +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +12

DEFENSE

AC 26, touch 7, flat-footed 26 (+0 Dex, +19 natural, -3 size) **hp** 189 (14d10+112); Fast Healing 5

Fort +18 (+4 vs poison), **Ref** +6, **Will** +7

Defensive Abilities amphibious, improved rock catching; Resist Cold 15; Immune Pressure

OFFENSE

Speed 40 ft.; swim 30 ft.

Melee greatclub +20/+14 (4d8+18) or 2 slams +20 (3d6+12) Ranged rock +12/+6 (2d8+14)

Space 20 ft.; Reach 20 ft.

Special Attacks Gaze of the Blissful Abyss (30 ft.; DC 18 Will save or be charmed), rock throwing (180 ft.); Shocking Touch (4d6; DC 25 Reflex; half)

STATISTICS

Str 35, Dex 11, Con 27, Int 10, Wis 12, Cha 12 Base Atk +11; CMB +26; CMD 36

Feats Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Quick Draw

Skills Climb +16, Intimidate +13, Perception +12, Stealth +0 (+8 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain Languages Common, Giant, Thalassic

SPECIAL ABILITIES

- **Improved Rock Catching (Ex)** A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.
- Ageless (Su): A Thalassic creature never suffers aging penalties and does not die of old age.
- Bond of the Lords of the Deep (Su): A Thalassic creature is bonded to a Sea Titan. The Titan always knows the current health, direction, and distance of the Thalassic creature. A nondetection spell can mask the Thalassic creature's direction and distance, but only a limited wish, wish, or miracle can prevent the Titan from knowing if the Thalassic creature is alive or dead.
- Gaze of the Blissful Abyss (Sp): A Thalassic creature gains a gaze attack. Range 30 ft. Targets must make DC 18 Will save or be charmed. Those who save cannot be affected for 24 hours.

Shocking Touch (Ex): The Thalassic creature gains a touch attack inflicting (4d6 electric damage), save for half (DC 25; DC is Constitution based), usable every 1d4 rounds.

THALASSIC BLOODLINE

Your blood runs with the primordial power of the sea. You might possess an ocean deity ancestor or the touch of the Sea Titans. Somehow you channel the chaotic power of tides and waves.

Class Skill: Escape Artist

- **Bonus Spells:** *endure elements* (3rd), *water walk* (5th), *water breathing* (7th), *freedom of movement* (9th), *rusting grasp* (11th), *control water* (13th), *elemental body IV* (15th), *polymorph any object* (17th), *shape change* (19th)
- **Bonus Feats:** Brew Potion, Craft Rod, Craft Wondrous Item, Empower Spell, Great Fortitude, Iron Will, Skill Focus (Knowledge [nature]), Widen Spell
- **Bloodline Arcana:** When you cast a spell with the water or cold descriptor, its duration increases by 50% (minimum 1 round).
- **Bloodline Powers:** Your powers are more than just the ability to control water. Your blood runs with the protean element that gave birth to the land, the sky, and the gods. You channel the formless and vast nature of water.
 - Dissolving Touch (Sp)—At 1st level, you can deliver a melee touch attack that infuses a creature's flesh with the chaos of the primordial ocean. You inflict 1d6 damage +1 for every 2 sorcerer levels you possess. At 7th level, the touched creature is also slowed for 1 round. At 11th level, the damage increases by one step to 1d8. This damage bypasses damage reduction as untyped energy damage. You may use this ability a number of times per day equal to 3 + your Charisma modifier.
 - *Formless (Ex)*—At 3rd level, you gain a bonus to your CMD equal to 3 + your Charisma modifier. You also gain a +4 bonus to resist *polymorph* and petrification effects. At 9th level, if you fail a save against a petrification or *polymorph* effect, you revert to your normal form after 1 round.
 - *Hydromancer (Ex)*—Starting at 9th level, you may cast a spell with the Silent Spell metamagic feat without increasing its level or casting time 1/day. You may use this ability 2/day at 13th level, and 3/day at 17th level.
 - **Protean Shape (Sp)**—At 15th level, you can change into a watery version of yourself. This affects you as if you had cast *liquid form*. You can do this a number of rounds per day equal to your sorcerer level. These rounds do not need to be consecutive.
 - Ocean Lord (Ex)—At 20th level, you are immune to critical hits, sneak attacks, and sonic damage. You cannot drown, and you automatically succeed on all Swim skill checks.

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SECRETS OF THE WESTERN OCEAN



PIRATES OF THE WESTERN OCEAN

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