

ADVENTURE PATH PLUG-INS



# COTTREOATS AND CREW

By Matt Goodall and Jason Nelson



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# CUTTHROATS AND CREW

## Credits

**Authors:** Matt Goodall and Jason Nelson

**Artist:** Ivan Dixon, Bob Greyvenstein, Jason Juta, Tim Kings-Lynne, Mike Lowe, Rian Trost

**Design and Layout:** Rick Hershey

**Legendary Games Team Members:** Clinton J. Boomer, Benjamin Bruck, Matt Goodall, Jim Groves, Tim Hitchcock, Jonathan Keith, Jason Nelson, Tom Phillips, Alistair Rigg, Neil Spicer, Todd Stewart, Russ Taylor, Greg Vaughan, Mark Seifter, Linda Zayas-Palmer and Clark Peterson

**Publisher:** Jason Nelson

**Executive Partner:** Neil Spicer

**Business Director:** Rachel Ventura

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**Legendary Games**

3734 SW 99th St.

Seattle, WA 98126-4026

[makeyourgamelegendary.com](http://makeyourgamelegendary.com)



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This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign, but at the same time are rich additions for your home game regardless of what campaign you may be running. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

## Hey, What's With the Names?

You will see us use phrases such as "Pirate Adventure Path" instead of the official title of issues #55 through #60 of the official Adventure Path series produced by Paizo, Inc. Or, you may see us use names such as the "Pirate Isles," the "Great Maelstrom," the "Hazard Harbor" where the "Pirate King" rules, or the "Empire of Devils" to the north that lurks as a jack-booted menace to all freebooters and buccaneers instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection.

## Special Electronic Features

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

## About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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**NOTE: THE FOLLOWING NOTATIONS ARE USED IN THE STAT BLOCKS CONTAINED IN THIS PRODUCT:**

ACG = Pathfinder Roleplaying Game Advanced Class Guide

APG = Pathfinder Roleplaying Game Advanced Player's Guide

ARG = Pathfinder Roleplaying Game Advanced Race Guide

B = Bonus feat

L = Placeholder language standing in for a similar language in the official Pathfinder Roleplaying Game campaign world.

UC = Pathfinder Roleplaying Game Ultimate Combat

UE = Pathfinder Roleplaying Game Ultimate Equipment

UM = Pathfinder Roleplaying Game Ultimate Magic





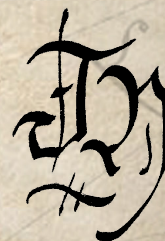
## What You Will Find Inside *Cutthroats and Crew*

A life spent at sea is a life of adventure even in the real world, and in a fantasy campaign a voyage beyond the horizon brings dangers and wonders undreamed of by those that never venture out of sight of land. Of course, “Here there be monsters” is more than just a scrawled note on a fragment of map when you sail the seven seas. However, the beauty of a nautical campaign is also the way that every island you visit and every stretch of open water in between can become its own unique location for adventure. You’re not camping out in town and heading down to the local dungeon; you are setting sail on the lookout for long-buried riches, keeping a weather eye on the horizon for the danger you know is coming.

Once pirate PCs seize a ship of their own, they need experienced crews! *Cutthroats and Crew* brings you 10 detailed NPCs to master every part of a ship, all with individual backgrounds that can be linked together. Simple to drop into existing crews as recurring characters or as the masters of the *Seagrave’s Fang*, this crew of scalawags may be friends or foes, raiding alongside the heroes or trying to steal their plunder! These scurvy sailors can also draw the heroes into a running feud with wereshark cutthroats on their trail, demanding that PC pirates honor the Pirate Code and lend a hand against an enemy that threatens every freedom-loving freebooter that ever sailed the Pirate Main and what don’t wish to become slaves of the bloody moon!

We hope these characters help spice up your nautical campaign with the rich and detailed design, luscious layout, beautiful aesthetics, and excellence in craftsmanship that is the hallmark of Legendary Games. We hope you enjoy using it as much as we enjoyed making it. Game on! !

~ Jason Melson





# The Seagrave's Fang

If you choose to use these NPCs as a friendly or rival crew, they can serve as the officers of the *Seagrave's Fang*, a two-masted brigantine with dark gray sails, the foremast fully square-rigged and mainmast rigged with both a fore-and-aft mainsail, square topsails, and topgallant sails. Just under 90 feet long and 25 feet wide, the *Fang's* armament consists of two pairs of side mounted ballista, one pair mounted on the foredeck and the other on the sterncastle. Jutting out below the *Fang's* bowsprit is a long jagged wooden carving of a sharktooth. When flying the ship's true colors, the *Fang* displays a golden symbol of crowned skull with crisscrossed curved blades on a black background.

In game terms, the *Seagrave's Fang* is a [sailing ship](#), as described in the [Player's Guide for the Pirate Adventure Path](#), with the following improvements: broad rudder, narrow hull, and one smuggling compartment in the captain's

cabin. Currently only the captain knows this smuggling compartment exists.

## Plot Hooks

One of the ship's crew stole a sacred shark idol while in port. The idol can grant lycanthropy to the bearer and the school of weresharks the idol belongs to want it back at any cost.

While searching for buried treasure, the *Seagrave's Fang* discovered a desert island where a wereshark tribe lairs. The *Fang* fled from the island, but the weresharks are stalking the ship and have already picked off several of the crew.

The leader of a wereshark pack has become enamored with the captain of the *Seagrave's Fang*. The leader intends to infect her with lycanthropy and transform her into a fitting wereshark consort, but only after the pack has killed and devoured all of her crew.





# The Crew

The following stat blocks represent the crew of the *Seagrave's Fang*,

## Jenna Ironflame, Master Gunner

*A heavily armed and buxom dwarf holds her axe poised for action. She has her auburn hair tied back in a long braid and a black patch covers her right eye.*

### JENNA IRONFLAME CR 6 XP 2,400

Female dwarf fighter ([corsair](#)) 7

LN Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 60 ft.; Perception +1

#### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+7 armor, +1 Dex, +2 dodge vs. aquatic or water subtype)

**hp** 64 (7d10+21)

**Fort** +8, **Ref** +3, **Will** +3 (+2 vs. fear); +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** bravery +2

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk dwarven waraxe +13/+8 (1d10+7/×3) or mwk [boarding axe](#) +13/+8 (1d6+7/×3)

**Special Attacks** weapon training (axes +1), +1 on attack rolls against aquatic or water subtype

#### TACTICS

**During Combat** Jenna enjoys the thrill of naval combat, whether it is firing siege engines at opposing vessels or leaping into the midst of an enemy boarding party while wildly lashing about herself. She uses her *daredevil boots* to tumble into groups of enemies and then uses Great Cleave to strike at multiple foes. If she gets a chance, Jenna enjoys bullrushing an opponent over the side of the ship.

#### STATISTICS

**Str** 16, **Dex** 12, **Con** 16, **Int** 13, **Wis** 12, **Cha** 6

**Base Atk** +7; **CMB** +10 (+12 bull rush or overrun); **CMD** 21

**Feats** Cleave, Exotic Weapon Proficiency (ballista), Great Cleave, Power Attack, Siege Engineer, Siege Gunner, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

**Skills** Acrobatics +12 (+8 when jumping), Climb +11, Craft (siege engines) +10, Knowledge (engineering) +10, Profession (siege engineer) +10, Profession (sailor) +5 (+7 at sea), Survival +5 (+7 at sea), Swim +12; **Racial Modifiers** +2 on Craft and Profession checks related to metal or stone, +2 Profession (sailor) and Survival checks while at sea

**Traits** [Artisan](#), [Reckless](#)

**Languages** Common, Dwarven, plus 1 regional language

**SQ** armored pirate (medium), [craftsman](#), deck fighting, improved deck fighting, ironflame scion, [relentless](#), [saltbeard](#)

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 [agile breastplate](#), masterwork dwarven waraxe, masterwork [boarding axe](#), [daredevil boots](#), [pirate's eye patch](#), masterwork artisan's tools (siege engines), block and tackle, [drill](#), hammer, [iron spikes](#) (5), [wire saw](#), whetstone, dwarven gold ring worth 75 gp

#### SPECIAL ABILITIES

**Ironflame Scion (Ex)** Jenna is one of the last remaining members of the Ironflame clan and she has two bonus traits as part of her heritage.

Jenna comes from a small but elite dwarven clan who labor to manufacture siege engines for the empire's main naval shipyards. She spent much of her younger life learning the craft that everyone, including Jenna herself, assumed she would follow for the rest of her life. Jenna was always passionate about these mighty engines of war but a secret part of her longed for the excitement of triggering these gigantic weapons in a real battle rather than just the mundane job of test-firing them. Jenna grew into womanhood and she took up studying with the clan's weaponmasters, learning the way of the dwarven warrior. This was over the loud protests of her relatives, who questioned why she wanted to learn these fighting skills when she would never need them. The final straw came when her grandfather informed her that a marriage had been arranged for her and she was to wed a prominent dwarf from a neighboring clan to secure an alliance.



After a week of planning, Jenna made her escape and boarded a ship bound for a distant port. Jenna spent some time, and much of the marriage dowry she had taken with her, simply sailing from port to port as a passenger, but her specialized skills and upbringing made it difficult for her to find work or settle down in the places she visited. However, she finally found a 'privateer' captain who needed a skilled artilleryman to maintain her ship's siege armament. Jenna quickly realized that the 'privateer' was really a pirate, but having found the joy of launching a bombardment against an enemy ship was truly her place in life, she didn't turn back. During one intense naval battle Jenna suffered a serious shrapnel wound to her right eye, she had the wound healed and while she can still see through the eye, it is very sensitive to bright light, so she routinely wears an eye patch during the day. Jenna spends much of her free time aboard keeping the ship's armament in pristine condition; she finds these routine tasks give her a sense of tranquility.

## Lachlan Chardet, First Mate

*A swarthy unshaven man with a black bandana wrapped around his head looks cagily around himself. A bronze-headed flail rests in an ornate scabbard at his side.*

**LACHLAN** **CR 6**  
**XP 2,400**

Male human fighter ([cad](#)) 3/rogue ([pirate](#), [scout](#)) 4  
CN Medium humanoid (human)

**Init** +1; **Senses** Perception +0

### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

**hp** 64 (7 HD; 3d10+4d8+25)

**Fort** +8, **Ref** +8, **Will** +5; +1 vs. fear and mind-affecting effects

**Defensive Abilities** evasion, unflinching +1

### OFFENSE

**Speed** 30 ft.

**Melee** mwk flail +11/+6 (1d8+6) or [combat scabbard](#) +10/+5 (1d6+4)

**Ranged** mwk composite longbow +8/+3 (1d8+4/x3)

**Special Attacks** scout's charge, sneak attack +2d6, swinging reposition

### TACTICS

**During Combat** Always willing to do whatever it takes to win, Lachlan often starts a battle by swinging in on a line and using swinging reposition to charge an opponent, which allows him to deal sneak attack damage using scout's charge. Lachlan then attempts to disarm his opponent which enables him to use the Catch Off-Guard feat to make sneak attacks with his combat scabbard. In combat, he also makes good use of dirty trick and steal combat maneuvers to hinder his foes.

### STATISTICS

**Str** 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

**Base Atk** +6; **CMB** +10 (+15 disarm or dirty trick, +11 steal); **CMD** 21 (24 vs. disarm or dirty trick, 22 vs. steal)

**Feats** Catch Off-Guard, Combat Expertise, [Extra Traits](#) ([Armor Expert](#), [Indomitable Faith](#)), Greater Disarm, [Greater Dirty Trick](#)<sup>APG</sup>, Improved Disarm, [Improved Dirty Trick](#)<sup>APG</sup>, Power Attack, [Sea Legs](#), Toughness

**Skills** Acrobatics +13, Bluff +9, Climb +11, Diplomacy +9, Intimidate +9, Knowledge (local) +10, Profession (sailor) +10, Sense Motive +10, Swim +11

**Languages** Aklo, Common

**SQ** dirty maneuvers +1, rogue talents (combat trick)

**Combat Gear** *potions of cure light wounds* (2), *potion of invisibility*, acid (2), pouch of glass dust, [sneezing powder](#); **Other Gear** +1 chain shirt, masterwork flail with combat scabbard, masterwork composite longbow (+4 Str) with 20 arrows, *cloak of resistance* +2, [superior loaded dice](#)

Born and raised a pirate, Lachlan came to be a devoted follower of the goddess, the Pirate Queen, as a child. Lachlan learnt the 'trade' serving as a cabin boy on a ship captained by a treacherous scurvy knave whose duplicity and wily cunning kept him alive for years, even though most of his own crew wanted him dead. Eventually, however, this captain perished in a battle that saw his ship and crew captured by an imperial frigate. While the rest of the crew was tried and hanged, the commanding naval officer took pity on the seemingly innocent child and spared Lachlan.

Lachlan spent some years living in a strict imperial orphanage, being disciplined and schooled to become a ma-







rine serving the empire, and even though he acted the part and swore oaths of allegiance, deep in his heart, he never renounced the Pirate Queen. Lachlan's betrayal stunned the other cadets at the institution, Lachlan murdered two of his teachers in their sleep and stole the more portable valuables stored in the institute's vaults.

Many pirates viewed Lachlan's return to the Pirate Isles as suspicious, seeing him as a possible imperial spy. This scurrilous talk followed Lachlan for years, leading to him being forced to sign on for work on a succession of mediocre ships. Lachlan's reputation was also tarnished when a bloody mutiny broke out on the *Nye Gull*, a ship that Lachlan was serving on as a mate. The group of mutineers and those loyal to the ship's captain were closely matched, and the few who survived were forced to sail away in one of the boats after the ship was set ablaze in one final spiteful act. Rumors spread that Lachlan was the main instigator of the mutiny and as almost all the other survivors of the *Nye Gull* mutiny are now dead, there is little Lachlan can do these days to clear his name. Lachlan often plays up to the part of the wicked scoundrel that many think him, but he knows that the quickest way to make it rich is serving under a strong captain as part of a loyal crew.

## Mayjen, Ship's Mage

*Clad in colorful silks, this bronzed skinned gnome with aquamarine hair and storm gray eyes stands poised to invoke her destructive powers against any threat.*

**MAYJEN** **CR 4**  
**XP 1,200**

Female gnome sorcerer ([crossblooded](#)<sup>UM</sup>) 5

CN Small humanoid (gnome)

**Init** +0; **Senses** low-light vision; Perception +3

### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+4 armor, +2 dodge [in water terrain], +1 size)

**hp** 40 (5d6+20)

**Fort** +5, **Ref** +4, **Will** +6; +2 vs. illusions

**Resist** electricity 5, sonic 5

### OFFENSE

**Speed** 20 ft.

**Melee** mwk dagger +2 (1d3–2/19–20)

**Special Attacks** gnome spell-like abilities (*dancing*

*lights, ghost sound, prestidigitation, speak with animals*)

**Bloodline Spell-Like Abilities** (CL 5th; concentration +9)

7/day—dehydrating touch (1d4+2 nonlethal damage)

**Sorcerer Spells Known** (CL 5th; concentration +9)

2nd (5/day)—[electric arc](#)\* (DC 17), [slipstream](#)<sup>APG</sup>, *summon monster II*

1st (7/day)—*mage armor*, *magic missile*, [shock shield](#)<sup>UC</sup> (DC 16), *shocking grasp*

0 (at will)—*detect magic*, *jolt*\*\*<sup>\*</sup>, *light*, *mage hand*, *message*

**Bloodlines** aquatic and stormborn

### TACTICS

**Before Combat** Mayjen casts *mage armor* every day, renewing it as needed. She also casts *shock shield* if expecting a fight.

**During Combat** Mayjen blasts away at enemies with damaging spells. She prefers to remain at range and uses *vanish* if enemies target her in return. She summons air or water elementals to aid her in battle.

### STATISTICS

**Str** 6, **Dex** 10, **Con** 16, **Int** 13, **Wis** 12, **Cha** 18

**Base Atk** +2; **CMB** –1; **CMD** 11

**Feats** Eschew Materials, [Expanded Arcana](#), Iron Will, Lightning Reflexes

**Skills** Bluff +11, Knowledge (arcana) +5, Knowledge (nature) +5, Perception +3, Profession (sailor) +10, Spellcraft +5, Swim +5; **Racial Modifiers** +2 Perception, +2 Profession (sailor)

**Languages** Aquan, Common, Gnome, Sylvan

**SQ** bloodline arcana (+1 DC to electricity and sonic spells, +1 CL for water spells, summoned aquatic creatures or those with a swim speed gain +1 morale bonus to attack and damage rolls), [bond to the land](#) (water), stormchild

**Combat Gear** *potions of cure moderate wounds* (2), *wand of lightning bolt* (5 charges), *wand of vanish* (20 charges); **Other Gear** masterwork dagger, *cloak of resistance* +1, collection of seashells, 125 gp.

\*As [burning arc](#) but deals electricity damage instead of fire damage

\*\*As *ray of frost* but deals electricity damage instead of cold damage



Maygen has always had the sea in her blood. Born on the ocean during a terrible storm to parents who were traveling merchants, Maygen could swim before she could walk and had the sway of the ship rock her to sleep as a child. When Maygen's sorcerous talents manifested in her early adolescence, her parents enrolled Maygen in an arcane college so she could learn to control her magical abilities. Fortunately for Maygen, the college was situated in a busy port city and she spent much of her spare time sailing in the nearby bay and exploring the city. A year and a half before Maygen would have graduated, the news came that her parent's ship had been lost at sea. According to magical divinations, their ship struck a reef during bad weather and went down with all hands lost. After mourning her parents, Maygen found herself almost destitute; her parents had practically all their savings wrapped up in their ship and what little remained would only last for less than a year, assuming she eked out a very humble lifestyle.

Maygen started looking for employment, but found that few were willing to take on an untried gnome youngster with dubious magical talents. The next few seasons were very lean for Maygen, with her taking on shady work simply to afford food and a roof over her head. Eventually one of her disreputable contacts suggested she try looking for a job in one of the most city's seedy taverns. As luck would have it, a pirate captain was urgently looking for a new entire crew and was willing to pay for any warm body. Some of the other recruits tried to bully Maygen, but they quickly learnt their mistake when she electrocuted one of them. In spite of her stature, Maygen's nautical skills stood out in the otherwise green crew and she was quickly promoted to a ship's officer. During the next several years, Maygen served on several ships and gained significant maritime experience. She also found that being out in the middle of the ocean, especially during a powerful storm, seems to bring out and enhance her magical powers. Maygen has developed a reputation for her eagerness to unleash her destructive spells, with her blue-green hair said to stand on end whenever she casts an electricity spell.

## Redda Amestari, lookout

*Disfiguring pox scars cover this tall half-elfen woman's face and skin. She shrewdly scans the area around her and keeps her longbow ready in hand.*

### REDDA AMESTARI

CR 3

#### XP 800

Female half-elf fighter 2/oracle 2

N Medium humanoid (elf, human)

**Init** +4; **Senses** low-light vision; Perception +12

#### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

**hp** 28 (4 HD; 2d10+2d8+4)

**Fort** +2, **Ref** +4, **Will** +3 (+1 vs. fear); +4 vs. disease, +2 vs. enchantments

**Defensive Abilities** bravery +1; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk [cutlass](#) +8 (1d6+2/18–20)

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

**Oracle Spells Known** (CL 2nd; concentration +3)

1st (5/day)—[air bubble](#)<sup>UC</sup>, *cure light wounds*, *obscuring mist*, [touch of the sea](#)<sup>APG</sup>

0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*

**Mystery** waves

#### TACTICS

**Before Combat** Redda uses her thunderstone to quickly raise the alarm or alert her shipmates to an ambush. She uses her smokesticks to signal a distant shore party; each of her smokesticks produces smoke of a different color.

**During Combat** Redda prefers to pick off enemies with her bow and always uses her Deadly Aim feat. She casts *obscuring mist* in battle to make it difficult for enemies to target her, she can easily see through the mist with her water sight revelation.

#### STATISTICS

**Str** 14, **Dex** 18, **Con** 8, **Int** 12, **Wis** 10, **Cha** 13

**Base Atk** +3; **CMB** +5; **CMD** 19

**Feats** [Cosmopolitan](#)<sup>APG</sup> (Knowledge [geography], Perception), Deadly Aim, Skill Focus (Perception), Toughness, Weapon Finesse

**Skills** Acrobatics +8, Climb +9, Knowledge (geography) +5, Knowledge (nature) +5, Perception +12,



Profession (sailor) +5, Survival +5, Swim +6; **Racial Modifiers** +2 Perception

**Languages** Aquan, Common, Draconic, Elven, Sylvan  
**SQ** elf blood, oracle's curse (wasting), revelations (water sight)

**Combat Gear** *elixir of vision, potion of cure moderate wounds*, smokesticks (4), thunderstone; **Other Gear** masterwork studded leather, masterwork [cutlass](#), masterwork composite longbow (+2 Str) with 40 arrows, spyglass, 4 gp

Redda spent much of her childhood bedridden with an abnormal malady that riddled her skin with unsightly sores and blemishes. Over several years, Redda's impoverished human mother was able to scrimp and save up enough money to have priests cast divine magic to cure her daughter's ailment but the strange and chronic illness resisted these attempts. While in the throes of heavy bouts of the sickness, Redda would often have feverish visions of being cast adrift on an endless blue sea. When Redda reached adolescence, the bizarre disease faded, seemingly of its own accord, but left Redda with disfiguring pox scars all over her face and body.

As soon as she was able, Redda started working to support her aging mother. Unable to find other employment, due in part to her looks, Redda became a guard and then a mercenary. However, it was only when she first hired on as part of the bodyguard detail for an affluent merchant taking a long ocean voyage that her divine magical powers surfaced. While in touch with the ocean, Redda felt the pull of the ocean's waves and learned to call on her powers and develop her mystical talents.

Redda found herself in seedy and anarchic port town. Seeking more lucrative employment, she joined a crew of smugglers where her keen eyes were often put to good use. From there, Redda signed on as an able bodied sailor for a band of pirates. Many of her crewmates shunned Redda, believing she was diseased, cursed, or just plain bad luck, but Redda was unconcerned by this, as long as she could feel the sway of the ocean beneath her, she found herself content. After proving herself an excellent lookout, Redda took to sleeping in the crow's nest, using a canvas for cover during wet weather and only going below decks during the worst storms.

Despite her peculiarities, any captain she serves finds her to be a diligent sailor, brave in battle, and reliable when

taking a spell at the helm. Recently her elderly mother passed on, but Redda does not intend to struggle to make ends meet as her mother did. She aims to make her fortune committing daring acts of piracy upon the high seas.

## Rukaia, Ship's Surgeon

*Clothed in a short black dress over black feathers, this sharp-beaked tengu wields a basket-hilted rapier in one claw, holds a buckler in the other, and wears a tricorne hat. The tengu's facial feathers are painted bone white, depicting the skull and crossbones.*

### RUKAIA

CR 4

XP 1,200

Female tengu cleric of the Pirate Queen ([separatist](#)<sup>UM</sup>) 5  
CN Medium humanoid (tengu)

**Init** +3; **Senses** low-light vision; Perception +5

### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

**hp** 41 (5d8+15)

**Fort** +5, **Ref** +4, **Will** +7

### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +7 (1d6/18–20), bite +1 (1d3)

**Ranged** mwk light crossbow +7 (1d8/19–20/x2)

**Special Attacks** channel positive energy 4/day (DC 11, 3d6)

**Domain Spell-Like Abilities** (CL 5th; concentration +8)  
6/day—copycat (5 rounds)

**Cleric Spells Prepared** (CL 5th; concentration +8)

3rd—*fly*<sup>D</sup>, *prayer*, *summon monster III*

2nd—*bull's strength*, *invisibility*<sup>D</sup>, *sound burst*, *spiritual weapon*

1st—*bless*, *disguise self*<sup>D</sup>, *divine favor*, *obscuring mist*, *shield of faith*

0 (at will)—*create water*, *guidance*, *purify food and drink*, *stabilize*

**D** domain spell; **Domains** [Animal \(Feather\)](#)<sup>APG</sup>, Trickery

### TACTICS

**Before Combat** Rukaia casts *bless*, *fly*, and *shield of faith* if she expects a serious battle. She also casts *bull's strength* on one of her tougher allies. Just before combat she casts *summon monster III* to summon a shark or several small air elementals.



**During Combat** Rukaia uses her spells to aid her crewmates and strike out at dangerous foes. She also uses her channels to keep her crew healthy. If threatened in melee, she uses her copycat domain power or *invisibility* to maneuver away. Only if things seem desperate does she cast *divine favor* and attack with her rapier.

**Morale** If Rukaia is reduced below 15 hit points and all seems lost, she turns invisible or casts *disguise self* to get away.

### STATISTICS

**Str** 10, **Dex** 16, **Con** 12, **Int** 12, **Wis** 17, **Cha** 8

**Base Atk** +3; **CMB** +3; **CMD** 16

**Feats** Extra Channel, Toughness, Weapon Finesse

**Skills** Diplomacy +3, Fly +7, Heal +10, Knowledge (religion) +5, Linguistics +13, Perception +6, Profession (sailor) +7, Stealth +10; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth

**Languages** Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Sylvan, Tengu, plus 4 regional languages

**SQ** aura, [eyes of the hawk](#), gifted linguist, swordtrained

**Combat Gear** *potion of invisibility*, *wand of cure light wounds* (48 charges), [alchemist's kindness](#) (3), [antiplague](#) (3), antitoxin (2), [bloodblock](#) (2), holy water (2), [smelling salts](#), [soothe syrup](#) (2); **Other Gear** masterwork mithral chain shirt, masterwork buckler, masterwork rapier, masterwork light crossbow with 20 bolts, healer's kit, holy symbol (pirate queen), spell component pouch, [surgeon's tools](#)

Growing up in a tengu rookery slum on a pirate isle, Rukaia felt the inexplicable urge to escape from the place's poverty and misery, even if it meant leaving her own kind behind. She saw that some tengu sought to become 'good luck' mascots on pirate ships but she knew that these tengu could be discarded just as easily if the ship's luck soured.

While out fishing alone on a small raft one day, Rukaia saw something glistening below her on the ocean bottom. Curious, Rukaia dived in and swam down. As Rukaia swam closer to the item glinting in the down in midst of a series of coral growths, she scratched herself on a thorny outcropping. What followed was a strange psychedelic

series of dreamlike visions that changed Rukaia's outlook on life forever. Her memory remains hazy, but Rukaia is certain that she was visited by a vision of the goddess, the Pirate Queen, in the form of a tengu. She exhaustedly regained consciousness back on the raft, with her right claw wrapped tightly around a tiny shining pearl remarkably formed in the likeness of a skull.

Rukaia's devout prayers to the Pirate Queen were answered with divine powers that increased as Rukaia matured. Rukaia found it easy to secure a position as ship's priest on a succession of pirate vessels and she never returned to the rookery.





Like many tengu, Rukaia is not overly strong or tough so she prefers to support and heal her crewmates rather than wade into the heart of a dangerous naval battle herself. Rukaia has learnt much about the healing arts from the series of pirate officers she has worked with and her strong skills as a physician inevitably lead to her getting good pay on the pirate ships she joins. She also has the tengu knack with learning languages and often serves as a translator during negotiations. Other priests of the Pirate Queen sometimes feel there is something odd about Rukaia's cawing prayers and flapping supplications but they do not doubt her devotion to the goddess and to piracy itself.

## 'Smiling' Seth Farharbor, Navigator

*Finely dressed in a loose shirt and baggy pants, this cheerful sailor holds an 8-foot pike in one hand and a well-used hornpipe in the other. A multicolored parrot perches jauntily on his shoulder.*

**SETH FARHARBOR** **CR 5**  
**XP 1,600**

Male human bard ([sea singer](#)<sup>APG</sup>) 6

LN Medium humanoid (human)

**Init** +0; **Senses** Perception +8

### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 armor)

**hp** 48 (6d8+18)

**Fort** +4, **Ref** +5, **Will** +4; +4 vs. air, water, and tripping effects

### OFFENSE

**Speed** 30 ft.

**Melee** +1 [boarding pike](#) +10 (1d8+7/x3)

**Special Attacks** bardic performance 15 rounds/day (distraction, fascinate, inspire courage +2, sea shanty, still water, whistle the wind)

**Bard Spells Known** (CL 6th; concentration +7)

2nd (3/day)—*cat's grace*, *heroism*, *invisibility*, *tongues*

1st (5/day)—*cure light wounds*, *hideous laughter* (DC 12), *lesser confusion* (DC 12), [read weather](#)

0 (at will)—*dancing lights*, *detect magic*, *know direction*, *mage hand*, *prestidigitation*, *summon instrument*

### TACTICS

**Before Combat** If a battle is imminent, Seth casts *heroism* and *cat's grace*.

**During Combat** Seth plays a lively tune on his hornpipe or sings a sea shanty to encourage his shipmates and then attacks. He uses his attack spells against enemies who threaten his allies.

### STATISTICS

**Str** 18, **Dex** 10, **Con** 14, **Int** 12, **Wis** 8, **Cha** 13

**Base Atk** +4; **CMB** +8; **CMD** 18 (20 vs. grapple, overrun, and trip)

**Feats** Extra Traits ([Poverty-Stricken](#), [Shackles Seafarer](#)), Power Attack, Toughness, Weapon Focus ([boarding pike](#))

**Skills** Appraise +8, Climb +8, Diplomacy +10, Knowledge (geography) +12 (+13 while on ocean), Knowledge (local) +12, Knowledge (nature) +11 (+12 while on ocean), Linguistics +12, Perception +8, Perform (sing) +8, Perform (wind) +10, Profession (sailor) +8, Survival +9, Swim +9

**Languages** Abyssal, Common, Dwarven, Elven, Giant, Infernal, Orc

**SQ** familiar (parrot named Tukama), world traveler +3 (reroll 1/day)

**Combat Gear** *potion of cure light wounds*; **Other Gear** +1 mithril chain shirt, +1 [boarding pike](#), [astrolabe](#), [compass](#), masterwork hornpipe, [map making kit](#), nautical charts, sextant

Seth says little of his past, but the truth is that his parents were indentured farmers who worked a patch of barren moorland and Seth's childhood was one of poverty and near starvation. Seth left his homeland and wound up working as a poorly paid seaman on a merchant ship captained by a stingy northerner. Pirates took the merchant ship, intending to sail it back to their pirate base as a prize ship. Seth and the rest of the captured sailors were given the choice to join the pirates or to be set adrift in a longboat. With a grin on his face, Seth was the first to sign on with the pirates.

Seth found the ordinary tasks on a pirate ship were much the same, but the pay and the conditions were far better. The ship was refitted and Seth started as one of the crew. The ship was initially somewhat shorthanded so Seth learnt a wide variety of tasks, but the one that drew







his attention was the art of navigation. He was taught map reading and course plotting by a garrulous old sea dog and Seth became enamored with idea of sailing to distant ports and exotic places. As his experience grew, Seth became an officer and a skilled navigator. While Seth had learnt to play traditional pipes as a child, he much prefers the merry notes can bring out of the worn hornpipe he found in an old junk store in a busy southern market. Seth's crewmates know that his piping can often whistle up a friendly breeze or ease rough waters.

In spite of his upbringing, Seth is an optimistic fellow whose affable nature means he gets on well with almost everyone he meets. Seth loves to travel, see new sights, and meet interesting people, especially those who might be interested in amorous liaisons. The wealth gained from plundering merchant ships allows Seth to enjoy himself to the full in these exciting places. Recently Seth acquired a rainbow colored parrot in a jungle port, the bird named Tukama is avaricious and happily calls out to friend and stranger alike for food and pretties. Seth and Tukama get along famously, although it sometimes seems that Tukama regards Seth as his possession.

## Tylara, Ship's Mate

*This tall dark-haired woman wears bright mismatched clothing with a curved blade at her side. She has pale skin and a striking but unusual mien, her heterochromatic eyes, one deep blue, one gray, somehow fitting her perfectly.*

### TYLARA CR 5 XP 1,600

Female [changeling](#) druid 6

N Medium humanoid

**Init** +1; **Senses** darkvision 60 ft.; Perception +11

#### DEFENSE

**AC** 17, touch 12, flat-footed 16 (+4 armor, +1 deflection, +1 Dex, +1 natural)

**hp** 48 (6d8+18)

**Fort** +7, **Ref** +4, **Will** +8; +4 vs. fey and plant-targeted effects

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +7 (1d4+4) or  
mwk scimitar +8 (1d6+5/18–20)

**Special Attacks** sealord 3/day (DC 15, 3d6), seastrike, wild shape 2/day

**Druid Spells Prepared** (CL 6th; concentration +8)

3rd—*call lightning* (DC 15), *greater magic fang*, *water breathing*<sup>D</sup>

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *flaming sphere* (DC 14), *slipstream*<sup>D</sup>

1st—*cure light wounds* (2), *endure elements*, *hydraulic push*<sup>D</sup>, *longstrider*

0 (at will)—*create water*, *detect magic*, *guidance*, *stabilize*

#### TACTICS

**Before Combat** If expecting trouble, Tylara casts *barkskin*, *longstrider*, and *greater magic fang* to give all her natural attacks an enhancement bonus. Before a serious battle, she casts *bear's endurance* and *bull's strength* on herself.

**During Combat** Tylara wildshapes into an appropriate form, preferably one with claws, and attacks using a combination of spells and natural weapons. If possible, Tylara attempts to lure her foes below the surface, where the water may hinder her enemies, but she can attack freely using her seastrike ability.

#### STATISTICS

**Str** 16, **Dex** 12, **Con** 12, **Int** 10, **Wis** 15, **Cha** 10

**Base Atk** +4; **CMB** +7; **CMD** 19

**Feats** Natural Spell, Power Attack, Toughness

**Skills** Climb +7, Fly +5, Knowledge (geography) +6, Knowledge (nature) +6, Perception +11, Profession (sailor) +10, Survival +10, Swim +10

**Languages** Common, Druidic, Sylvan

**SQ** hag trait (hulking changeling), nature bond (Aquatic domain), nature sense, trackless step, wild empathy +6, woodland stride

**Combat Gear** *wand of cure light wounds* (10 charges); **Other Gear** +1 *wooden armor*, mwk scimitar, *cloak of resistance* +1, *ring of protection* +1, cat's eye gemstone worth 100 gp which radiates lingering divination magic

Tylara never felt that she fitted the clan of saltmarsh dwellers she was raised by. She somehow always knew that she was a foundling, abandoned there as baby in the middle of the night. The only person Tylara could relate to was Aeya, the community's ancient wisewoman, who saw potential in the unconventional child and enjoyed her company. Aeya passed on all she could to the eager young



Tylara, teaching her of the old ways and ancient nature magic, but more importantly passing on her timeless wisdom and nurturing Tylara's resolute spirit. Old age caught up with Aeya when Tylara was eight, but they had both known this would happen eventually, and Tylara remained dry eyed at her mentor's funeral, preferring to honor Aeya's life as the old woman would have wanted.

When she reached puberty, Tylara felt a strange calling drawing her into the depths of the swamp. The silent siren's song was hypnotic but Tylara's tenacious will prevailed and she repelled the eerie compulsion. However, Tylara's curiosity about the mystery of her own origins led her to make the choice to follow the beckoning call of her own volition. It is said that a changeling who follows this path is invariably lost to evil forever. However, a month later Tylara did return. She staggered out of the swamp, her body covered in deep claw wounds, but her mind her own. The only possession she brought back from this grueling trial was a green cat's eye gem clutched firmly in her hand.

Tylara left the marsh as soon as she recovered, following her intuition and instincts out of the mud of the swamp and to the clean water of the ocean. Tylara started out as a cook's apprentice on a shabby pirate cog, but determinedly worked her way up to better ships and better positions, eventually becoming a respected officer. Tylara prefers to remain on the ocean, rarely going ashore, even when given ample leave in a friendly port. Whether this is something to do with her past or that Tylara simply finds herself more comfortable on water, rather than dry land, only she knows.

## Captain Valenya Thale

*Attired in an elegant jacket, white silk shirt, black pants, and thigh length leather boots, this commanding piratical woman boldly wields a curved concave blade. Stylish jewelry tastefully accents her eye-catching appearance.*

**VALENYA**  
**XP 2,400**

**CR 6**

Female human bard ([buccaneer](#)) 4/fighter ([weapon master](#)) 3

N Medium humanoid (human)

Init +1; Senses Perception +5

### DEFENSE

**AC** 18, touch 12, flat-footed 17 (+5 armor, +1 deflection, +1 Dex, +1 natural)

**hp** 64 (7 HD; 4d8+3d10+25)

**Fort** +6, **Ref** +6, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

### OFFENSE

**Speed** 30 ft.

**Melee** mwk falcata +13/+8 (1d8+7/19–20/x3)

**Special Attacks** bardic performance 11 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1, song of surrender), hilt bash, weapon training (heavy blades +1)

**Bard Spells Known** (CL 4th; concentration +5)

2nd (1/day)—*eagle's splendor*, *heroism*

1st (4/day)—*cure light wounds*, *disguise self*, *expeditious retreat*, *feather fall*

0 (at will)—*detect magic*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*

### TACTICS

**Before Combat** If she has time, Valenya cast *heroism* on herself.

**During Combat** Valenya uses her Dazzling Display feat at the start of a battle to cause her opponents to become shaken and takes advantage of this with her Shatter Defenses feat. She also uses her hilt bash class feature in combination with the Enforcer feat to deal nonlethal damage and keep her opponents shaken, or possibly even give them the frightened condition.

### STATISTICS

**Str** 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

**Base Atk** +6; **CMB** +10; **CMD** 22

**Feats** Dazzling Display, Enforcer, Exotic Weapon Proficiency (falcata), Power Attack, Shatter Defenses, Toughness, Weapon Focus (falcata)

**Skills** Bluff +11, Climb +8, Diplomacy +11, Disguise +5, Intimidate +11, Knowledge (nobility) +4, Perception +5, Perform (oratory) +11, Profession (sailor) +5, Sense Motive +11, Swim +8

**Languages** Common

**SQ** versatile performance (oratory)

**Combat Gear** *wand of cure light wounds* (10 charges);  
**Other Gear** +1 leather lamellar, masterwork falcata,



*amulet of natural armor +1, ring of protection +1, noble's outfit, gold earrings worth 80 gp, filigreed silver mirror worth 120 gp, platinum ring worth 150 gp, electrum necklace set with amethysts worth 250 gp*

Whether the farfetched tales of Valenya being the lost heir to one of the empire's highest noble houses and the tragic circumstances that led to her becoming a pirate are true or not, Valenya Thale certainly displays the demeanor of an aristocrat. She remains impeccably attired even when boarding an enemy vessel, and deals fairly with those who surrender to her, often offering warm hospitality to upper class prisoners. Valenya is no fool however, she is extremely skilled the arts of subterfuge and trickery, and those who attempt to take advantage of her seemingly genteel nature usually find themselves falling into one of her well-laid traps. Valenya also runs a tight ship, and those who malinger or attempt to challenge her find that beneath Valenya's refined deportment is a ruthlessly fierce individual more than willing to make good on the dire threats she issues when roused to anger.

Valenya came into a substantial amount of gold early in her piratical career, which gave her the opportunity to obtain and refit a decent ship. She has changed ships several times since then, having a ship sunk underneath her in a fierce battle but also capturing several vessels and refitting them. Once Valenya even lost her ship in a high stakes dice game and then, after an incredible run of astonishingly good luck, won an even finer ship, all in the same night of gambling.

Valenya learnt the many of the subtle intricacies of art of fighting with the falcata from a noble duelist who she captured during a daring raid on an imperial galleon. She offered the noble the chance to ransom himself in return for teaching her how to fence with the curved blade. Valenya kept her word and once she could best the duelist, she released him in a neutral port with a tidy purse of gold to see him return home. This courtesy, however, has done nothing to reduce the hefty reward offered in the empire for Valenya's capture.

There are rumors that Valenya is secreting away a trove of the treasures she has plundered. Although whether she stores this booty onboard ship or on one of the many islands she visits is anyone's guess. Some say that she intends to build up enough wealth and then attempt to buy an imperial pardon, but this is pure conjecture.



*Bob Gregorstein*



# Wivierell, Carpenter

*This wiry elf crouches in a fencing stance; he holds a fine blade in one hand while his other arm ends in wicked looking hook hand.*

**WIVIERELL**  
**XP 800**

**CR 3**

Male elf rogue ([swashbuckler](#)) 4

N Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +10

## DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 29 (4d8+8)

**Fort** +1, **Ref** +7, **Will** +2 (+1 vs. fear); +2 vs. enchantments

**Defensive Abilities** daring, evasion, uncanny dodge;  
**Immune** sleep

## OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +5 (1d8+3/19–20) and mwk [hook hand](#) +5 (1d4+3); mwk trident +5 (1d8+3) and mwk net +5 (—); or mwk longsword +7 (1d8+3)

**Ranged** dagger +6 (1d4+3/19–20/x2)

**Special Attacks** sneak attack +2d6

## TACTICS

**Before Combat** Wivierell drinks his [potion of feather step](#) if he anticipates he'll be fighting in difficult terrain. If he expects to be fighting in or under water, Wivierell switches from his longsword and hook hand to the traditional weapons of his tribe—trident and net.

**During Combat** Wivierell nimbly tumbles into flanking positions to gain sneak attack opportunities. If fighting alone, Wivierell feints to throw his opponent off guard.

## STATISTICS

**Str** 16, **Dex** 16, **Con** 11, **Int** 12, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** +6; **CMD** 19

**Feats** Double Slice, [Prodigy](#) (Craft [ships], Profession [sailor]), Toughness, Two-Weapon Fighting

**Skills** Acrobatics +11 (+15 move through threatened squares), Bluff +6, Climb +10, Craft (ships) +10, Perception +10, Profession (sailor) +10, Stealth +10, Survival +5, Swim +14; **Racial Modifiers** +2

Perception, +4 Swim

**Languages** Common, Elven

**SQ** daring, martial training (longsword), rogue talents (combat trick [2]), [spirit of the waters](#)

**Combat Gear** [potions of cure light wounds](#), [potion of feather step](#); **Other Gear** masterwork [hide shirt](#), masterwork longsword, masterwork net, masterwork [hook hand](#), masterwork trident, bandolier of 8 daggers, [belt of tumbling](#), [traveler's any-tool](#), masterwork artisan's tools (ships), pot of oakum and tar, wooden plugs and wedges, 28 gp

Born in the tropics into a primitive coastal elven tribe of anglers and pearl divers, Wivierell learnt the sacred art of crafting and maintaining the village's fleet of vessels from his parents. Wivierell's idyllic world changed forever when bloodthirsty slavers attacked his peaceful village, slaughtering many, including both his parents, and enslaving the rest. Wivierell was sold, and he languished, chained in the hold of a ship as a galley slave, for over a year. While Wivierell never speaks of the incident, it was during this time that he had his left hand hacked off by the ship's cruel slavemaster for some spirited act of defiance.

Pirates attacked the ship, plundering the cargo and freeing the slaves, giving Wivierell his long-awaited chance to take bloody vengeance on his oppressors. The pirate's elven first mate, seeing that captivity had not broken this young elf's spirit, took Wivierell under his wing and taught him the arts of dueling and agile swordplay. Wivierell was a quick study, he became a skilled swordsman and swiftly earned his place as part of the pirate crew. Wivierell's innate knack for sailing meant that he swiftly learnt the ropes of the pirate's brigantine, even though it was a much larger ship than the fishing vessels of his childhood. His inherent skill and passion for repairing and caring for the ship easily landed him the role of ship's carpenter.

While Wivierell is somewhat of a loner and sometimes prone to fits of brooding and dark melancholy, this slips away he fights or when tending his ship. He holds to his cultural beliefs that each ship has a spirit and is sometimes seen quietly murmuring to the ship as he works on it. As part of a pirate raid, Wivierell acquired a magical device that can replicate any simple tool; he often attaches this to the stump of his left hand to make use of it while repairing the ship. Wivierell has also fashioned a special prosthesis to allow him to wield a net in his off-hand.



# Zugok, the Boatswain

*A burly looking half-orc with olive skin barks out orders, a scowl darkening his scarred craggy face. He gestures strongly with his broad curved blade to emphasize his point.*

**ZUGOK** **CR 2**  
**XP 600**

Half-orc ranger ([freebooter](#)) 3

N Medium humanoid (human, orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +5

## DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 24 (3d10+3)

**Fort** +3, **Ref** +5, **Will** +2

**Defensive Abilities** orc ferocity

## OFFENSE

**Speed** 30 ft.

**Melee** mwk falchion +8 (2d4+4/18–20)

**Ranged** mwk composite longbow +6 (1d8+3/×3)

**Special Attacks** freebooter's bane +1

## TACTICS

**During Combat** Zugok uses freebooter's bane to pick out a foe to tackle, directing any pirates under his command to gang up on this target. He also uses his Dazzling Display feat to intimidate a group of enemies, softening them up for his crewmates.

## STATISTICS

**Str** 16, **Dex** 15, **Con** 10, **Int** 8, **Wis** 12, **Cha** 13

**Base Atk** +3; **CMB** +6; **CMD** 18

**Feats** Dazzling Display, Endurance, Weapon Focus (falchion)

**Skills** Climb +6, Intimidate +9, Perception +5, Profession (sailor) +7, Sense Motive +4, Survival +7, Swim +6; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** favored terrain (water +2), track +1, wild empathy +4, orc blood, weapon familiarity

**Combat Gear** *potions of cure moderate wounds* (2); **Other Gear** masterwork chain shirt, masterwork falchion, masterwork composite longbow (+3 Str) with 20 arrows, boatswain's call (signal whistle), 2 pp, 5 gp

Born the child of a prostitute in a large pirate base, Zugok grew up in and around piracy for all of his childhood. It was only natural that he would sign on as a cabin boy as soon as he was tall enough. He spent many of his teenage years at sea, where hard work made him stronger, and he became skilled and confident onboard any ship. The rough and tumble pirate life also taught him how to swiftly gauge others' intentions as well as the brazen art of making threats and showing menace to force others to back down, to do what he wanted, or to give over their valuables.

Zugok was promoted to boatswain when he was twenty and found that it suited his nature. He didn't have to do the more laborious tasks aboard ship and he got paid better simply for ordering the crew around. Being an actual officer seemed like too much hard work though, too many extra responsibilities and a horde of arduous new things to learn. Zugok likes to fight, but he enjoys spending money far more, and he is more than content to accept a foe's surrender. Zugok doesn't tolerate insolence or sloppy behavior from crew under his command, seeing this as insulting to himself, and he is happy to bang heads together to 'correct' the situation. However, Zugok doesn't hold a grudge and leaves it to the ship's officers to determine the punishment for a crewmember's transgressions.





# The Cutthroats

The following stat blocks represent an assortment of nefarious villains of ill repute that populate the Pirate Isles. They can be used separately as challenging NPCs, or they can be used in concert as allies of Harkka Rustfang, the hobgoblin wereshark chieftain, as he follows the plot hooks you have chosen for involving the weresharks in the campaign. The weresharks may work in concert with non-lycanthropic pirates, for which stat blocks can be found in the Pirate Adventure Path or in the [Pirate Codex](#) from Legendary Games, or with hostile aquatic races like the [adaro](#) (*Pathfinder Roleplaying Game Bestiary 3*) or [sahuagin](#).

## BARASSA KRAAL, THE WITCH DOCTOR CR 7 XP 3,200

Male human oracle 8  
NE Medium humanoid (human)  
Init -1; Senses Perception +0

### DEFENSE

AC 20, touch 14, flat-footed 16 (+5 armor, +1 shield, +4 Cha)  
hp 71 (8d8+32)  
Fort +5, Ref +7, Will +7  
Immune fatigue

### OFFENSE

Speed 20 ft.  
Melee mwk heavy mace +8/+3 (1d8+1)  
Oracle Spells Known (CL 8th; concentration +12)  
4th (4/day)—*air walk*, *inflict critical wounds* (DC 20), *legend lore*  
3rd (6/day)—*bestow curse* (DC 19), *blindness/deafness* (DC 19), *inflict serious wounds* (DC 19), *locate object*  
2nd (7/day)—*bear's endurance*, *hold person* (DC 16), *inflict moderate wounds* (DC 18), *resist energy*, *tongues*  
1st (7/day)—*cure light wounds*, *deathwatch*, *entropic shield*, *identify*, *inflict light wounds* (DC 17), *protection from good*, *shield of faith*  
0 (at will)—*bleed* (DC 16), *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *spark*

Mystery lore

### TACTICS

**Before Combat** Barassa casts *air walk*, *bear's endurance*, and *shield of faith* before battle.

**During Combat** Barassa uses his attack spells to disable his enemies. He also uses his Reach Spell feat in combination with *bestow curse* or his inflict spells.

### STATISTICS

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

Base Atk +6; CMB +7; CMD 16

**Feats** Greater Spell Focus (necromancy), Spell Focus (necromancy), Toughness, Extra Revelation, Reach Spell

**Skills** Appraise +13, Diplomacy +15, Intimidate +12, Knowledge (arcana) +6, Knowledge (engineering) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nature) +6, Knowledge (planes) +6, Knowledge (religion) +12, Profession (sailor) +5, Sense Motive +11, Spellcraft +13

**Languages** Abyssal, Common, Infernal

**SQ** oracle's curse (lame), revelations (brain drain, focused trance, mental acuity, sidestep secret)

**Other Gear** +1 chain shirt, masterwork buckler, masterwork heavy mace, *cloak of resistance* +1, [mnemonic vestment](#), charnel manuscript, peg leg with secret compartment containing key to manuscript.

## CHARNEL MANUSCRIPT

(LEVEL 8 WITCH AND LEVEL 10 NECROMANCER)

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

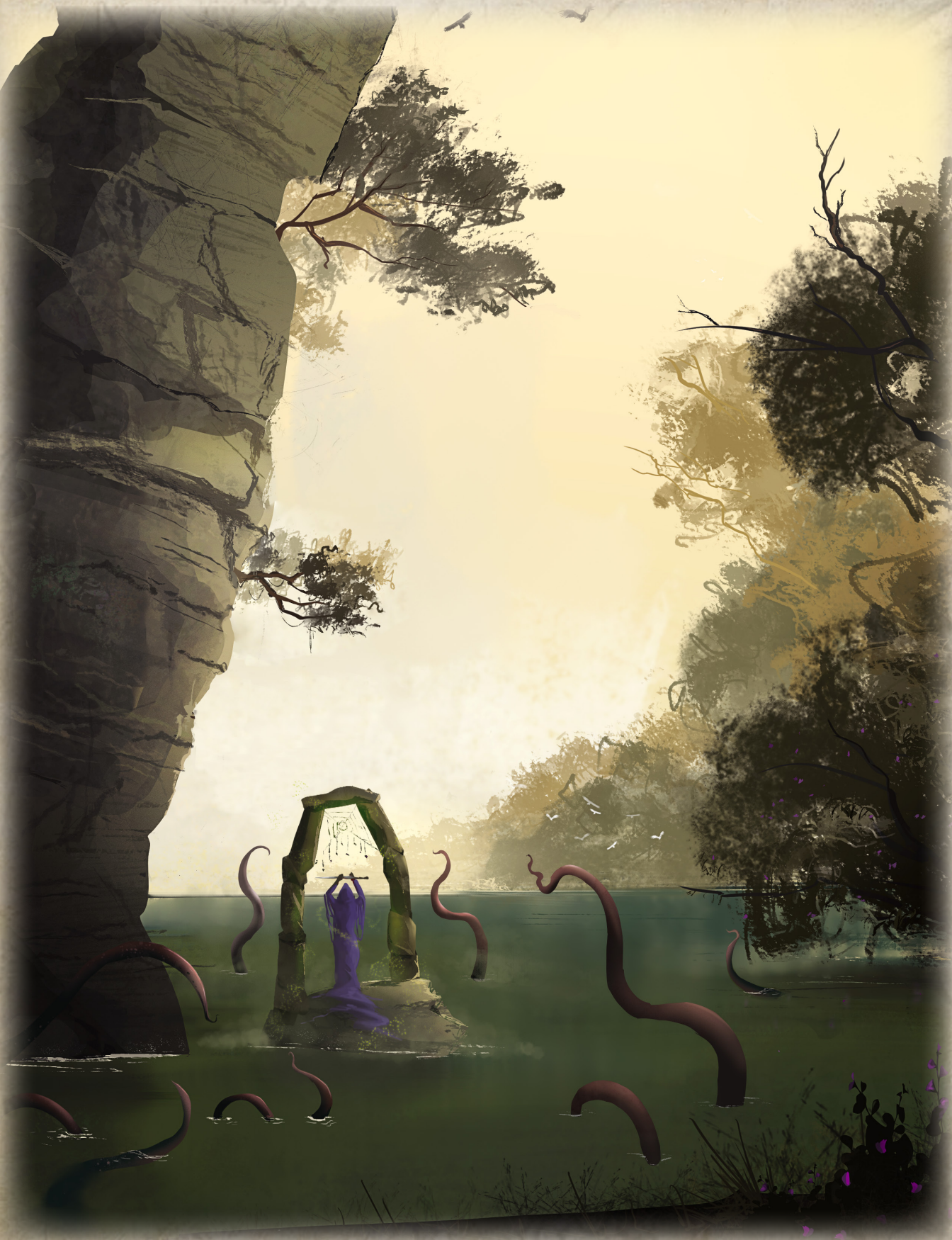
**Protection** Superior lock (DC 40)

**Value** 2,800 gp (3,300 gp with preparation ritual)

### WITCH SPELLS

4th—*animate dead*\*, [skeleton crew](#)\*  
3rd—*bestow curse*, *speak with dead*







2nd—*command undead*<sup>P</sup>, *gentle repose*

1st—[decompose corpse](#), [restore corpse](#)

**P** Patron Spell

### WIZARD SPELLS

5th—[black spot](#)<sup>\*</sup>, *magic jar*, *symbol of pain*, *waves of fatigue*

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

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

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

### PREPARATION RITUAL

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

<sup>\*</sup>Barassa can use his *mnemonic vestments* to cast [black spot](#) (as a 4th level oracle spell) or any of the witch spells in the *charnel manuscript*. These spells have the same spell level for witch and oracles, except for *animate dead* and [skeleton crew](#), which are both 3rd level oracle spells.

Barassa Kraal serves an ambiguous role, as he can be a source of information about Harkka Rustfang and his pack of weresharks, and about pirate history and lore in general. He can interpret treasure maps or perform divinations for them in exchange for a share of their treasure, though he is often less interested in gold than in interesting historical artifacts or funerary relics, whether from ancient island civilizations or from noteworthy pirates that have met their end. He has no particular allegiance to the party or to the weresharks, willing to sell any information he possesses to the highest bidder. He is equally happy to direct the party toward the known hideouts and hunting grounds of Harkka's crew, and could even sponsor a mission to negotiate with or destroy the weresharks in the hope of retrieving something stolen by them, but he has no loyalty to the party and, once having gained a bit of their trust, could just as well betray them to Harkka and his gang.

If PCs have played any of the [Islands of Plunder](#) series of adventures from Legendary Games, Barassa can serve as a linking element between those adventures or between them and the core narrative of the Pirate Adventure Path. He can alert the party to seekers of vengeance, or tip them off to potential pursuers seeking revenge or opportunities to make a name for themselves. Of course, he is only too happy to place those pursuers on their trail. As the PCs make a name for themselves in the Pirate Isles, they will attract all manner of attention, and an unsavory character like Barassa Kraal can provide valuable assistance with a hint of danger.

Barassa can also serve the role of an unambiguous enemy, someone holding a rare treasure the PCs might seek, and overcoming him and recovering this item may be the event that triggers the hunt of Harkka Rustfang, who had his own designs on Barassa's treasure. Barassa could be encountered in league with Sedale the "Landshark" plotting some mischief together, possibly bringing back undead versions of former enemies of the PCs left for dead in their wake but now brought back to horrific unlife.



**HARKKA RUSTFANG, WERESHARK CHIEFTAIN CR 11****XP 12,800**Hobgoblin barbarian ([scarred rager](#)<sup>UC</sup>) 11

LE Large humanoid (goblinoid, shapechanger)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent, keen scent; Perception +16**DEFENSE****AC** 27, touch 11, flat-footed 24 (+7 armor, +1 deflection, +3 Dex, +9 natural, -2 rage, -1 size)**hp** 164 (11d12+87)**Fort** +15, **Ref** +7, **Will** +9; +4 vs. spells, spell-like abilities, and supernatural abilities,**Defensive Abilities** improved uncanny dodge, scari-fication 3, tolerance, improved tolerance; **DR** 10/silver and 3/—**OFFENSE****Speed** 20 ft., swim 40 ft.**Melee** bite +19 (1d8+9/19–20), 2 claws +19 (2d6+9/19–20/x3) or spear +18/+13/+8 (2d6+12/x3)**Ranged** spear +13 (2d6+8/x3)**Space** 10 ft.; **Reach** 10 ft. (20 ft. with lance)**Special Attacks** greater rage (28 rounds/day), rage powers ([beast totem](#)<sup>APG</sup>, [ferocious mount](#)<sup>APG</sup>, [greater beast totem](#)<sup>APG</sup>, [greater ferocious mount](#)<sup>APG</sup>, [lesser beast totem](#)<sup>APG</sup>, [reckless abandon](#)<sup>APG</sup>, superstition +4)**TACTICS****Before Combat** He drinks his potion of *greater magic fang*.**During Combat** If alerted, Harkka drinks *potions of good hope* and *haste* (not included in the above statistics), followed by repeated ride-by pouncing charges as often as he can, using Power Attack, Reckless Abandon, and Spirited Charge. If prevented from charging, he and his mount will move in for melee.**Morale** Harkka never surrenders, fighting to the death.**Base Statistics** When not raging, the barbarian's statistics are **AC** 29, touch 13, flat-footed 26; **hp** 131; bite +19 (1d8+6/19–20) and spear +18/+13/+8 (2d6+7/x3); **Str** 20, **Con** 18; **CMB** 17, **CMD** 31; Climb +7, Swim +14**STATISTICS****Str** 26, **Dex** 16, **Con** 24, **Int** 10, **Wis** 14, **Cha** 6**Base Atk** +11; **CMB** +20; **CMD** 32**Feats** Mounted Combat, Power Attack, Ride-By At-tack, Spirited Charge, Extra Rage Power ([reckless abandon](#)<sup>APG</sup>), Extra Rage Power (superstition)**Skills** Climb +10, Handle Animal +10, Intimidate +10 (+15 non-barbarian humanoids), Linguistics +1, Per-ception +16, Ride +14, Survival +6, Swim +17; Racial Modifiers +5 Intimidate non-barbarian humanoids, +4 Stealth**Languages** Common, Goblin, Tribal**SQ** curse of lycanthropy, lycanthropic empathy (sharks), terrifying visage**Combat Gear** *potion of barkskin* (+4), *potion of good hope*, *potion of greater magic fang*, *potion of haste*, 3 spears; **Other Gear** +1 *breastplate*, *ring of protec-tion* +1, *lance*, *cloak of resistance* +1, *amulet of mighty fists (keen)*, +2 *belt of giant strength*

Scarred both long hours spent astride his titanic mega-lodon mount and by his vicious, bloodthirsty gnawing upon his own flesh as he fights with reckless abandon, the lycan-thropic lord Harkka Rustfang is a devastating combatant on land but nigh-unstoppable in the water. The statistics for Harkka's shark mount, Naanee, include the modifiers granted by Harkka raging while using ferocious mount and greater ferocious mount rage powers.

**NAANEE, MEGALODON MOUNT CR 9****XP 6,400**

N Gargantuan animal (aquatic)

**Init** +3; **Senses** keen scent, low-light vision; Perception +27**DEFENSE****AC** 28, touch 7, flat-footed 25 (+3 armor, +3 Dex, +18 natural, -2 rage, -4 size)**hp** 202 (15d8+135)**Fort** +20, **Ref** +14, **Will** +12; +4 vs. spells, spell-like abilities, and supernatural abilities**OFFENSE****Speed** swim 60 ft.**Melee** 2 claws +23 (4d6+16/x3), bite +23



(4d10+16/19–20 plus grab)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** pounce, swallow whole (2d6+24 acid damage, **AC** 19, 20 **hp**)

#### STATISTICS

**Str** 42, **Dex** 17, **Con** 29, **Int** 5, **Wis** 16, **Cha** 14

**Base Atk** +11; **CMB** +31 (+35 grapple); **CMD** 42

**Feats** Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception)

**Skills** Perception +27, Swim +24

**Other Gear** mwk studded leather barding

#### SEDALE "LANDSHARK" SILVERTOOTH CR 9

**XP** 6,400

Male goblin alchemist 10

NE Tiny humanoid (goblinoid)

**Init** +9; **Senses** darkvision 60 ft.; Perception +15

#### DEFENSE

**AC** 30, touch 22, flat-footed 20 (+2 armor, +9 Dex, +1 dodge, +2 natural, +4 shield, +2 size)

**hp** 77 (10d8+29) (plus 16 temporary hit points)

**Fort** +12, **Ref** +20, **Will** +6; +4 vs. death effects

**Defensive Abilities** 25% chance to negate critical hits or sneak attack damage, thorn body (1d6+10); **Immune** cold, energy drain, magic missile, negative energy, nonlethal damage, paralysis, sleep, poison

#### OFFENSE

**Speed** 60 ft.

**Melee** spiked gauntlet +10/+10/+5 (1d2–1 plus poison)

**Ranged** tanglefoot bomb +22/+22/+17 (5d6+4 fire plus entangle) or force bomb +22/+22/+17 (5d4+4 force plus knocked prone)

**Special Attacks** bomb 14/day (5d6+4 fire, DC 19)

**Alchemist Extracts Known** (CL 10th)

4th—*death ward*, *dragon's breath*<sup>APG</sup> (DC 18)

3rd—*haste*, *heroism*, *protection from energy*, *thorn body*<sup>APG</sup>

2nd—*cat's grace*, *false life*, *invisibility*, *see invisibility*, *vomit swarm*<sup>APG</sup>

1st—*bomber's eye*<sup>APG</sup>, *cure light wounds*, *expeditious retreat*, *jump*, *reduce person*, *shield*, *touch of the sea*<sup>APG</sup>

#### TACTICS

**Before Combat** When encountered, Sedale has already used extracts of *false life*, *heroism*, *protection from energy* (usually fire, unless the PCs have been observed using a different energy type), and *see invisibility*. If he expects combat is likely to occur, he also uses *cat's grace*, *death ward*, *expeditious retreat*, *invisibility*, *reduce person*, and *shield*.

**During Combat** Sedale uses *haste* and *thorn body* (which he calls "*sharkteeth skin*") before entering combat and uses Rapid Shot to hurl 4 bombs per round, starting with force bombs and tanglefoot bombs to immobilize enemies. He uses *dragon breath* or *vomit swarm* against groups of enemies, especially those unable to move, and uses *fly* to get around obstacles.

**Morale** If brought below 20 hit points, Sedale flees using Stealth, fly, invisibility, or touch of the sea.

**Base Statistics** **AC** 18, touch 15, flat-footed 14; **Fort** +10, **Ref** +12, **Will** +5; **Speed** 30 ft.; **Melee** spiked gauntlet +7/+2 (1d3–1 plus poison); **Ranged** tanglefoot bomb +13/+8 (5d6+4 fire plus entangle) or force bomb +13/+8 (5d4+4 force plus knocked prone); **Str** 10, **Dex** 18, **Wis** 12; **CMB** +5; **CMD** 19; **Skills** Acrobatics +14, Craft (alchemy) +24, Craft (traps) +8, Diplomacy +8, Disable Device +13, Knowledge (engineering) +14, Knowledge (local) +14, Knowledge (nature) +17, Perception +14, Profession (sailor) +5, Ride +8, Spellcraft +8, Stealth +20, Swim +6; not immune to energy drain, magic missile, or negative energy.

#### STATISTICS

**Str** 8, **Dex** 28, **Con** 14, **Int** 18, **Wis** 10, **Cha** 6

**Base Atk** +7; **CMB** +14; **CMD** 24

**Feats** Brew Potion, Point-Blank Shot, Rapid Shot, Throw Anything, Extra Discovery (force bomb), Extra Discovery (tanglefoot bomb), *Master Alchemist*<sup>APG</sup>

**Skills** Acrobatics +18 (+30 when jumping), Craft (alchemy) +26, Craft (traps) +10, Diplomacy +10, Disable Device +15, Knowledge (engineering) +16, Knowledge (local) +16, Knowledge (nature) +16, Perception +15, Profession (sailor) +7, Ride +15, Spellcraft +10, Stealth +31, Swim +5

**Languages** Common, Draconic, Goblin, Tribal

**SQ** alchemy (alchemy crafting +10, identify potions),



mutagen (+4/−2, +2 natural, 100 minutes), discoveries (fast bombs, force bomb [5d4+4 force plus knock prone], [mummification](#)<sup>UM</sup>, precise bombs [4 squares], [preserve organs](#)<sup>UM</sup>, sticky poison [4 strikes], [tanglefoot bomb](#)<sup>UM</sup>), poison use, swift alchemy, swift poisoning

**Combat Gear** *potion of beast shape I*, *potion of cure light wounds*, *potion of invisibility* (2), *potion of fly*, 2 doses of [large scorpion venom](#) (sticky, 4 uses), 2 vials of acid, 2 vials of liquid ice; **Other Gear** masterwork buckler, spiked gauntlet, *cloak of resistance* +1, *bracers of armor* +2, *headband of vast intellect* +2 (Diplomacy), 80 gp



Sedale Silvertongue is a distant cousin to chief Harkka Rustfang, due to a rare intermarriage of goblin and hobgoblin, and while Sedale's family was outcast from the goblin clans of the Pirate Isles he has felt a certain kinship for the outcast Harkka, shunned by most of his kin for his accursed state. While not keen to accept the "gift of the blood moon" as Harkka's close bloodriders have, he has taken on a different role as the shorebound agent of Chief Harkka, keeping his ear to the ground for rumors and stowing away aboard ships, engaging in stealthy sabotage and poisoning to disable ships and their crews and leave them easy prey for Harkka's gang.

### WERESHARK BLOODRIDER (HYBRID) CR 8

XP 4,800

Hobgoblin barbarian ([scarred rager](#)<sup>UC</sup>) 8

LE Large humanoid (goblinoid, shapechanger)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent, keen scent; **Perception** +13

#### DEFENSE

**AC** 24, touch 10, flat-footed 21 (+6 armor, +3 Dex, +8 natural, −2 rage, −1 size)

**hp** 113 (8d12+56)

**Fort** +13, **Ref** +6, **Will** +9; +4 vs. spells, spell-like abilities, and supernatural abilities

**Defensive Abilities** improved uncanny dodge, trap sense +2, scarification 2, tolerance, improved tolerance; **DR** 10/silver and 2/—

#### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** bite +13 (1d8+6) and 2 claws +13 (1d8+6) or +1 lance +14/+9 (2d6+10/x3)

**Ranged** spear +10 (2d6+6/x3)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with lance)

**Special Attacks** rage (22 rounds/day), rage powers ([ferocious mount](#)<sup>APG</sup>, [greater ferocious mount](#)<sup>APG</sup>, [lesser beast totem](#)<sup>APG</sup>, superstition +4)

**Base Statistics** When not raging, the barbarian's statistics are **AC** 26, touch 12, flat-footed 23; **hp** 97; **Melee** bite +13 (1d8+6) and +1 lance +14/+9 (2d6+10/x3); **Str** 18, **Con** 18; **CMB** 13, **CMD** 26; **Climb** +5, **Swim** +13

**Base Statistics** When raging in hobgoblin form, the barbarian's statistics are **Size** Medium; **AC** 23, touch



11, flat-footed 22; **hp** 105; **Speed** 30 ft.; **Melee** 2 claws +13 (1d6+5) or +1 lance +14/+9 (1d8+8/x3); **Str** 20, **Con** 20; **CMB** +13, **CMD** 24; Climb +4, Swim +4; **Space** 5 ft.; **Reach** 5 ft. (10 ft. with lance); no DR/silver, low-light vision, or scent

#### STATISTICS

**Str** 22, **Dex** 16, **Con** 22, **Int** 10, **Wis** 14, **Cha** 6

**Base Atk** +8; **CMB** +15; **CMD** 26

**Feats** Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge

**Skills** Climb +7, Handle Animal +9, Intimidate +6 (+10 non-barbarian humanoids), Perception +13, Ride +11, Survival +6, Swim +15; Racial Modifiers +4 Intimidate non-barbarian humanoids+4 Stealth

**Languages** Common, Goblin

**SQ** curse of lycanthropy, lycanthropic empathy (sharks), terrifying visage 4, fast movement

**Combat Gear** *potion of cure light wounds*, 3 spears; **Other Gear** masterwork breastplate, +1 lance, spear, *cloak of resistance* +1, *amulet of mighty fists (keen)*, +2 belt of giant strength, 84 gp

These vicious sea hunters are a menace both above and below the waves, astride their great sharks and bringing doom to those trying to stand against them. The statistics for their shark mounts include the modifiers granted by their rider raging while using ferocious mount and greater ferocious mount rage powers.

#### HAMMERHEAD SHARK MOUNT

CR 4

XP 1,200

N Huge animal (aquatic)

**Init** +2; **Senses** low-light vision; Perception +10

#### DEFENSE

**AC** 20, touch 8, flat-footed 18 (+3 armor, +2 Dex, +9 natural, -2 rage, -2 size)

**hp** 46 (4d8+28)

**Fort** +13, **Ref** +6, **Will** +8; +4 vs. spells, spell-like abilities, and supernatural abilities

#### OFFENSE

**Speed** swim 60 ft.

**Melee** +2 claw +12 (2d6+11), bite +10 (2d6+9)

**Space** 15 ft.; **Reach** 10 ft.

#### STATISTICS

**Str** 29, **Dex** 14, **Con** 25, **Int** 5, **Wis** 16, **Cha** 6

**Base Atk** +3; **CMB** +14; **CMD** 24

**Feats** Great Fortitude, Iron Will

**Skills** Perception +10, Swim +17

**Other Gear** mwk studded leather barding





**WERESHARK SHAMAN****CR 8****XP 4,800**Hobgoblin druid ([shark shaman](#)<sup>UM</sup>) 8

LE Large humanoid (aquatic, goblinoid, shapechanger)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent, keen scent; **Perception** +15**DEFENSE****AC** 27, touch 13, flat-footed 24 (+6 armor, +1 deflection, +3 Dex, +6 natural, +2 shield, -1 size)**hp** 79 (8d8+40)**Fort** +11, **Ref** +6, **Will** +11; +4 vs. fey and plant-targeted effects,**Defensive Abilities** resist nature's lure, **DR** 10/silver**OFFENSE****Speed** 20 ft., swim 40 ft.**Melee** bite +8 (1d8+3) and *frostbite* +8/+3 melee touch (1d6+8 nonlethal cold plus fatigue), *shillelagh* +9/+4 (3d6+4), or mwk spear +9/+4 (2d6+3/x3 plus poison)**Ranged** mwk spear +9 (2d6+3/x3 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** seastrike, totem transformation (move action, 10 minutes/day), totemic summons (standard action, +8 temporary hp), wild shape (Diminutive to Huge shark, 8 hours, 3/day; Medium or Small animal, 4 hours, 1/day)**Druid Spells Prepared** (CL 8th; concentration +12)4th—*air walk*, *control water*, *freedom of movement*<sup>D</sup>, *rusting grasp*3rd—*poison* (DC 17), *protection from energy*, *quench*, [spit venom](#)<sup>UM</sup> (DC 17), *water breathing*<sup>D</sup>2nd—*barkskin*, *bear's endurance*, *bull's strength*, [pernicious poison](#)<sup>UM</sup>, [slipstream](#)<sup>APG, D</sup>1st—*cure light wounds*, *faerie fire*, [frostbite](#)<sup>UM</sup>, [hydraulic push](#)<sup>APG, D</sup>, *produce flame*, *shillelagh*0 (at will)—*create water*, *detect magic*, *guidance*, *purify water*<sup>D</sup> Domain spell; **Domain** [Aquatic](#)<sup>UM</sup>**TACTICS****Before Combat** Wereshark shamans often patrol wild shaped into the form of 6-inch-long (Diminutive) cat sharks (**AC** 25, **Dex** 22, **Skills** Disguise +18, **Stealth** +20).**During Combat** Wereshark shamans remain wild shaped, using *control water* to capsize boats or

submerge flying enemies, then spontaneously using *summon nature's ally IV* to summon 1d3+1 sharks (enhanced with Augment Summoning and totemic summons) to flank with their allies and block enemy movement. They use *pernicious poison* early in a fight, followed by *poison* and *spit venom* (and summoning monitor lizards rather than sharks if fighting on or near land). If combat is imminent, they cast *barkskin*, *bear's endurance*, *bull's strength*, and *frostbite* before resuming hybrid form, hurling their poisoned spear (which will return underwater with seastrike) or using *frostbite* touch attacks or *shillelagh*.

**STATISTICS****Str** 16, **Dex** 16, **Con** 18, **Int** 8, **Wis** 18, **Cha** 8**Base Atk** +6; **CMB** +10; **CMD** 24**Feats** Augment Summoning, Natural Spell, Spell Focus (conjuration), Superior Summoning (<sup>UM</sup> 157)**Skills** Fly +1, Handle Animal +5, Heal +10, Knowledge (nature) +5, Linguistics +0, Perception +15, Spellcraft +5, Stealth +1, Survival +10, Swim +11**Languages** Aquan, Common, Goblin**SQ** curse of lycanthropy, lycanthropic empathy, nature bond (Aquatic domain), nature sense, sealord, wild empathy +7**Combat Gear** extra dose of large scorpion venom (sticky, 4 uses); **Other Gear** bronze dragonhide masterwork breastplate, masterwork heavy wooden shield, mwk spear, *ring of protection* +1, *cloak of resistance* +1, *+2 belt of incredible dexterity*, spell component pouch, wooden holy symbol

While all lycanthropes have a certain affinity for their animalistic side, these shark shamans take that communion to an incredible depth. The blood of the shark flows in their veins, the selfsame sharks they worship as a thing divine.



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