

ADVENTURE PATH PLUG-INS



FORT SCORVY

By Jason Nelson



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

FORT SCURVY

Credits

Authors: Jason Nelson

Artist: Bruno Balixa, Ivan Dixon, Jason Juta, James Krause, Matthias Kinnigkeit, Mike Lowe, Dio Mahesa, Peyeyo, Bob Storrar

Cartography: Jason Juta

Design and Layout: Lj Stephens

Legendary Games Team Members: Anthony Adam, Alex Augunas, Kate Baker, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Joel Flank, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortess, Jeff Lee,

Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

Special Thanks: Erik Mona, Lisa Stevens, James Jacobs, and the Paizo staff for their excellent *Skull and Pirate Isles* Adventure Path.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this

product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Fort Scurvy*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

Fort Scurvy © 2018, Legendary Games; Author Jason Nelson.

ISBN-13: 978-1985221000

ISBN-10: 1985221004

First printing February 2018.

Printed in USA.



Legendary Games

3734 SW 99th St.

Seattle, WA 98126-4026

makeyourgamelegendary.com

Welcome to Adventure Path Plug-Ins!

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 must 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 and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and **Make Your Game Legendary!**

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at www.makeyourgamelegendary.com.

TABLE OF CONTENTS

Introduction	6
Chapter 1: Fort Scurvy	9
Chapter 2: The Seacaves	27
Chapter 3: The Greedy Ghost	37
Appendix 1: Standard Pirate Stat Blocks	49
Appendix 2: Pirate Troop Stat Blocks	57
Appendix 3: Magic Items	64
Appendix 4: Unkeyed Maps	65

NOTE: The following notations are used to indicate sources for rules outside the *Pathfinder Roleplaying Game Core Rulebook*:

AB = *Advanced Bestiary*

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

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

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B1 = *Pathfinder Roleplaying Game Bestiary*

B2 = *Pathfinder Roleplaying Game Bestiary 2*

B3 = *Pathfinder Roleplaying Game Bestiary 3*

B4 = *Pathfinder Roleplaying Game Bestiary 4*

B5 = *Pathfinder Roleplaying Game Bestiary 5*

CRB = *Pathfinder Roleplaying Game Core Rulebook*

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

MTT = **Softcover toolbox for melee tactics**

PIS = **Softcover companion detailing pirates of the inland sea in the official campaign world**

TG = **Softcover guide to technology**

UCam = *Pathfinder Roleplaying Game Ultimate Campaign*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

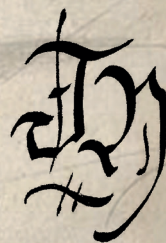
WHAT YOU WILL FIND INSIDE FORT SCURVY

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.

Fort Scurvy is a high-level nautical *Pathfinder Roleplaying Game* adventure that pits a crew of pirate PCs who have made a name for themselves up against one final obstacle standing between them and glory. A great challenge for any aspiring pirate PC, or even a hero allied with an official navy battling the buccaneers, is to take down the Pirate King! Holed up in his island fortress, surrounded by devoted scallywags and scurvy seadogs, the Pirate King looms over the southern seas like a shadow of menace and legend. To some he is a symbol of liberty, keeping tyrants at bay with equal parts cunning and cruelty, and those seeking to take him down must offer to their fellow pirate lords and ladies the promise of maintaining the freedom of the seas for simple sailors to make a dishonest living. To others, the Pirate King is a purveyor of perfidy and a plunderer without peer, a nautical knave who must be brought back in chains or in pieces if the backbone of the pirate menace is ever to be broken.

We hope this adventure helps 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!

by Jason Nelson



INTRODUCTION

The adventure takes place in the Pirate Isles, wherever that fits best in the campaign world, and assumes that the heroes have worked their way to fame (or infamy) and fortune on the high seas. Whether they are island-hopping explorers or the admirals of a potent fleet of their own, they have won victory or victory on their own and/or while leading their armada and the squadrons of their allies to victory over an enemy power on the high seas. This could be set against the backdrop of an invasion by a hostile navy intent on stamping out the PCs and their nautical allies in the pirate isles. In this case, the PCs likely found themselves having to hastily assemble a patchwork alliance independently of a Pirate King who kept his own forces back, allowing his rivals like the PCs to absorb the brunt of the invading assault.

Alternatively, the heroes could be simply rally their own forces and allies against those loyal to the Pirate King in a bid for power. Whatever their grievance against the current Pirate King, from complacency and inaction in the face of great danger or to simply deposing him and installing themselves as new and more vibrant rulers, simply sacking the *de facto* pirate capital of Hazard Harbor will not suffice. Instead, they must attempt a daring assault on Fort Scurvy, the nigh-impregnable citadel of the Pirate King, to seize control of the jewel of all pirate harbors and to crown themselves the new high captains of the seven seas. This adventure is designed for 14th-level characters, though you could adjust the adventure up or down in difficulty based on how you play the villains and their response to invasion by the heroes.

This adventure can be played against the backdrop of a full-scale naval assault, using siege weapon and fortification rules from *Pathfinder Roleplaying Game Ultimate Combat* or the mass combat rules in *Pathfinder Roleplaying Game Ultimate Campaign* and greatly expanded in [Ultimate Rulership](#), [Ultimate Battle](#), and especially in [Ultimate War](#) (featuring naval combat and siege warfare) from Legendary Games. Of course, it also can be played as a standard infiltration adventure with the PCs and their characters, either with their forces performing a broader assault in the background or with the characters acting on their own.

THE HUMAN ELEMENT

Fort Scurvy is not a typical high-level dungeon, populated with monsters great and small, from demons to dragons and all points in between. It is a fortress ruled and populated with humanoids in large numbers, who despite their scurvy and sometimes backstabbing ways are also trained and battle-hardened soldiers and sailors capable of mounting an organized defense if the heroes reveal themselves. These

enemies use the same kinds of skills, tactics, feats, and spells that the heroes do, so as a GM you need to familiarize yourself with what each kind of NPC can do and how their listed tactics play out at the table. Your heroes are going to be facing far more humans, goblins, hobgoblins, and so forth, appearing both as classed NPCs and as troops of various types, than they will traditional monsters. The heroes won't easily be able to tell one kind of pirate foes from another, so they'll have to think on their feet and react as they go. Don't worry about maximizing every possibility; if the first villain of a given type doesn't get to use your favorite dirty trick, they'll pop up again later in the adventure and you'll get another shot. Individual NPC stat blocks for these stock characters are found in [Appendix 1](#), while stat blocks for troops of enemies are found in [Appendix 2](#). Unique named NPCs have their stat blocks in the text of the module in the locations where they appear.

Battles in this adventure are never going to be a party of characters challenging a single ultra-powerful enemy in their lair; instead, the heroes will almost always be outnumbered though rarely outgunned by any individual encounter or enemy. This requires a different approach to running the adventure for both the GM and the players, as high-level tactics focused on gang-tackling single enemies won't work. Similarly, a simple room-to-room scorched-earth "clear the dungeon" strategy for the adventure is not the best path to success.

The heroes are not waging a war of annihilation in *Fort Scurvy*, as the inhabitants of the fortress might become their subjects if they succeed in toppling the Pirate King and perhaps taking his place. The heroes must combine guile, infiltration, and stealth with a judicious application of brute force to crack the defenses of the stronghold and eliminate the Pirate King and his lieutenants who keep the rank and file pirates in line. They remain loyal as long as the Pirate King shows his strength, but if he falls their morale may falter.

As a GM, encounters are far less discrete than in a typical dungeon, where monsters mostly stay in their own lairs. If the alarm is raised, encounters necessarily become more dynamic, with some defenders (especially artilleryists and their siege weapons) sticking to their posts and others ready and willing to flow and react as necessary to meet intruders. Some encounter areas are open and adjacent to others, and the PCs may incite a reaction from several directions at once. Some of this dynamic encounter setup is described below in [Reactions and Reinforcements](#), but this also requires active management by the GM. You must strike a balance between military readiness and response on one hand, and the chaos of a running battle involving pirates who aren't necessarily the best team players. A fortress where every soldier in the castle responds instantly, suicidal loyalty, and perfect tactical precision to dogpile on the heroes is just as unsatisfying as one where the enemy sits in its lair waiting to be wiped out by the heroes. Keep the pressure on but keep the action moving, and most of all have fun!

HAZARD HARBOR

Hazard Harbor Fort Scurvy is the most notable feature of this island, with the fort built astride a rise at the northwest corner of the island and the ground sloping gently to the south. A long beach stretches east along the island's north shore. If using the [settlement rules](#) from *Pathfinder Roleplaying Game Gamemastery Guide* and *Pathfinder Roleplaying Game Ultimate Campaign*, the following stat block represents the city of Hazard Harbor, from its teeming slums to its obscenely opulent mansions looking down from the highland heights. The city is not further detailed here, as the action of the adventure is focused on Fort Scurvy itself, though of course PCs may choose to sneak into the city to buy or sell magic items or make contact with allies even in the midst of a pitched battle with the Pirate King's forces.

HAZARD HARBOR

CN metropolis

Corruption +9; **Crime** +11; **Economy** +8; **Law** +0; **Lore** +6 (wealthy districts)/+2 (poor districts); **Society** +6 (poor districts)/+2 (wealthy districts)

Qualities defensible, free city, gambling, no questions asked, notorious, wealth disparity

Danger +25

DEMOGRAPHICS

Government autocracy

Population 43,300 (27,000 humans; 4,000 half-elves, 3,500 half-orcs, 2,200 halflings, 1,800 elves, 1,500 dwarves, 1,100 gnomes, 1,000 goblins, 800 hobgoblins, 400 other)

NOTABLE NPCS

Pirate King Ismail Queeg (NE male swashbuckler 15/deep sea pirate 4)

Garrison Commander "Doc" Silvertusk (CE male half-orc barbarian 15)

Harbor Master Somin Crescencio (N female aristocrat 5/expert 5)

Sealord Thusus Herud (NE wereshark hobgoblin barbarian 11)

MARKETPLACE

Base Value 20,800 gp; **Purchase Limit** 160,000 gp; **Spellcasting** 8th

Minor Items unlimited; **Medium Items** 4d4; **Major Items** 3d4

PLUNDER ISLE

Fort Scurvy is the most notable feature of this island, with the fort built astride a rise at the northwest corner of the island and the ground sloping gently to the south. A long beach stretches east along the island's north shore, backed by a low ridge. Citrus, fig, and olive groves grow around



several outbuildings on the island's south side, but grassy bogs cover most of the island's interior. The waters around the fort are forbidding, with reefs sheltering lagoons too deep to wade but too congested for boats. The sugar-white beaches act as light rubble, while the jagged rocks surrounding most of the isle (called the Wench's Teeth) are dense rubble. Falling prone on these rocks deals 1d4 points of bludgeoning and slashing damage (a successful DC 15 Reflex makes this damage nonlethal). Being bull rushed or dragged deals this damage for each square of forced movement. Terrain effects are described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

Several warehouses lie at the island's southwestern corner, with presses for olive oil and a small stable of draft animals, linked to the fort by a road of packed earth and palm logs. Small dormitories are nearby for laborers working by day at Fort Scurvy and sleeping here by night. A long pier allows oceangoing ships to dock, with smaller piers for passenger boats going to and from Hazard Harbor.

Tidal Effects: The coastal surf around Hazard Isle functions like a shallow bog, which stacks with underlying rubble effects. In addition, wave surges occur every 1d4 rounds, acting as a bull rush (toward the fort), drag (away from the fort), or trip combat maneuver (equal chance of each). The CMB for this combat maneuver check is equal to +2d8, reduced by 1 for every square a creature is away from the normal shoreline.

FRIGATE ISLE

Frigate Isle lies just east of Fort Scurvy. Sheer-sided with cliffs 80 to 100 feet high, Frigate Isle covered in scrub, seagrass, and a narrow tangle of palms and evergreens atop its scarp. Thousands of seabirds roost on its cliffs, while lizards and monkeys clamber among rocks and trees. The tides, currents, and reefs between Frigate Isle and Hazard Isle and in the southerly passage into Hazard Harbor give rise to frequent whirlpools. Called Maelstrom Cove, few dare these waters, choosing instead to pass north of Fort Scurvy into the main northerly entry to Hazard Harbor's lagoon.

Atop Frigate Isle is a stone lighthouse to warn ships away. After battling for control of the lighthouse for decades, wrecking it twice, Frigate Isle was declared neutral ground and the pirate lords pooled their funds to finance a magical lighthouse construct. PCs investigating the island find mostly cliff terrain, with clumps of light and heavy undergrowth, inhabited by [giant geckos](#)^{B3} and [giant chameleons](#)^{B3}, baboons^{B1} and [monkey swarms](#)^{B2}, and giant frigate birds, identical to giant eagles^{B1} but with black feathers and a bright red gular pouch, NE in alignment and able to understand Aquan rather than Auran. The lighthouse is 20 feet in diameter and 50 feet tall, and standing atop it is a construct of shining metal containing a brilliant lamp, which fights only if attacked.

GARGANTUAN ANIMATED OBJECT (LIGHTHOUSE LAMP CUPOLA)

CR 9

XP 6,400

Hp 115 (*Pathfinder Roleplaying Game Bestiary*)

This construct's brass body radiates permanent *daylight*, and any creature within 10 feet is dazzled for 1 minute.

THE EYES

The small islet just north of Fort Scurvy and the islet across the north passage into Hazard Harbor's lagoon are barren rocky outcrops, each with a 30-foot lighthouse tower containing an animated lighthouse cupola identical to the one atop Frigate Isle.

RUMRUNNER'S RACE

Hidden amidst the rocks and sea stacks of Maelstrom Cove lies a hidden cleft scarcely 50 feet wide that gives way into the Hidden Harbor inside Frigate Isle (see chapter 3). The cleft would scarcely be visible from the sea in any event, but an ancient *permanent image* covers it with the image of a rugged cliff overhanging low over the water, the surf appearing to surge underneath the illusory overhang (Will DC 19 disbelief if interacted with). The cliff appears mostly inaccessible, its slick and jagged surface appearing to have a Climb DC of 25 or higher (or Acrobatics with the same DC to traverse its apparently unstable rocks). Seabirds have long since learned the cliffside is treacherous and avoid landing on it (Knowledge (nature) DC 25 or Perception DC 35 to notice this behavior if the area is studied for at least 1 hour. A creature stepping onto the illusory rocks falls 70 feet onto the rocky cliff-shore below (Damage 7d6 x 150% for the jagged rocks at the bottom, Reflex DC 19 negates fall if there is an adjacent solid surface and the creature succeeds on a DC 20 Climb check).

The tidal action in this channel is violent and unpredictable, requiring a DC 20 Profession (sailor) check each round to pilot a canoe, longboat, or similar small craft through Rumrunner's Race (DC 30 for warships, galleys, and sailing ships. A failed check deals 3d6 points of damage to the vessel, prevents movement that round, and increases the DC on the following round by 1d6).

Creatures swimming in Rumrunner's Race must make a DC 20 Swim check each round to avoid being dragged underwater and facing drowning as well as being dashed against the rocks (2d6 bludgeoning damage and staggered 1 round; DC 20 Reflex save negates staggered condition and makes damage nonlethal). Creatures with a swim speed may take 10 on this check.

CHAPTER 1: FORT SCURVY

Fort Scurvy sits immediately at sea level, though at low tide much of the rocky shoals surrounding the fort are exposed. Its lowest sections (the lower bunker at **O** and the west bastion at **P**) are immense splayed blockhouses of brick and stone rising 30 feet above the high-water mark. The lower bailey is 40 feet high, with cobbled ramps leading up to the upper bailey at 60 feet and the citadel rising 120 feet.

Fort Scurvy is a sprawling edifice; however, many chambers hold little of interest aside from minor plunder or places to hide. Most rooms thus have only short descriptions of relevant features and inhabitants. It is left to the GM to fill in any incidental details of such rooms, be they bedchambers, storage rooms, lavatories, or gardens.

Reactions and Reinforcements: Fort Scurvy is a “living” fortress, full of ordinary NPCs who are primarily interested in avoiding getting killed, not much of a threat to PCs. As with playing out a fleet action at high levels, if PCs mount a major

TABLE 1: FORT SCURVY REINFORCEMENTS

D100	CR	Reinforcements
01-20	8	pirate crew and 1 pirate officer
21-40	10	pirate port defenders and 1 pirate enforcer
41-50	9	as 01-20, plus 1 pirate piper
51-60	11	as 21-40, plus 1 pirate piper
61-70	11	2 pirate sharpshooters
71-80	11	pirate crew , 2 pirate officers , 1 pirate bosun
81-90	11	1 hag spy and 1 pirate enforcer
91-95	12	coven of 3 hag spies
96-00	13	bloodthirsty buccaneers , 1 pirate bosun , 1 pirate grenadier



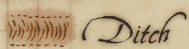
Fort Scurvy

- Deep Water
- Shallow Water
- Sand
- Light Undergrowth
- Reefs

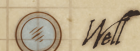
Mast / Flagpole



Trebuchet



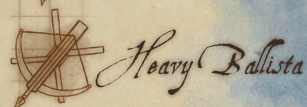
Ditch



Well



Ballista



Heavy Ballista



Rooftop Netting

1 Square
= 5 feet

Lagoon

C



Grassy

Axel's Beach

TABLE 2: DRAWING FIRE

D100	Targeting
01-40	Not targeted by a ranged attack
41-60	pirate crew
51-60	pirate crew and a pirate piper (using inspire courage or dirge of doom plus a ranged spell)
61-70	light artillery battery
71-75	heavy artillery battery
76-85	1 pirate sharpshooter
86-90	1 elite pirate sharpshooter
91-95	1 pirate grenadier
96-00	coven of 3 hag spies (using coven spell-like abilities)

attack on Fort Scurvy with their allies, most lower-level NPCs and siege weapons can be assumed to be occupied responding to their equivalents on the PCs' side, with this battle taking place mostly in the background. However, organized units of defenders can be found throughout the fort, forming up into trained battle-ready troops, often led by individual commanders or small numbers of elite officers.

If PCs attempt a small-group infiltration, they may well attract more direct attention if combat erupts and the PCs are discovered. Fort Scurvy has many defenders, often well protected behind fortified cover. PCs revealing themselves openly, especially flying PCs, are targeted with dozens of missiles every round from defenders across the fort. Battlefield control and obscuring spells, including fogs



and illusions, can be of great aid in diverting or defeating such attacks, as can spells that create physical barriers and summoning creatures to provide additional targets.

Occupied locations in Fort Scurvy contain a standard entry for **Creatures**, and most have an **Alert** entry indicating the creatures present once an alarm has been raised (increasing CR to the number after the slash). The CR for encounters reflects this alternate number of defenders that generally maintain their positions rather than leaving their station to respond to enemy attacks (though they may use ranged attacks to harass known targets), instead relying on internal reinforcements. Every time PCs engage in combat, there is a 10% cumulative chance at the end of each round after the first that reinforcements arrive, of a type determined using the table below. Encounter distance

is 2d4 x 10 feet outdoors, half that indoors. If the PCs exit combat unobserved, this chance resets to zero. If PCs break off combat while observed, the chance of an encounter each round is reduced by 5% per round.

Each time the PCs defeat a group of reinforcements, the chance of further reinforcements is reduced by 2% per round; i.e., 8% cumulative per round after one group has been defeated, 6% after two groups, etc. After 5 groups of reinforcements have been defeated, no more arrive.

In addition to potential reinforcements, any defenders with line of sight to PCs may make ranged attacks. For ease of reference, assume that any visible PC (unless well-disguised, whether with mundane disguise or magical illusion or polymorph effects) has a chance every round spent in the open to be targeted:

Attitudes: If no alarm is raised, craftsmen within Fort Scurvy have an initial attitude of indifferent, while defenders are unfriendly. During an alert, attitudes shift to unfriendly and hostile, respectively.

Poisoned Weapons: The goblin alchemists in the Pirate King's employ spend much of their free time manufacturing alchemist's fire to feed his firedrakes and other siege engines, but they also spend a great deal of time crafting sticky large scorpion venom (injury, *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save) for the defenders' weapons. This sticky poison^{APG} is effective for up to 4 hits; wielders are exposed to this poison on a natural 1 on attack rolls.

The goblins sneak through the castle by night applying their poison, but most defenders are unaware their weapons are poisoned. While the goblins are mistrusted by many, they are known to have the Pirate King's favor for their demented genius with explosives, so few defenders do more than grumble. However, if a defender discovers his weapon is poisoned and a goblin is present, he immediately turns on the goblin and attacks.

A. GATEWAY RAMP

This steep cobblestoned ramp leads between a high curtain wall on the right and a brickwork retaining wall on the left, rising steeply from the packed soil atop the beach to the forbidding gates of Fort Scurvy. The gates themselves are stoutly bound with iron and cruelly spiked. Above the gates, four sharp-fanged shark mouths have been sculpted into the stone, each surrounded by sooty smudges.

The cobbled ramp is a steep slope, and a mechanism inside the citadel can collapse parts of the ramp, turning it into dense rubble. In addition, two [firedrakes](#)^{UC} within the citadel threaten fiery death on those ascending the ramp.

B. CITADEL

This rounded bastion dominates the upper portion of Fort Scurvy, its battlements looming cruelly over the surround. A high mast bearing the Pirate King's banner rises from the citadel's roof, flanked by a pair of massive ballistae, with heavy netting shrouding the battlements. Shuttered arrow slits riddle the walls like unfriendly eyes.

This massive fortification bears steel-bound gates of hewn teak logs (hardness 8, hp 120 per 5-foot section, Break DC 31), studded with cruel spikes. Creatures attacking the gates with natural weapons or unarmed strikes are attacked by

a spike (+15 melee, 1d6+5 damage each) with each attack; attempting a Strength check to burst the gates results in 1d4 spike attacks. These spikes are considered a trap, though they are not hidden and cannot be disarmed.

B1. GATEHOUSE ENTRY (CR 8/10)

This dusty, vaulted chamber, its 15-foot ceiling supported by arched buttresses, is used to inspect visitors and vehicles before they are admitted into the baileys of Fort Scurvy. The chamber contains a *permanency (alarm)* spell which triggers an audible alarm when an invisible creature enters the room.

Creatures: This area is guarded by the following:

PIRATE PORT DEFENDERS CR 7

XP 3,200
hp 83 (see page 58)

These hard-bitten guards stay adjacent to their officer, using Saving Shield to protect them.

PIRATE OFFICER CR 6

XP 2,400
hp 53 (see page 54)

Alert: 2 pirate port defenders, 2 pirate officers

B2. SHOOTING GALLERY (CR 6/10)

This enclosed gallery with iron-shuttered arrow slits (hardness 10, hp 30, Break DC 24; total cover when closed, improved cover when open) facing outward is reached by locked wooden doors (hardness 5, hp 20, Break DC 23, Disable Device DC 20). Small peepholes (Perception DC 25 if searching; *stonecunning* applies) allow vision into the citadel's interior, and defenders here may move to **B6** to fire down upon invaders through the murder holes. At each end of the gallery is a narrow shaft with a rope (Climb DC 5; DC 20 if rope is removed) for moving between the upper and lower levels. Those in the upper gallery must use Acrobatics or Climb to move past the shaft without falling.

Creatures: This area is guarded by the following:

PIRATE CREW CR 6

XP 2,400
hp 75 (see page 57)

Alert: Pirate crew, 1 pirate sharpshooter

PIRATE SHARPSHOOTER CR 9

XP 6,400
hp 83 (see page 55)

B3. GUARDHOUSE (CR 11)

This thick-walled blockhouse is a guard post that also serves as the office of the gate inspector, but it also the ready room for a pirate bosun and pirate enforcer whose job it is to subdue any recalcitrant visitors who object to being searched.

Creatures: This area is guarded by the following:

PIRATE BOSUN (2)

CR 9

XP 6,400

hp 79 (see page 51)

PIRATE ENFORCER

CR 9

XP 6,400

Hp 73 (see page 52)

B4. STAIRS

These spiral stairs ascend through the three levels of the citadel and give access to the roof.

B5. PORTCULLIS

These heavy iron grilles are controlled by capstans at B6 and can be dropped as a move action by pirates above. Creatures adjacent to a portcullis may be stuck under it as it falls, taking 6d6 points of piercing and bludgeoning damage and being pinned (DC 15 Reflex negates; DC 20 if Large or larger and directly underneath the portcullis rather than adjacent to it); pinned creatures take 1d6 points of bleed damage at the beginning of each turn. Each 10-foot portcullis is considered a trap (Perception 20, Disable Device DC 25) for game effects related to traps. Escaping the pin requires a DC 25 Escape Artist check or Strength check or destroying the portcullis (hardness 10, hp 120, Break DC 28, Disable Device 30).

A portcullis blocks movement, though Small or smaller creatures can get through (Escape Artist DC 30, reduced by 10 for each size smaller than Small). A portcullis does not block line of sight or effect but does provide cover against piercing weapons, targeted spells, and burst effects and total cover against bludgeoning or slashing weapons. Polearms can be wielded through a portcullis, but natural reach beyond 5 feet is blocked.

B6. SHOOTING GALLERY (CR 6/9)

This low-slung chamber is pierced with shuttered murder holes in almost every square, allowing archers to waylay those in area B2 below. The pirates here operate the portcullises with capstan winches. It requires two DC

10 Strength checks to raise a portcullis up 5 feet but only one move action to release it to fall.

Creatures: This area is guarded by the following:

PIRATE CREW

CR 6

XP 2,400

Hp 75 (see page 57)

Alert: 2 pirate crews, 1 pirate piper



PIRATE PIPER**CR 7**

XP 3,200

hp 60 (see page 54)

MONKEY FAMILIAR**CR -**

hp 30 (see page 55)

B7. READY ROOM (CR VARIABLE)

Hammocks hang from the beams, posts, and rafters of this chamber, enabling guards to rest while remaining near their posts. There is a 50% chance to encounter 1d4 common pirates here, and a 25% chance for a single pirate sharpshooter; each creature has a 50% chance of being asleep. Footlockers of soiled clothing, whetstones, dishes, half-empty bottles of grog, and similar personal effects are scattered haphazardly.

Alert: This room will be empty.

B8. WEAPONS LOCKER

The locked wooden door (hardness 5, hp 30, Break DC 25, Disable Device DC 25) secures a cache of ammunition for personal and siege weapons (master artillerists have keys).

B9. FIRING CHAMBER (CR 9/12)

This chamber contains two [firedrakes](#)^{UC} mounted over the main gates and two [light ballistae](#)^{UC}, one each facing west and south and mounted on paired gimbals, allowing easier rotation, elevation, and declination, granting a +2 circumstance bonus on attack rolls against moving targets. The artillerist battery crews the weapons while a master artillerist supervises the loading, aiming, and firing of all weapons.

Creatures: This area is guarded by the following:

HEAVY ARTILLERIST BATTERY**CR 7**

XP 3,200

Hp 85 (see page 60)

MASTER ARTILLERIST**CR 7**

XP 3,200

Hp 71 (see page 51)

Alert: 2 heavy artillerist batteries, 2 master artillerists, 1 pirate bosun

PIRATE BOSUN**CR 9**

XP 6,400

hp 79 (see page 51)

B10. ROOF (CR 10/13)

The citadel's roof has a battlement of merlons and shuttered embrasures. Against attacks from below or the same level,

these defenses provide improved cover when open, total cover when closed. In addition, the citadel supports a 50-foot-high mast flying the flag of the Pirate King (the lower towers of Fort Scurvy have similar masts, but only 20 feet high and surmounted by Ismail Queeg's personal battle flag), as well as signal flags which can transmit messages to ships. Treat as using Bluff to send secret messages, but substitute Profession (sailor) checks to send or interpret messages; Linguistics can also be used to interpret messages. A pirate officer is stationed here as flag officer.

The mast supports a network of netting secured to cleats atop the tower's battlement (AC 3, hp 10 per 5-foot section, break DC 23, Climb DC 10), providing cover against attacks from above. Those within can attack without impediment using ranged attacks and piercing weapons, but other attacks are subject to cover. Fine or Diminutive creatures ignore the netting, but larger creatures require an Escape Artist check (DC 10 for Tiny creatures, increasing by 5 for each size category larger). Gases, area effects that fill a spread, and attacks requiring no attack roll bypass the netting, but the netting provides a cover bonus to Reflex saves against bursts, lines, and cones, even if the netting is destroyed by the effect. The netting is regularly soaked in seawater and takes only 1/4 damage from fire. A *fireball* impacts the netting and bursts outside it unless the caster succeeds at a ranged touch attack against AC 13 to hit a target inside the net.

The tower's interior accessed through a locked iron trap door (hardness 10, hp 60, Break DC 28, Disable Device DC 30). A *stone of alarm* is affixed to the underside of the trap door, triggering if the door is opened without speaking the password. Two heavy ballistae are mounted on gimbal platforms like those in B9.

Creatures: This area is guarded by the following:

HEAVY ARTILLERIST BATTERY**CR 7**

XP 3,200

Hp 85 (see page 60)

MASTER ARTILLERIST**CR 7**

XP 3,200

Hp 71 (see page 51)

PIRATE OFFICER**CR 6**

XP 2,400

Hp 53 (see page 54)

Alert: as above, 3 pirate sharpshooters

PIRATE SHARPSHOOTER (3)**CR 9**

XP 6,400

Hp 83 (see page 55)

C. STABLES

Slitted vents under the ceiling eaves illuminate this stable and its neat bales of fodder. Tack, harness, and farrier's tools hang everywhere from pegs and hooks. A low-pitched loft lies above, reached by an open staircase, with a winched hoist affixed to the main beam.

Fort Scurvy's defenders have no need for mounts, and the stable is mostly for draft animals and the convenience of guests.

C1. MAIN STABLES

The stables typically hold 1d4 horses and 1 warhorse (Pathfinder Roleplaying Game Bestiary) scattered in the

stalls, tended by two craftsmen (grooms), who hide in the loft during an alert.

C2. LOFT

Extra fodder and gear are stored here.

D. UPPER BAILEY CR 8

This wide cobblestoned triangle is abuzz with activity, with craftsmen mending and making at tables or lading carts, though a few boisterous louts are loafing in the shade.

Fort Scurvy
1 Square
= 5 foot

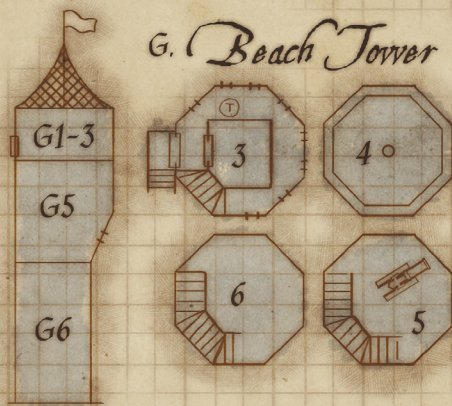
-  Heavy Ballista
-  Hanging Cages
-  Trap
-  Rooftop Netting
-  Portcullis
-  Mast / Flagpole
-  Arrow Slit
-  Fire Drake



P. West Bunker



G. Beach Tower



Dungeon



During normal days, 4d6 craftsmen and 1d6 drunkards (see page 49) are at work here (treat as crowd terrain), supervised by a few pirates. If a battle breaks out during daytime, these workers form up into a drunken rabble and attack intruders. By night, or during alerts, the bailey is empty save the guards.

Creatures: This area is guarded by the following:

PIRATE GUARD (2) CR 4

XP 1,200
Hp 52 (see page 53)

PIRATE OFFICER CR 6

XP 2,400
Hp 53 (see page 54)

DRUNKEN RABBLE CR 3

XP 800
Hp 45 (see page 57)

E. GARDENS

These hedged lawns are shaded with citrus trees and tilled rows of vegetables.

These gardens produce a bounty of produce for the castle. Each garden has a 50% chance at any time to contain 1d4 craftsmen (farmers). A circular well lies in each garden, with a crank-operated bucket conveyor bringing water from the cisterns below.

F. BATTLEMENT CR 5/10

These imposing shuttered crenels overlook the surround, with oblique slitted machicolations leaning out over the walls.

These battlements provide cover against attacks from outside the wall but not against flying creatures or creatures inside the wall, with one pirate atop the wall and another in the battlement's stone and brick understructure (which grants improved cover against attacks from outside the wall and cover against ranged attacks from flying creatures or creatures inside the wall). Battlements rise 10 feet above ground level inside the fort, accessed by fixed ropes (Climb DC 5; DC 20 if rope removed).

Creatures: This area is guarded by the following:

COMMON PIRATES (2) CR 3

XP 800
Hp 33 (see page 49)

Alert: 4 common pirates (2 atop battlement, 2 inside machicolation), plus 1 pirate sharpshooter

PIRATE SHARPSHOOTER

CR 9

XP 6,400
Hp 83 (see page 55)

G. BEACH TOWERS

These octagonal towers dominate the approaches to Fort Scurvy. At the tower's midpoint, an angular bulge flares outward, with stonework shark maws worked into its face, and tower retains its wider girth to its parapet. Signal flags whip from a tall netted mast.

The lower half of these 60-foot-high towers is 15 feet wide, the upper section 20 feet across, entered by a barred iron door (hardness 10, hp 60, Break DC 28, Disable Device DC 30).

G0 - CELLAR

A spiral stair circles down into this storage area for supplies and ammunition. Each cellar also contains the nest of a pirate grenadier, the goblins preferring the cramped environs of the cellar. An alchemist's lab is set up amongst the stored supplies, as well as 3d6 x 100 gp worth of alchemical raw materials, which can be substituted for cash when crafting potions or alchemical items.

Creatures: This area is guarded by the following:

PIRATE GRENADIER

CR 9

XP 6,400
hp 77 (plus 16 temporary hit points) (see page 53)

G1 - ENTRY (CR 4)

A pirate guard is posted within the door at all times and will open it only to creatures providing the proper passwords, which are changed frequently. Stairs to the left ascend 20 feet to G3 while those to the right descend 10 feet to G0. The ascending stairs circle around the front facing of the tower, passing shuttered arrow slits (improved cover when open, total cover when closed).

G2 - OFFICER'S QUARTERS

This chamber has two bunk beds for officers commanding the tower, as well as a table, chairs, and a shuttered, barred window. A 1-minute search (Appraise DC 15, Perception DC 15) reveals 2d6 x 100 gp worth of coins, jewelry, and small valuables (halved if either check failed).

G3 - FIRING LEVEL (CR 8)

This level at the tower's midpoint contains a firedrake built on a rotating mechanism to be able to fire out any of the

tower's outward-facing arrow slits or the down-angled shark-carved firing ports where the tower widens outwards.

Creatures: This area is guarded by the following:

LIGHT ARTILLERIST BATTERY CR 5

XP 1,600
Hp 60 (see page 59)

MASTER ARTILLERIST CR 7

XP 3,200
Hp 71 (see page 51)

G4 – ROOFTOP (CR 7/12)

The battlements, mast, netting, and trap doors here are similar to those at B10.

Creatures: This area is guarded by the following:

PIRATE GUARD CR 4

XP 1,200
Hp 52 (see page 53)

PIRATE OFFICER CR 6

XP 2,400
Hp 53 (see page 54)

Alert: 2 pirate guards and pirate officers (as above), plus 2 pirate sharpshooters

PIRATE SHARPSHOOTER (2) CR 9

XP 6,400
Hp 83 (see page 55)

H. LOWER BAILEY CR 10/12

This open cobblestone courtyard is dominated by three massive trebuchets and racks of ammunition, though sounds and smells of smithing and cookery permeate the plaza amidst the sweating knots of soldiers practicing their bladework.

This area is similar to D, but with a constant pirate presence keeping order and guarding the trebuchets. The craftsmen take shelter in the workshop (K) during alerts.

Creatures: This area is guarded by the following:

PIRATE PORT DEFENDERS CR 7

XP 3,200
Hp 83 (see page 58)

PIRATE OFFICERS (3) CR 6

XP 2,400
Hp 53 (see page 54)

Alert: as above, 2 heavy artillerist batteries, 1 master artillerists (1 per trebuchet)

HEAVY ARTILLERIST BATTERY (2) CR 7

XP 3,200
Hp 85 (see page 60)

MASTER ARTILLERIST (3) CR 7

XP 3,200
Hp 71 (see page x51)

I. MESS HALL CR VARIABLE

This tile-roofed building has numerous chimneys. The scent of simmering fish stew wafts from within and smoke drifts from several chimneys. The walls facing the lower bailey are comprised of louver-shuttered doors, able to be opened entirely to allow the sea breezes to cool the kitchens.

This building is for food preparation and serving and is a gathering place for off-duty pirates. Typically 1d4 common pirates and 1d4 pirate guards are here eating, gambling, or carousing, served by 2d4 craftsmen (cooks). There is a 25% chance for 1d3 higher-level pirates of any type (e.g., master artillerist, pirate sharpshooter) to be present.

A narrow passage at the west end of the mess hall accesses the eastern garden well (N11), and a locked secret drawer (Perception DC 30, Disable Device DC 30; pirate bosuns have keys) allows food and drink to be passed through into the council chamber (N8). Only Tiny or smaller creatures can fit into this drawer.

Creatures: This area is guarded by the following:

PIRATE GUARD (1D4) CR 4

XP 1,200
Hp 52 (see page 53)

COMMON PIRATES (1D4) CR 3

XP 800
Hp 33 (see page 49)

DRUNKEN RABBLE CR 3

XP 300
Hp 45 (see page 57)

Alert: The mess hall doors are closed and locked (typical wooden doors, Disable Device DC 20) and the cooks hide within while pirates report for duty.

J. BRIG CR 6

This grim spire has only narrow barred slits for windows, but faint moans can be heard from within. A locked iron door grants egress to the upper east bastion.

While hanging and flogging are common punishments, the Pirate King also has need for keeping prisoners for extended periods. Wealthy hostages are usually confined to suitable quarters until ransomed, but 1d4 prisoners of modest means and 1d4 drunkards are typically confined here, watched over by a single turnkey and a torturer.

There is no entrance to the jail from the lower bailey. The single door gives entry to the upper level (J1), where the turnkey and torturer are stationed. Dangerous prisoners can be isolated and manacled in a single barred cell (J2) on the upper level, but most prisoners are simply dropped through a trap door into a holding cell below (J3). A rope is lowered to retrieve prisoners, and food and water are lowered in a bucket for prisoners to fight over.

Creatures: This area is guarded by the following:

TORTURER^{GMG} CR 5

XP 1,600
Hp 52

TURNKEY^{GMG} CR 3

XP 800
Hp 37

PRISONER^{GMG} (1D4) CR 2

XP 600
Hp 26

DRUNKARD^{GMG} (1D4) CR 1

XP 400
Hp 23

Development: If the prisoners are released, they function as a troop of [drunken rabble](#) that attacks any pirates they encounter, ignoring the PCs who freed them. They can be persuaded to move to a designated location to create a distraction with a successful DC 20 Intimidate or DC 25 Diplomacy or Bluff check.

K. WORKSHOP CR VARIABLE

The sound of hammers, saws, and shouts of workers echo from within this blocky building.

Kilns for firing brick and tile and belt driven saws dominate the space within this workshop, but all manner of

soft and durable goods are crafted and repaired here by 2d6 craftsmen. The upper level is a loft for storage (K2) reached by ladder from inside the workshop. The loft also contains 2 disassembled [arrow springals](#)^{UC}.

Alert: The doors are barred from within, but the craftsmen continue their work.

L. EAST BASTION CR 10/12

This long triangular bastion serves as parade ground and drill space. A gallows stands at the eastern end of the bastion, with desiccated reminders of the cruelty of the Pirate King swaying in the breeze from its ropes.

This large open area is openly patrolled by a pirate crew overseen by a watch guard, while their sharpshooter commander lurks near the gallows using Stealth.

Creatures: This area is guarded by the following:

PIRATE CREW CR 6

XP 2,400
Hp 75 (see page 57)

PIRATE GUARD CR 4

XP 1,200
Hp 52 (see page 53)

PIRATE SHARPSHOOTER CR 9

XP 6,400
Hp 83 (see page 55)

Alert: As above, plus two artillerist batteries and a second pirate sharpshooter. Two arrow springals are reassembled from area K2 and deployed on the East Bastion.

LIGHT ARTILLERIST BATTERY (2) CR 5

XP 1,600
Hp 60 (see page 55)

L1 – OFFICER’S QUARTERS (CR VARIABLE)

As G1. These quarters house bosuns, officers, pipers, and sharpshooters, with a 25% chance to find one such officer asleep. If awakened, they will shout for aid and try to fight their way to help unless hopelessly outnumbered.

Alert: This room is unoccupied.

L2 – REGULAR QUARTERS (CR VARIABLE)

As L1, but these messy quarters feature hammocks rather than carved bunks, with 1d3-2 common pirates and 1d3-2 pirate guards sleeping here at any time.

feri

lifo montibus lito
habitat. lity
lito montibus lito
lito montibus lito

lity montes in
lity montes in

lity montes in

Edelano R.
lity montes in

lity montes in

lity montes in

lity montes in

lity montes in

lity montes in

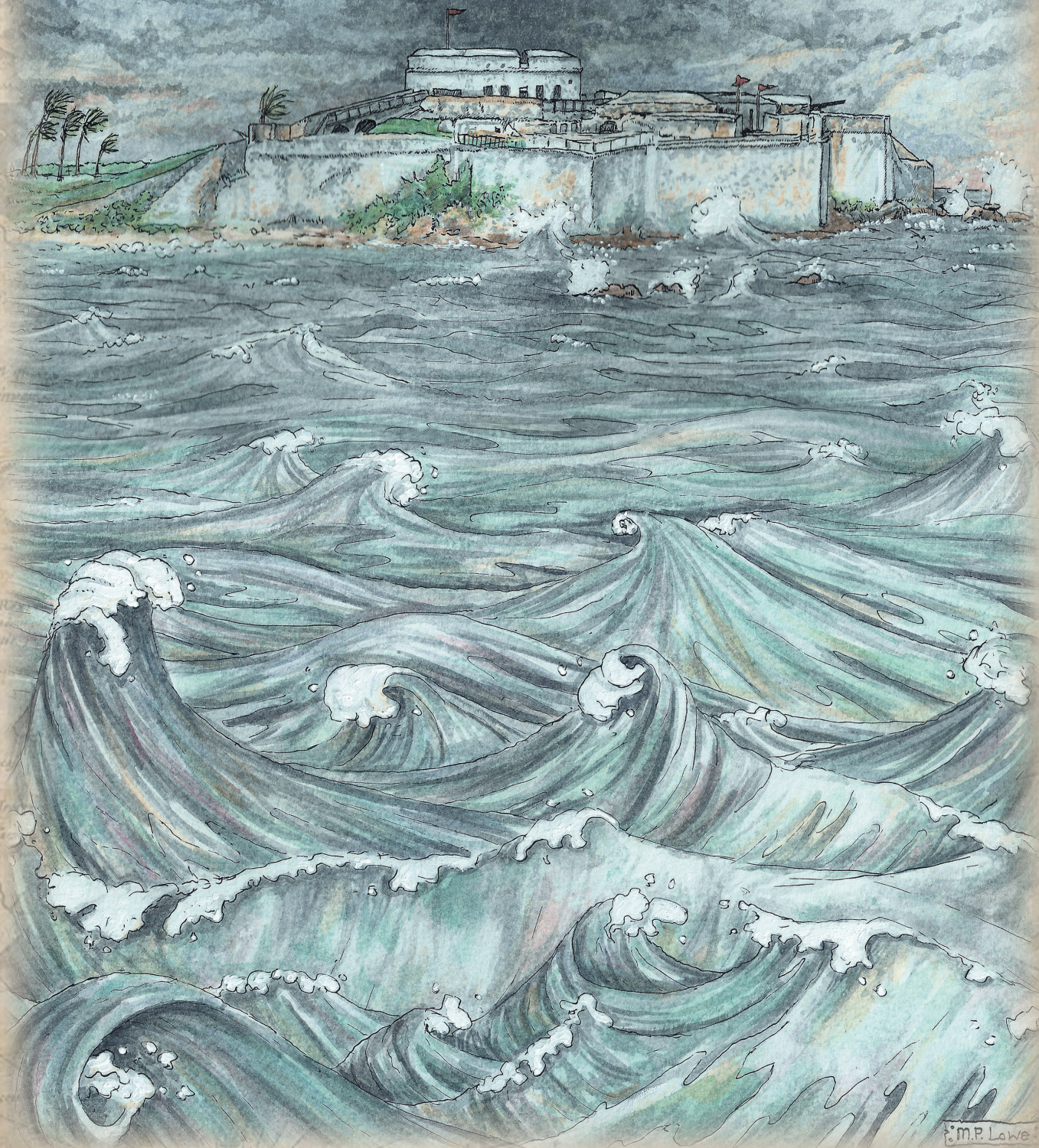
lity montes in

lity montes in

lity montes in

lity montes in

lity montes in



M.P. Lowe

A 1-minute search of the room (Perception DC 15, Appraise DC 15) uncovers 4d6 x 10 gp worth of coins, small pieces of jewelry, tools, or other personal effects. If either skill check is failed, only half the value of items is found.

Alert: This room is unoccupied.

L3 – LAVATORY

This slit-windowed chamber contains washtubs with coarse brushes, soap, and water barrels, as well as latrines with seawater buckets for rinsing.

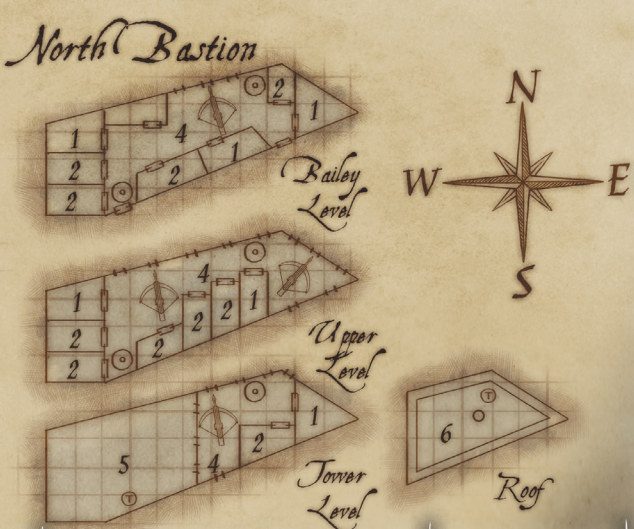
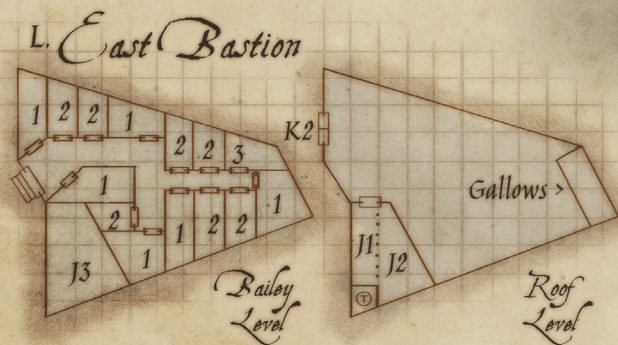
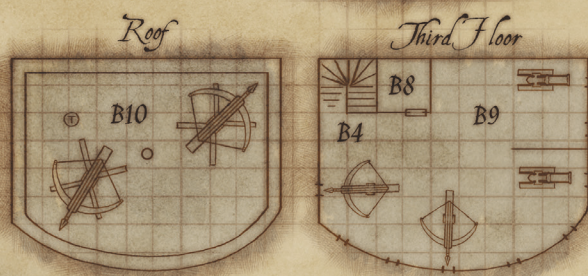
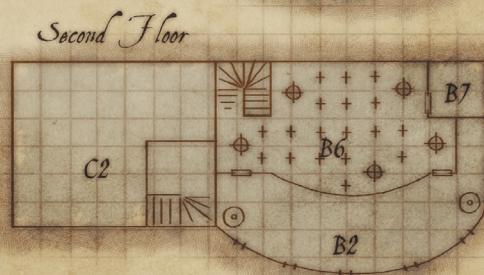
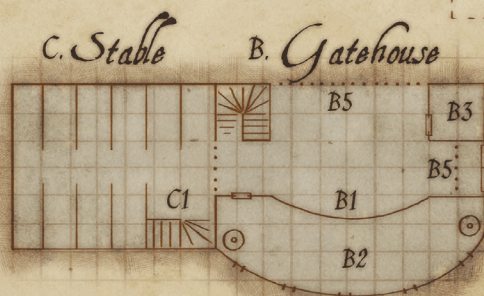
M. NORTH BASTION

This trapezoidal bastion protects the northern face of Fort Scurvy, shielding the lower bailey from enemy fire. One side rises in a watchtower while the lower roof features giant wooden perches.

M1 – OFFICER'S QUARTERS (CR VARIABLE)

As L1.

Fort Scurvy
1 Square
= 5 feet



M2 – REGULAR QUARTERS (CR VARIABLE)

As L2.

M3 – LAVATORY

As L3.

M4 – GALLERY (CR 6/7)

These long halls have shuttered arrow slits every 5 feet, plus light ballistae where indicated. The bailey level and tower have one gallery each, while the upper level two galleries. Knotted climbing ropes (DC 5) pass through shafts at each ends of the gallery; the eastern shaft ascends into the tower gallery and up to an iron trap door to the roof (Break DC 28, Disable Device DC 20, hardness 10, hp 60).

Creatures: This area is guarded by the following:

PIRATE CREW CR 6

XP 2,400

Hp 75 (see page 57)

Alert: 1 pirate crew, 1 light artillerist battery

LIGHT ARTILLERIST BATTERY CR 5

XP 1,600

Hp 60 (see page 55)

M5 – LOWER ROOFTOP (CR 5/10)

This rooftop is used as a nesting area and rookery for a mated pair of trained giant frigate birds used as aerial mounts and messengers. Usually 1d4-2 frigate birds are present.

Creatures: This area is guarded by the following:

GIANT FRIGATE BIRDS CR 3

XP 800

Hp 26 (*Pathfinder Roleplaying Game Bestiary*)

Alert: 2 giant frigate birds, 2 pirate officers, 1 pirate piper

PIRATE OFFICER (2) CR 6

XP 2,400

Hp 53 (see page 54)

These pirate officers substitute Ride +10 for Stealth +10.

PIRATE PIPER CR 7

XP 3,200

Hp 60 (see page 54)

M6 – TOWER ROOFTOP (CR 7/12)

As G4.

N. CENTRAL BUNKER

This massive bunker delved into the hillside beneath the upper bailey connects the northern and western flanks of Fort Scurvy. Massive banded portals emblazoned with the Pirate King's ensign mark this as the seat of his power and are cruelly spiked to dissuade any from battering them down.

The spiked outer doors here are identical to those at B. Doors within this bunker are have overlapping bulkheads and are watertight.

N1 – GRAND ENTRY (CR 15)

This vaulted chamber displays banners, uniforms, coats of arms, figureheads, ship's nameplates in a dozen languages. Three iron-bound portals stand opposite the main gates.

This chamber is warded with an audible *alarm* that triggers if an invisible creature enters the room. Two pirate bosuns guard this chamber, with a pirate piper chamberlain that deals with guests. Each officer has a pirate guard. If the alert has been raised, this is also where the garrison commander, "Doc" Silvertusk, is found leading the defense.

Creatures: This area is guarded by the following:

PIRATE BOSUN (2) CR 9

XP 6,400

Hp 79 (see page 51)

PIRATE PIPER CR 7

XP 3,200

Hp 60 (see page 54)

PIRATE GUARDS (3) CR 4

XP 1,200

Hp 52 (see page 53)

"DOC" SILVERTUSK CR 14

XP 38,400

Male half-orc barbarian (*savage technologist*TM) 15
CE Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 16, flat-footed 18 (+8 armor, +6 Dex); **AC** 20 with reckless abandon; enemies gain +4 to attack and damage when he uses come and get me.

hp 148 (15d12+45)

Fort +13, **Ref** +13, **Will** +11; +5 vs. spells and spell-like or supernatural abilities, +4 vs. enchantment when raging, +5 vs. mind-affecting (*mind blank*)

Defensive Abilities indomitable will, orc ferocity, **DR** 3/—; **Immune** divination

OFFENSE

Speed 20 ft.



Melee +1 *furious adamantine estoc*^{MTT} +26/+21/+16 (2d4+15/15–20), bite +18 (1d4+4), gore +18 (1d8+4)

Ranged *sharpshooter's carbine* +22/+17/+12 (1d8+9/x4) or *sharpshooter's carbine* +22 (1d8+9/x4)

Special Attacks crack shot, greater rage (34 rounds/day), rage powers (*come and get me*^{APG}, *eater of magic*^{UC}, fiend totem, greater fiend totem, lesser fiend totem, *reckless abandon*^{APG}, *spell sunder*^{UC}, superstition +5), sword and gun

TACTICS

Before Combat Doc applies his oil of *weapon of awe*^{APG} to his pistol and quaffs his *potion of blur* before entering combat. He always has *mind blank* in effect from Typhoon Tess' coven.

During Combat Doc uses reckless abandon and Power Attack when raging, using haste when making full attacks or pursuing fast enemies, and uses come and get me to savage enemies that engage him. Non-evil opponents shaken by his devil totem become frightened on a critical by his pistol's *weapon of awe*. His allies work to trip and entangle foes to prevent them from escaping. Doc uses Sundering Strike to crush opponents' weapons on critical hits, and he usually sunders in place of his lowest iterative attack. He uses spell sunder to destroy spells that restrict his movement or prevent him from reaching or hitting his enemies, and if necessary he ends his rage and quaffs a *potion of lesser restoration* to eliminate fatigue before raging again.

Morale Doc does not fear death and will fight to the end.

Base Statistics When not raging, Doc's statistics are **Melee** +1 *furious adamantine estoc* +21/+16/+11 (2d4+8/15–20), bite +15 (1d4+2), gore +15 (1d8+2); **Ranged** +1 *seeking pepperbox* +19/+14/+9 (1d8+1/x4); **Str** 20, **Dex** 17; **CMB** +20, **CMD** 33; **Climb** +7, **Swim** +7

STATISTICS

Str 26, **Dex** 23, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +23 (+29 sunder); **CMD** 39 (41 vs. sunder)

Feats Combat Reflexes, Critical Focus, Extra Rage Power (spell sunder), Greater Sunder, Improved Critical (falchion), Improved Sunder, Power Attack, *Sundering Strike*^{APG}

Skills Acrobatics +20, Climb +10, Diplomacy +4 (+10 with tribal cultures when raging), Intimidate +10, Linguistics +1, Perception +19, Profession (sailor) +13, Survival +10, Swim +10

Languages Common, Orc, Polglut

SQ fast movement, orc blood, primal magnetism (add Str bonus on Diplomacy with tribal cultures; expend 2 rounds of rage to add +7 bonus on Diplomacy check), weapon familiarity

Combat Gear *potion of cure moderate wounds*, *potions of lesser restoration* (2), *potion of blur*, *potion of fly*, oil of *weapon of awe*^{APG} (2), *boots of speed*, 1 tanglefoot bag, 10 adamantine bullets, 3 *tracer bullets*^{UC}; **Other Gear** +2 *breastplate*, +1 *furious adamantine falchion*, *sharpshooter's carbine* with 30 bullets, *cloak of resistance* +2, +2 *belt of physical might* (STR, DEX), weapon cord (pistol)

SPECIAL ABILITIES

Gatecrasher (Ex) +2 bonus on Strength checks to break objects and sunder maneuvers.

N2 – BALLISTA BARBETTES (CR 7 OR 10)

This long chamber contains three separate barbettes, each containing a [heavy ballista](#)^{UC}. When not on alert, the ballistae are only partially crewed.

Creatures: This area is guarded by the following:

HEAVY ARTILLERIST BATTERY

CR 7

XP 3,200

Hp 85 (see page 60)

Alert: 2 heavy artillerist batteries, 1 master artillerist

MASTER ARTILLERIST (3)

CR 7

XP 3,200

Hp 71 (see page 51)

N3 – ARTILLERIST'S QUARTERS (CR VARIABLE)

As L1, but with either four hammocks for artillerists (75% chance) or two bunk beds for two master artillerists (25% chance), with 1d3-2 of either here asleep amongst their tools, reference books, and personal effects.

Alert: These rooms are unoccupied.

N4 – LAVATORY

As L3; while most of the bunker is built under or within the footprint of the fort's walls, this lavatory is built within the north wall of the fort, with shuttered slits indistinguishable from arrow slits.

N5 – WEST ENTRANCE (CR 15)

CANNON GOLEM

CR 15

XP 52,200

Hp 140 (*Pathfinder Roleplaying Game Bestiary 3*)

N6 – AQUARIUM (CR -/10)

This glass-walled chamber, lit from above by sealed *continual flame* lanterns, contains an artificial reef and a collection of colorful sea life. A hatch atop the aquarium allows access into the aquarium.

Alert: Two wereshark shamans hide here in Diminutive cat shark form (Disguise +8, Stealth +20). They target PCs in the corridor with ranged spells, but if the aquarium is breached they use *control water* to flood the corridor and attack in hybrid form.



WERESHARK SHAMANS (2)

CR 8

XP 4,800

hp 79 (see page 32)

N7 – GUEST QUARTERS

These elegantly appointed chambers contain velvet-draped four-poster beds, with a smaller daybed near the door for a servant or bodyguard.

A 1-minute search of the room (Perception DC 20, Appraise DC 20) uncovers 3d6 x 100 gp worth of dishes, paintings, furnishings, and objects d'art (halved if either check is failed).

N8 – COUNCIL CHAMBER (CR 16)

A large oval table of polished teak dominates this council chamber. A painted map of the known world covers the walls. The banners of a dozen pirate lords hang from the ceiling, with the battle flag of Ismail Queeg largest against the west wall, behind the high seat of the Pirate King.

PCs visited this chamber during the pirate council in chapter 1. Their banner is conspicuously absent from those hanging from the ceiling, as are those of any pirate lords openly supporting their coup d'état.

Locked secret doors (Perception DC 25, Disable Device DC 30) lead to the map room and library, and a small pass-through secret door leads to the mess hall (area I), large enough for dishes and trays or a Tiny creature. In addition, the Pirate King's throne contains a secret trap door (Perception DC 25, Disable Device DC 30) that deposits the creature sitting on the throne into the secret hallway below (N19). However, the throne is also trapped (Perception DC 30, Disable Device DC 20), triggered by sitting on the throne or by activating the trapdoor (the trap is deactivated with a simple switch).

CRUSHING SLIME TRAP

CR 16

XP 76,800

Type mechanical; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger location; Reset manual

Effect Atk +15 melee (16d6); multiple targets (all targets in a 10-foot square). Creatures struck by the stone are pinned (DC 30 Strength or Escape Artist check to escape), taking an additional 4d6 points each round at the end of their turn until they escape. In addition, a cavity immediately above the stone contains a colony of [green slime](#)^{CRB} that oozes out into all 5-foot squares adjacent to the trap and also seeps underneath the stone to affect creatures trapped beneath it. This limestone block has hardness 8 and 1800 hp and weighs 20 tons. It blocks the trap door's chute to N19 unless moved or destroyed.

N9 – MAP ROOM

This chamber contains thousands of maps inscribed or stolen by generations of pirates, including coastal surveys, tidal charts, and maps of currents, prevailing winds, and constellations across latitudes and seasons. Some maps reveal features of the seafloor or the coastlines of far-off lands across the oceans in every direction. Whether copied from ancient scrolls or relics of long-forgotten expeditions, this collection of maps is the equal of any in archives of the greatest nautical kingdoms. Consulting these maps for 1d6 hours grants a +10 bonus to Knowledge (geography) checks about any location in the world within 100 miles of the seacoast.

Spending a week cataloguing these maps (Perception DC 30, Appraise DC 30) uncovers 6d6 x 1000 gp worth of rare maps.

N10 – LIBRARY

This chamber contains centuries of piratical histories gathered from around the world, many deeply embellished but others astonishingly detailed naturalistic accounts, records of wrecked ships and sunken or buried treasure,

and many intimate diaries and personal correspondence. Studying within this library for 2d6 hours grants a +10 bonus on Knowledge (history, local, or nobility) skill checks about pirates past and present, and a +5 bonus on all Knowledge skill checks regarding the people and places of the pirate islands, as well as any coastal regions the GM selects as being of particular interest to the pirate king. At the GM's discretion, these references may also shed light on extraplanar oceans and naturally occurring portals known to exist among the seas and islands of the world, some of which could be large enough to allow passage of a ship from one plane to another. These portals may be continuously active, or may require specialized checks or rituals to activate, and studying the appropriate reference books grants a +5 bonus on any ability, skill, or caster level checks made to perform such actions.

Spending a week cataloguing the library (Perception DC 30, Appraise DC 30) reveals 3d6 x 1000 gp worth of rare volumes and documents.

N11 – CISTERN WELLS

These open shafts connect the wells in the gardens above to the cisterns below. A grillwork blocks access vertically, but a crank-operated bucket conveyor carries water from below.

N12 – STORAGE

These chambers contain crated foodstuffs and dry goods behind locked wooden doors (hardness 5, hp 20, Disable Device 20, break DC 23; pirate bosuns have keys)

N13 – DUNGEON STAIRS

The stairs to the lower dungeons are dusty and little used, save by the weresharks of the seacaves (Survival DC 30 to notice their tracks). The door here is locked as N12, but only weresharks have keys. The stairs descend 20 feet to the dungeon.

N14 – ALCHEMIST'S MANUFACTORY (CR 11)

This locked chamber is packed to the rafters with crates of glasswork, wax-sealed packets and casks, save for a scattering of tables and benches piled high with kettles, alembics, beakers, and flasks.

These locked rooms (as N12, but pirate grenadiers have keys) are a cluttered jumble of alchemical equipment and supplies, including a great deal of raw material for making gunpowder, as well as distilling and fermentation equipment for both poisons and liquors. The goblin alchemists in each room are each assisted by 1d4 craftsmen (Skill Focus in Craft (alchemy)); these assistants are not present during an alert. These chambers contain 2d4 x 1000 gp worth of alchemical raw materials, which can be substituted for cash when crafting potions or alchemical items.

Creatures: This area is guarded by the following:

PIRATE GRENADIER (2)

CR 9

XP 6,400

hp 77 (plus 16 temporary hit points) (see page 54)

N15 – GROG CELLAR

This locked chamber (as N12) contains barrels and racked bottles of ale, wine, and liquor of all sorts, worth 6d6 x 100 gp; in addition, a DC 25 Appraise check identifies 2d6 choice vintages worth 100 gp each.

N16 – THE SERAGLIO

This locked chamber (iron door, hardness 10, hp 60, Disable Device 60, break DC 28; Ismail Queeg and “Doc” Silvertusk have keys) is lavishly appointed, with cushioned divans of velvet and silk and a collection of fine artworks tastefully displayed, with a polished mahogany bar and wine cases. This chamber offers entertainments of all sorts to guests of the Pirate King, but it sits dark and empty during alerts. The furnishings here are worth 5d6 x 100 gp and weigh 100 pounds.

N17 – FIRST MATE’S QUARTERS (CR 11)

The walls of this chamber are bedecked with trophies of animals, beasts, and humanoids, stuffed heads and other body parts preserved in their grisly glory. Bloodstained weapons of every description hang from walls and ceiling and are stacked around a bed covered in animal hides.

Opening this locked bedchamber (as N16) without the key triggers a deadly trap 1 round after the door is opened, simultaneously closing and locking the door.

CHAMBER OF POISONED BLADES

CR 11

XP 12,800

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Duration 1d4 rounds; Reset repair

Effect Atk +20 melee (3d8+3); multiple targets (all targets in a 20-foot square chamber). In addition, the blades of this trap are covered with large scorpion venom (each dose is sticky poison^{APG}, effective for up to 4 strikes). Type poison (injury); Save Fortitude DC 17; Frequency 1/round for 6 rounds; Effect 1d2 Str damage; Cure 1 save.

While Doc keeps most of his wealth with him, a 10-minute search (Perception DC 20) uncovers 205 pp, 549 gp, 2320 sp, 8500 cp, a black pearl (230 gp), 2 violet garnets (350 gp), a white jade bracelet (260 gp), 5 lapis lazuli (3 gp), a darkwood buckler, darkwood light wooden shield, and a *potion of remove curse*, all stuffed haphazardly in wooden boxes.

N18 – PIRATE KING’S QUARTERS

This secret chamber is draped with hangings of blue, suggesting the deep sea, and the walls hung with hundreds of figureheads and ships’ nameplates, some pristine but most weathered, burnt, or hacked in pieces, each with a framed parchment hung beside it. An oversized gilded bed is covered in purple and gold silks, while fine wooden furnishings, shelves of books, and woven carpets from Qadira and Vudra.

This chamber is reached only through locked secret doors (Perception DC 30, Disable Device DC 30) into areas N15-19. The ship relics represent the many ships Ismail Queeg has sunk in his long career. The furnishings here, including a collection of books of art and history of modest value, are worth 1d6 x 1,000 gp, but most of his wealth is kept on board the *Greedy Ghost*.

N19 – SECRET HALL (CR 10)

This secret hall connects the Pirate King’s quarters with a one-way secret door into the dungeon stairwell (N13). In addition, a trapdoor from the Pirate King’s throne in the council chamber (N8) deposits the creature activating it here through a chute (DC 15 Acrobatics check to avoid 1d6 points of falling damage). Entering this chamber activates a hail of poisoned arrows trap affecting the entire 30-foot corridor unless the trap is disarmed (Doc and Ismail Queeg both know a hidden stone to push to disarm it).

HAIL OF POISONED ARROWS

CR 10

XP 9,600

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger visual (*arcane eye*); Reset repair

Effect Atk +20 ranged (6d6); multiple targets (all targets in a 20-ft. line). In addition, the arrows are covered with large scorpion venom. Type poison (injury); Save Fortitude DC 17; Frequency 1/round for 6 rounds; Effect 1d2 Str damage; Cure 1 save.

N20 – DUNGEON (CR 11)

The rusty iron door opens into a dark chamber littered with chains, manacles, and cages, with iron cell doors lining the walls. The chamber contains an impressive array of instruments of torment, and though dusty from disuse an oppressive sense of suffering lingers in the gloom.

This chamber holds a permanent *antipathy* (Will DC 22) targeting humans. The cells, hanging cages (a), and 10-foot deep open pit (b) are empty save for a few bones, and most of the torture equipment lies untouched,



including a rack, wheel, flensing table, and braziers in the southeast corner. However, a DC 30 Survival check discerns humanoid tracks heading towards an iron maiden against the east wall (c). The iron maiden contains a secret door (Perception DC 30) that requires a medium creature to step within and close the iron maiden while pulling an inside lever, causing the interior wall of the iron maiden to rotate 180 degrees, depositing the creature into the tunnel beyond (area Q).

However, if a second lever is not activated at the same time the secret door would be triggered, the secret door remains shut and the iron maiden becomes a deadly trap.

HAUNTED MAIDEN CR 10

XP 9,600

Type mechanical; Perception DC 35; Disable Device DC 30

EFFECTS

Trigger location; Duration 1d4 rounds; Reset repair

Effect Atk +20 combat maneuver check to grapple a creature within it, plus 3d8+3 points of piercing damage per round (always hits). The haunted maiden has hardness 10 and 200 hit points. If reduced below one-half its hit points, its

attack bonus for grapple checks and the damage it deals each round are each reduced by 2.

The iron maiden is invested with the psychic and spiritual energy of those tortured in this dungeon, and 1 round after the iron maiden trap activates (or immediately if the iron maiden is destroyed), these energies manifest as an advanced spectre that focuses its attacks on the trapped creature, though if that creature escapes it pursues and attacks any other creatures it encounters. This spectre dissipates one minute after manifesting and cannot manifest again for 24 hours. Any harm it inflicts remains, but it cannot create spawn.

Creatures: This area is guarded by the following:

ADVANCED SPECTRE CR 8

XP 6,400

Hp 68 (*Pathfinder Roleplaying Game Bestiary*)

Q. GARBAGE DUMP CR 11

This long rhomboidal building sits under Fort Scurvy's northern battlements, and with the sand and stone gardens scattered across its roof with a collection of hardy flowering coastal brush, with tumbled rockeries, tide pools, and clumps of tufted sawgrass below, it seems almost part of the landscape.

The gardens atop this building are a *permanent image* (Will DC 19 disbelief) hiding spring-loaded covered pit openings that cover the entire roof of the building. A creature stepping onto the roof falls through, with the pit cover snapping shut behind (hardness 8, hp 30, break DC 27), dropping 30 feet down into a sunken tide pool that is 10 feet deep (falling damage is nonlethal due to falling in water). Narrow channels allow seawater to flow in and out, but movement is blocked by stone sieves. The water is typically calm, but wave surges churn the waters within every 1d4 rounds (see [Tidal Effects](#), page 8).

A foul reek is briefly smelled whenever a pit opens, produced by the globsters teeming within the garbage dump, which attack any creature entering the dump.

Creatures: This area is guarded by the following:

GIANT GLOBSTERS (6) CR 6

XP 2,400

Hp 69 (*Pathfinder Roleplaying Game Bestiary* 3)

P. WEST BASTION CR 8 OR 10

Unlike the raised bastions on Fort Scurvy's east and north, the west bastion is set low, with a large winch-mounted drawbridge set at its edge to allow boarding of close-by ships.

The winched bridge at P1 is a [corvus](#)^{UC} crewed by a pirate officer, though this corvus is 30 feet long and has double normal hit points. The corvus can be rotated up to 90 degrees and used as a traditional gangplank, or the artillerist can use it to grapple a nearby ship and allow port defenders from the fort egress onto the ship, or to simply hold it in place for the benefit of the artillerists below at P2. The duty officer and piper serve as inspectors for any visitors alighting on the west bastion.

Alert: A unit of pirate port defenders reinforces the inspectors here.

Creatures: This area is guarded by the following:

PIRATE PORT DEFENDERS CR 7

XP 3,200
Hp 83 (see page 58)

PIRATE PIPER CR 7

XP 3,200
Hp 60 (see page 54)

PIRATE OFFICER CR 6

XP 2,400
Hp 53 (see page 54)

P2 – CARGO RAMP

This steep ramp allows access by carts or wagons from the upper bailey to the west bastion.

P3 – BALLISTA EMPLACEMENT (CR 12)

A wide firing port just below the bunker's roof allows a [gate breaker ballista](#)^{UC} to cover a 60-degree arc westward, threatening the entry to Hazard Harbor's lagoon. This ballista has been specially designed to shoot [chain shot](#)^{UC} as well as regular ammunition.

Creatures: This area is guarded by the following:

ELITE ARTILLERIST BATTERY, BALLISTA CR 11

XP 12,800
Hp 142 (see page 61)

PIRATE PORT DEFENDERS CR 7

XP 3,200
Hp 83 (see page 58)

MASTER ARTILLERIST CR 7

XP 3,200
Hp 71 (see page 51)

P4 – OFFICER'S QUARTERS

As L1.

P5 – ARTILLERIST'S QUARTERS

As N3.

CHAPTER 2: THE SEACAVES

Before Fort Scurvy was built, the seacaves below Frigate Isle became a haven smugglers and rum-runners, the fierce tidal surges entering the caves impossible for all but the most skilled and daring pilots to traverse. In time, however, Hazard Harbor became so profligate and licentious that smugglers became superfluous, since any vice could be satisfied openly. With the construction of Fort Scurvy on adjacent Hazard Isle, the risk of discovery exceeded the potential for profit and the dangerous seacave fell into disuse, forgotten within a generation.

The paranoid Pirate King Trazel Irons rediscovered the caves and converted them into a secret anchorage connected with Fort Scurvy by a long tunnel and then murdering everyone who worked on the project. Captain Irons later perished from a fever, fearing that healers would

try to poison him. Only his first mate Zim Bourdaine kept the secret, and succeeding as Pirate King he used the anchorage and an alliance with a coven of sea witches to reinforce their secrecy and win numerous victories, including slaying a great bronze dragon that sought to guard the sea lanes. When he betrayed the witches, however, the last survivor called back the shade of Trazel Irons to seek revenge upon his treacherous lieutenant. Zim's flagship, the *Silver Lance*, inherited from Captain Irons was wrecked inside the caves and its crew slaughtered, and again the seacaves passed out of knowledge.

A dozen years ago, Ismail Queeg's hobgoblin friend Captain Lutark discovered the secret entrance to the seacaves, and in gratitude Ismail Queeg granted the caves to the weresharks as theirs, though keeping the anchorage

for his own flagship, its crew bound to secrecy by *marks of justice*. Those few renegades that have whispered rumor of the anchorage have been silenced, and competing rumors spread by the Pirate King have led seekers far astray. The two also discovered the deathless guardian Zim Bourdaine and his witches left behind, still bound to its command to slaughter intruders save those bearing the mark of the Pirate King.

Q. THE TUNNEL

This long, narrow passage is hewn from the very living rock, pale limestone striated with dark granitic veins. The floor is rough and dusted with sand, showing the dim imprint of large footprints.

This narrow tunnel, 5 feet wide and 5 feet high, follows a gently curving path bending south and east for a quarter-mile beneath the ridge abutting Catarin's Beach. The tunnel then gradually descends and passes beneath the sea channel separating Hazard Isle from Frigate Isle, ascending more steeply under Frigate Isle to reach Rumrunner's Rest at area 2. Large creatures may squeeze through the corridor with a DC 20 Escape Artist check (DC 10 for vermin, snakes, and other long-bodied creatures at the GM's discretion).

Q1. LEAKY CYST (CR 10)

Around the midpoint of the passage (unmarked on the map), it passes through a semi-natural cyst that drips brine and is filled with a noxious stench of decomposition, as several globsters recently have oozed through tiny cracks in the bedrock and become trapped in the tunnel. They fight until destroyed, though a globster reduced below 10 hit points uses its next full-round action to regurgitate a new globster, using its create spawn ability.

Creatures: This area is guarded by the following:

ADVANCED GLOBSTERS (4)

CR 6

XP 2,400

Hp 69 (*Pathfinder Roleplaying Game Bestiary 3*)

Q2. SLASHING CORRIDOR (CR 13)

The end of the tunnel ends in a bare wall hiding a locked stone secret door (Perception DC 25, Disable Device DC 30, hardness 8, hp 60, break DC 27). What is not apparent from inside the tunnel, however, is that the final 30 feet of the corridor are no longer underground, but actually extend into a guardhouse building. That section of the corridor contains several traps that trigger in sequence; the proximity trigger senses flying and invisible but not gaseous or incorporeal creatures, and it activates as soon as a creature reaches the last 5 feet of the passage.

SNATCHING SCYTHES

CR 5

XP 1,200

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic reset

Effect Atk +20 melee (scythe; 2d4+6/x4); if the trap hits, it also makes a combat maneuver check to grapple the target (CMB +20, CMD 30). Each attempt to escape from the blade's grapple deals 1d4 points of damage and causes the target to take 1 point of bleed damage. This bleed damage stacks.



SWINGING AXE

CR 1

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +10 melee (axe; 1d8+1/x3); multiple targets (all targets in a 10-ft. line); each axe is coated in giant wasp poison. Type poison (injury); Save Fortitude DC 18; Frequency 1/round for 6 rounds; Effect 1d2 Dex damage; Cure 1 save.

ELECTRICITY ARC TRAP

CR 4

XP 1,200

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger touch; Reset none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 10-ft. line)

The trap activation also opens small murder holes in the walls of the corridor (Perception DC 20), allowing the four guards stationed outside to use polearms or ranged attacks at creatures in the corridor while granting them improved cover.

Creatures: This area is guarded by the following:

WERESHARK PIRATE (HYBRID) (4)

CR 6

XP 2,400

Hobgoblin barbarian 2/rogue (pirate^{UC}) 4

LE Large humanoid (goblinoid, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, keen scent; Perception +11

DEFENSE

AC 23, touch 10, flat-footed 20 (+5 armor, +3 Dex, +8 natural, -2 rage, -1 size)

hp 70 (6 HD; 2d12+4d8+34)

Fort +10, **Ref** +8, **Will** +8; +2 vs. spells, spell-like abilities, and supernatural abilities; +1 vs. fear and mind-affecting

Defensive Abilities evasion, improved uncanny dodge; **DR** 10/silver

OFFENSE

Speed 40 ft., swim 60 ft.

Melee +1 bite +11 (1d8+7), 2 +1 claws +11 (1d8+7) or masterwork ranseur +11 (2d6+9/x3 plus poison)

Ranged masterwork composite longbow +8 (2d6+6/x3)

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

Special Attacks swinging reposition, rage (9 rounds/day), rage powers (lesser beast totem^{APG}, superstition +2), sneak attack +2d6

TACTICS

Before Combat Wereshark pirates quaff a *potion of greater magic fang* before sneaking into combat.

Base Statistics When not raging, the barbarian's statistics are AC 25, touch 12, flat-footed 22; hp 62; Melee +1 bite +9 (1d8+5) and masterwork ranseur +9 (2d6+7/x3); Str 18, Con 17; CMB 10, CMD 23; Climb +9, Swim +17

STATISTICS

Str 22, **Dex** 16, **Con** 21, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +5; **CMB** +12; **CMD** 23

Feats Iron Will, Extra Rage Power (superstition), [Outflank](#)^{APG}, [Precise Strike](#)^{APG}, [Sea Legs](#)^{UC, B}

Skills Acrobatics +13 (+17 when jumping), Appraise +5, Bluff +5, Climb +11, Craft (ships) +5, Linguistics +4, Perception +11, Profession (sailor) +11, Stealth +11, Survival +10, Swim +19; **Racial Modifiers** Acrobatics (+4 when jumping), +4 Stealth

Languages Common, Goblin, Polglut

SQ curse of lycanthropy, lycanthropic empathy (sharks), fast movement, rogue talents (combat trick), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *potion of greater magic fang*; **Other Gear** +1 chain shirt, masterwork ranseur with sticky poison^{APG}, masterwork composite longbow, with 20 arrows, *cloak of resistance* +1, 40 gp

R. ROMRONNER'S REST

The long, dank, claustrophobic tunnel opens into a wider cave, with echoes of dripping water and far-off surf low in the distance. Your lights reveal a dilapidated shantytown of ramshackle buildings, connected by frayed rope ladders and scaffolding. Most seem long abandoned, though some show signs of recent repair.

This old smuggler's haven beneath Frigate Isle is reinforced with a labyrinth of ropes, struts, nets, and hawsers, which are easy to climb (DC 10) or balance upon (Acrobatics DC 10 adjacent to buildings, DC 15 between buildings). Area effects dealing 20+ points of damage destabilize these connections, increasing DCs by 5, and effects dealing 40+ points of damage destroy them, making climbing or balancing between buildings impossible. Such effects have a 10% chance (25% chance if 40+ damage) to collapse a random building in the area, affecting the building interior and any adjacent squares as a cave-in slide zone (*Pathfinder Roleplaying Game Core Rulebook*).

The weresharks are ruled by clan chief Thusus Herud, sworn to Captain Lutark, and are here are on leave while their kin are at sea aboard the *Ocean's Lash*. Wereshark pirates fall back towards Hidden Harbor when below 20 hp. Wereshark



chargers meet their mounts in the water and wait for PCs to near the water's edge. The ceiling averages 20 feet high near the walls and 30 feet in the center of the cavern.

R1. COLLAPSED BUILDING

Dry rot has claimed this building, with a few skeletal timbers still standing, lashed together with frayed bits of rope, and broken, rusted nails.

These ruined buildings hold nothing of interest.

R2. INTACT BUILDING (CR 6-10)

This clapboard structure, once derelict, has been repaired and reinforced. Ropes and elaborate scaffolding support the building's exterior and connect it with nearby structures.

Each intact building is the dwelling of 1d4 wereshark pirates. They are aggressive and prefer melee, using swinging reposition to get into flanking position, but also use bows at need. At rest, they remain in hobgoblin form (Stealth +15), but on alert they assume hybrid form. Each round of combat, there is a 10% cumulative chance that 1d4 additional wereshark pirates will converge on the site of combat from other buildings. Once 5 wereshark pirates are defeated, all others flee for towards the water.

Creatures: This area is guarded by the following:

WERESHARK PIRATE (HYBRID) (1D4)	CR 6
-------------------------------------------	-------------

XP 2,400
hp 70 (see page 29)

Treasure: A 1-minute search (Perception DC 20, Appraise DC 20) uncovers 1d6 x 1000 cp, 4d6 x 100 sp, 1d6 x 100 gp, and 6d6 pp, gemstones, jewelry, and artworks worth 2d6 x 100 gp, and 1d4 x 50 lbs. of various trade goods, tools, and weapons; values are halved if either check fails.

R3. THE JOLLY MERMAID (CR 12)

This large building at the water's edge is built of rough-mortared stone, with a few imperfect archways and lintels of dressed stone. Light escapes through shuttered windows below a gilt-edged sign showing a mermaid with glittering blue scales and fiery red hair, spilling a glass of purple wine. A veranda illuminated by pale lanterns overlooks the docks below.

This substantial building was once both town hall and festhall for Rumrunner's Rest. The interior is largely open, its upper floor collapsed and cleared, with a large kitchen and heavy trestle tables where weresharks gather for common meals. The veranda is lit by four *continual flame* torches.

Ariadne, a rough-voiced pirate matron, presides over the place, with a staff of a half-dozen craftsmen (cooks) and prostitutes provided by the Pirate King. These dispirited servants are continually shaken and become frightened during combat. Ariadne is assisted by her smitten brewmaster, the lovesick goblin Gurian. At any time, 1d4 wereshark pirates and 1 wereshark charger can be found here as well.

Creatures: This area is guarded by the following:

ARIADNE, PIRATE PIPER CR 7

XP 3,200
hp 60 (see page 54)

GURIAN, PIRATE GRENADIER CR 9

XP 6,400
hp 77 (plus 16 temporary hit points) (see page 54)

WERESHARK PIRATE (HYBRID) (1D4) CR 6

XP 2,400
Hp 70 (see page 29)

WERESHARK CHARGER (HYBRID) CR 8

XP 4,800
Hobgoblin barbarian ([scarred rager](#)^{UC}) 8
LE Large humanoid (goblinoid, shapechanger)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent, keen scent; **Perception** +13

DEFENSE

AC 24, touch 10, flat-footed 21 (+6 armor, +3 Dex, +8 natural, -2 rage, -1 size)
hp 113 (8d12+56)
Fort +13, **Ref** +6, **Will** +9; +4 vs. spells, spell-like abilities, and supernatural abilities
Defensive Abilities improved uncanny dodge, trap sense +2, scarification 2, tolerance, improved tolerance; **DR** 10/silver and DR 2/—

OFFENSE

Speed 20 ft., swim 40 ft.
Melee bite +13 (1d8+6) and 2 claws +13 (1d8+6) or +1 *lance* +14/+9 (2d6+10/x3)
Ranged spear +10 (2d6+6/x3)
Space 10 ft.; **Reach** 10 ft. (20 ft. with lance)
Special Attacks rage (22 rounds/day), rage powers ([ferocious mount](#)^{APG}, [greater ferocious mount](#)^{APG}, [lesser beast totem](#)^{APG}, superstition +4)

TACTICS

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

R4. THE DOCKS (CR 4)

The lapping tide along this benighted beach shows a narrow band of shallows followed by a steep drop-off. A pinnacle is tied up to one dock, its sail furled and oars shipped, while the cleats of the other dock are empty.

The pinnacle is similar to a double-sized [rowboat](#)^{UC} but is 10 feet wide and 30 feet long, with a single mast and space for 10 rowers and a sailor at the tiller.

Creatures in or adjacent to the water have a 25% chance per round to attract 1d3 [giant](#)^{B1} [hammerhead sharks](#), which attack any non-weresharks present. These creatures are the trained mounts of the wereshark chargers and share their barbarian rage when mounted; if the rider is killed or its rage ends, the shark's statistics revert to normal.

Creatures: This area is guarded by the following:

GIANT 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 masterwork studded leather barding

R5. THE DEEPS (CR 11 OR 15)

The dark waters lead off through a natural passage toward the distant sound of the surf. There is just enough room to row a good-sized pinnacle or several small rowboats through the center of the channel.

The shallows near the Rumrunner's Rest are 5 to 10 feet deep, increasing to 30 feet beyond the docks. The cave ceiling arches from 10 feet high at the walls to 20 feet in the center. Two wereshark shamans swim here at all times as Diminutive cat sharks (Stealth +20), accompanied by six hammerhead sharks. If battle erupts in Rumrunner's Rest, one shaman stays near the docks to observe while the other fetches Chief Thusus Herud and his retinue, who arrive 2d6 rounds after combat is observed (make Perception checks for the shamans each round). If PCs avoid combat within Rumrunner's Rest, both shamans and the sharks will be here and there is a 10% chance per minute that the chief and his chargers return (10% per round if combat occurs in area 5).

These weresharks remain fully or partially submerged during combat, using the water's surface to provide cover. The chargers can reach most foes with lances and spears, but the shamans can also use *control water* once each to raise the water level all the way to the ceiling of the cave or *hydraulic push* to force flying creatures or creatures on boats into the water. Invisible or illusion-shrouded creatures located by scent are targeted with *faerie fire*. If the shamans see weresharks hard-pressed by the waterside, they use *control water* to partially flood the village (avoiding the Jolly Mermaid if possible) and send their sharks swimming to attack, but chargers and chieftan keep to open areas allowing them space to charge.

Creatures: This area is guarded by the following:

WERESHARK SHAMANS

CR 8

XP 4,800

Hobgoblin druid ([shark shaman](#)^{UM}) 8

LE Large humanoid (aquatic, goblinoid, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, keen scent; Perception +15

DEFENSE

AC 27, touch 13, flat-footed 24 (+6 armor, +1 deflection, +3 Dex, +6 natural, +2 shield, -1 size)

hp 79 (8d8+40)

Fort +11, **Ref** +6, **Will** +11; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure; **DR** 10/silver

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +8 (1d8+3) and *frostbite* +8/+3 melee touch (1d6+8 nonlethal cold plus fatigue), *shillelagh* +9/+4 (3d6+4), or masterwork spear +9/+4 (2d6+3/x3 plus poison)

Ranged masterwork spear +9 (2d6+3/x3 plus poison)

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

Special Attacks seastrike, totem transformation (move action, 10 minutes/day), totemic summons (standard action, +8 temporary hp), wild shape (Diminutive to Huge shark, 8 hours, 3/day; Medium or Small animal, 4 hours, 1/day)

Druid Spells Prepared (CL 8th; concentration +12)

4th—*air walk*, *control water*, *freedom of movement*^D, *rusting grasp*

3rd—*poison* (DC 17), *protection from energy*, *quench*, *spit venom*^{UM} (DC 17), *water breathing*^D

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *pernicious poison*^{UM}, *slipstream*^{APG, D}

1st—*cure light wounds*, *faerie fire*, *frostbite*^{UM}, *hydraulic push*^{APG, D}, *produce flame*, *shillelagh*

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

D Domain spell; Domain Aquatic^{UM}

TACTICS

Before Combat Wereshark shamans often patrol wild shaped into the form of 6-inch-long (Diminutive) cat sharks (AC 25, Dex 22, 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 returns when thrown underwater with their seastrike ability) 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 (conjunction), *Superior Summoning*^{UM}

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, sealord, nature bond (Aquatic domain), nature sense, wild empathy +7

Combat Gear extra dose of large scorpion venom (sticky, 4 uses); **Other Gear** bronze dragonhide masterwork breastplate, masterwork heavy wooden shield, masterwork spear, *ring of protection* +1, *cloak of resistance* +1, +2 *belt of incredible dexterity*, spell component pouch, wooden holy symbol

HAMMERHEAD SHARKS (6)

CR 3

XP 800

Hp 30 (*Pathfinder Roleplaying Game Bestiary*)

WERESHARK CHARGER (HYBRID) (4)

CR 8

XP 4,800

hp 113 (see page 31)

HAMMERHEAD SHARK MOUNT (4)

CR 4

XP 1,200

hp 46 (see page 32)

THUSUS HERUD, WERESHARK CHIEFTAN (HYBRID)

CR 11

XP 12,800

Hobgoblin barbarian (*scarred rager*^{UC}) 11

LE Large humanoid (goblinoid, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, keen scent; Perception +16

DEFENSE

AC 27, touch 11, flat-footed 24 (+7 armor, +1 deflection, +3 Dex, +9 natural, -2 rage, -1 size)

hp 164 (11d12+87)

Fort +15, **Ref** +7, **Will** +9; +4 vs. spells, spell-like abilities, and supernatural abilities,

Defensive Abilities improved uncanny dodge, scarification 3, tolerance, improved tolerance; **DR** 10/silver and 3/—

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +19 (1d8+9/19–20), 2 claws +19 (2d6+9/19–20/x3) or spear +18/+13/+8 (2d6+12/x3)

Ranged spear +13 (2d6+8/x3)

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

Special Attacks greater rage (28 rounds/day), rage powers (*beast totem*^{APG}, *ferocious mount*^{APG}, *greater beast totem*^{APG}, *greater ferocious mount*^{APG}, *lesser beast totem*^{APG}, *reckless abandon*^{APG}, superstition +4)

TACTICS

Before Combat He drinks his *potion of greater magic fang*.

During Combat If alerted, he 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 move in for melee.



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+16/3), 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 masterwork studded leather barding

Development: Wereshark pirates that flee from Rumrunner's Rest retreat here, hiding and sneak attacking PCs that pursue. If over half the weresharks are killed, surviving sharks screen their retreat while they remainder flee toward Seagrave's Abyss, trying to lure PCs near enough to awaken Seagrave, the living idol.

Treasure: The wereshark clan keeps its booty scattered amidst the shattered lumber and logs and the sodden detritus of a score of wrecked boats on the seafloor of the Hidden Harbor. This treasure includes 117 pp, 1,755 gp, 7,800 sp, 19,500 cp, a coral bracelet (150 gp), golden brooch shaped like three crossed arrows (490 gp), electrum scepter carved like a narwhal horn and an electrum crown with spiral narwhal-horn points (worth 1,400 gp separately, 3500 gp as a set), 1 yellow topaz (250 gp), 5 white pearls (100 gp), red spinel (80 gp), 3 blue quartz (4 gp), *potion of heroism*, *potion of mage armor*, *potion of resist energy (fire)*, *wand of magic circle against law* (5 charges), +1 *barbed leather armor* (functions as a *barbed vest*^{APG}), and a figurine of wondrous power: serpentine owl. Searching the wreckage takes 1 hour to make DC 20 Appraise and Perception checks. Success at either check uncovers 1d4x10% of one of the above types of coins; success at both reveals twice that amount of coinage and 1d4 other higher-value items.

Morale Thusus is a savage warrior who fights to the death.

Base Statistics When not raging, Thusus Herud's statistics are **AC** 29, touch 13, flat-footed 26; **hp** 131; **Melee** bite +19 (1d8+6/19–20) and spear +18/+13/+8 (2d6+7/x3); **Str** 20, **Con** 18; **CMB** +17, **CMD** 31; **Climb** +7, **Swim** +14

STATISTICS

Str 26, **Dex** 16, **Con** 24, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +11; **CMB** +20; **CMD** 32

Feats Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Extra Rage Power (*reckless abandon*^{APG}), Extra Rage Power (superstition)

Skills **Climb** +10, **Handle Animal** +10, **Intimidate** +10 (+15 non-barbarian humanoids), **Linguistics** +1, **Perception** +16, **Ride** +14, **Survival** +6, **Swim** +17; **Racial Modifiers** +5 Intimidate non-barbarian humanoids, +4 Stealth

Languages Common, Goblin, Polglut

SQ curse of lycanthropy, lycanthropic empathy (sharks), terrifying visage

Combat Gear *potion of barkskin* (+4), *potion of good hope*, *potion of greater magic fang*, *potion of haste*, 3 spears;

Other Gear +1 *breastplate*, *ring of protection* +1, *lance*, *cloak of resistance* +1, *amulet of mighty fists (keen)*, +2 *belt of giant strength*

S. TRAZEL'S TUNNEL

A long natural cave bends away from the smuggler's den behind, toward the distant sound of waves. As the curve approaches, misty images flickering with dim light fade into view in a series of deep grottoes along the tunnel, carrying with them the echoing roil of storm, wave, far-off battle, and the cheers of the victorious.

The long, winding crack running beneath the island's rock curves southeast past several split clefts in the cave's eastern face. Each cave contains a recurring *programmed image* (caster level 12th) left behind by the long-dead Pirate King Trazel Irons to memorialize his deeds. The first (a) depicts Captain Trazel, a tall mustachioed and dreadlocked brown-skinned man with a large-plumed bicorn, blood-red jerkin, and tall silver-tipped lance topped with a pirate flag, exhorting his sailors from atop a mountain of plunder. The second (b) depicts him sailing through a hurricane, a tentacled leviathan rising from the deep and then retreating after the captain hurls a harpoon through its eye. The third (c) depicts the captain and his ship raining fire upon a hapless shore fort as boats laden with plunder row out of the smoky haze toward the ship. Prominent in each vignette is a sallow-faced man with a thin moustache and paired cutlasses on his gilded belt, clearly the captain's first mate, Zim Bourdaine. A DC 20 Knowledge (history) or (nobility) check identifies either man.

These illusions activate for 1 minute whenever creatures pass within 60 feet, then deactivating for 1 hour. Beyond, the passage bends south and then east. The ceiling is 20 feet high but the bottom drops away into a rift 100 feet deep as the passage widens to 100 feet across. A magical warning trap activates if invisible creatures pass within 60 feet of the center of the passage directly above Seagrave's Abyss. This trap activation alerts sentries aboard the *Greedy Ghost*, who target now-visible creatures with *faerie fire* and begin firing the ship's cannon, alerting the Pirate King that his enemies are almost upon him.

INVISIBILITY BEACON

CR 4

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity (*alarm*, see *invisibility*); **Duration** 10 minutes; **Reset** none

Effect spell effect (*daylight* and *invisibility purge*, caster level 12th)

T. SEAGRAVE'S ABYSS CR 16

The dark passage widens and the sound of churning surf echoes louder, and the faint breath of a sea-breeze touches your cheeks. The cavern floor below plunges downward into a dark rift.

The terrifying guardian discovered by the long-dead Captain Zim and his sea-witch cohorts is an ancient and monstrous stone idol created by a long-forgotten aquatic race, or perhaps their first generations of land-walking descendants that turned their faces still towards the sea. Whatever its origin, the idol broods in the lightless and desecrated depths beneath Plunder Isle, an unliving engine of destruction half buried in the silty wreckage of shattered ships at the bottom of a 100-foot-deep rift. The hags that follow the Pirate King now do so more out of a desire to serve the dark powers that left behind his relic of ruin. Its creators long dead, Seagrave still follows its final commands to destroy all intruders who do not bear the insignia of the Pirate King, a secret whispered in the ears of pirates who gain the hags' favor. When alerted by creatures moving overhead, including if the invisibility beacon is triggered, Seagrave unleashes his vortex as he swims upwards to devour all creatures in his path, rending and swallowing with abandon, including potentially crushing allies or servants of the Pirate King if they stray too near.

SEAGRAVE

CR 16

XP 76,800

Stone idol^{AB} *charybdis*^{B2}

CE Gargantuan construct (aquatic)

Init +3; **Senses** blindsight 60 ft., darkvision 120 ft.; **Perception** +23

Aura stone fear (60 ft., shaken 1 hour, DC 14)

DEFENSE

AC 31, touch 5, flat-footed 31 (-1 Dex, +26 natural, -4 size)

hp 164 (16d10+76); **fast healing** 10

Fort +5, **Ref** +3, **Will** +8

Defensive Abilities channel resistance +2, hardness 8, half damage from energy attacks and ranged attacks; **DR** 10/bludgeoning; **Immune** acid, construct immunities; **Resist** cold 20

Weaknesses vulnerable to sonic

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +22 (2d8+14/19-20 plus grab), 2 claws +22 (2d6+14)

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

Special Attacks charming gaze (DC 14), fast swallow, rending claws, swallow whole (6d6 bludgeoning damage plus 6d6 acid damage, AC 23, hp 16), vortex

STATISTICS

Str 38, **Dex** 7, **Con** —, **Int** 6, **Wis** 17, **Cha** 4

Base Atk +12; **CMB** +30 (+34 grapple); **CMD** 39 (can't be tripped)

Feats Awesome Blow, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike



Skills Perception +22, Swim +22

Languages Aquan

SQ creator's failsafe, power from worship, restless spirit

SPECIAL ABILITIES

Rending Claws (Ex) A charybdis's claws are particularly devastating when used against objects, and ignore the first 10 points of an object's hardness rating.

Vortex (Su) A charybdis can generate a whirlpool as a standard action at will. This ability functions identically to the whirlwind special attack, but the whirlpool can only form underwater and cannot leave the water. It's a DC 25 Reflex save to avoid being caught by Seagrave's vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 2d6+12 points of damage per round. The save DC is Constitution-based.

In addition, 1d3 rounds after Seagrave rises, a pair of spectral phantoms rises from the depths, translucent likenesses of Captain Trazel and Zim Bourdaine, surrounded by phantom witches. The phantoms flit menacingly around combatants, locked in struggle with one another. If attacked, they disappear momentarily and then manifest

for 1 minute as advanced spectres (as at area N20). If Seagrave is permanently destroyed, so are the phantoms.

Creatures: This area is guarded by the following:

ADVANCED SPECTRES (2)

CR 8

XP 6,400

Hp 68 (*Pathfinder Roleplaying Game Bestiary*)

Treasure: A 1-hour search of the wrecked *Silver Lance* reveals 125 pp, 1767 gp, 7800 sp, 19500 cp, a coral bracelet (150 gp), a golden brooch shaped like three crossed arrows (500 gp), an electrum scepter carved like a narwhal horn and matching electrum crown with narwhal-horn points (3500 gp as a set), 1 yellow topaz (250 gp), 5 white pearls (100 gp), *potion of heroism*, *potion of mage armor*, *potion of resist energy (fire)*, *wand of magic circle against law* (5 charges), a *figurine of wondrous power: onyx dog*, and Captain Trazel Irons' *silversworn lance*, a silver-hued *lance of jousting*^{UE} with a mithral head. Of ancient elven manufacture, this lance functions like an *oathbow*^{UE} when the wielder swears to slay a target.

CHAPTER 3: THE GREEDY GHOST

Beyond Seagrave's Abyss, the underground waterway opens up to the southeast, with a faint, dim light shining in the distance; reflected light from **Maelstrom Cove** through **Rumrunner's Race**. At the far end of the Hidden Harbor lies the Pirate King's flagship, the golden-sailed galleon known as the *Greedy Ghost*. If the beacon trap is triggered, or if lookouts on board the ship notice Seagrave in combat, the ship's cannon on one side will be aimed and fired. The ship has a low forecastle and a long quarterdeck with a flying bridge at the rear. This four-masted vessel has two lateen-rigged mizzenmasts aft of its square-rigged foremast and mainmast. Combined with sweep oars that can be run out at need, it is fast and maneuverable in any conditions, even if becalmed. The *Greedy Ghost* has a beam of 40 feet on its lower decks and a draft of 15 feet, and its main deck stands 25 feet above the waterline.

READY THE CANNONS!

Typhoon Tess and her coven use *control weather* to keep a moderate wind and blowing rain in the cavern, with occasional rumbles of thunder, as they love the simple atmospheric effects of fighting amidst the storm. This counts as stormy weather for the purpose of *call lightning* and similar spells.

In addition, if an alert is raised Typhoon Tess uses her *control winds* spell-like ability to increase the wind to windstorm strength, with the "eye" centered on the mainmast and encompassing the entire ship save the bowsprit (area 7), and a

semicircle up to 60 feet from the ship's starboard side. Within this windstorm, normal ranged weapon attacks are impossible, though siege weapons attacks can be made with a -4 penalty on attack rolls. Fly checks take a -8 penalty, and Medium-sized creatures must succeed on a DC 20 Fly check (or DC 10 Strength check, if swimming at the surface) to move towards the ship. Small or smaller creatures must succeed on a DC 25 Fly check each round or be blown back 2d6 x 10 feet, taking 2d6 points of nonlethal damage. Small creatures swimming at the surface are blown back 1d4 x 10 feet (also taking 2d6 points of nonlethal damage) each round if they fail on a DC 15 Strength check.

Cannonade: If the invisibility beacon trap is triggered, 1d3 rounds later the cannons on board *The Greedy Ghost* begin firing at any visible target other than Seagrave or the weresharks. Due to the time required to reload, the following weapons are fired every round:

- 3 Cannon, fiend's mouth +19 (8d6+1/19-20/x4), range 150 ft. (Area 19, starboard firing arc only)
- 4 Cannon +11 (6d6/x4), range 100 ft. (Area 11, starboard firing arc only)
- 2 +1 *fiend's mouth cannon* +13 (8d6+1/x4), range 150 ft. (Area 5 – bow firing arc only)
- 2 *fiend's mouth cannon* +12 (8d6/x4), range 150 ft. (Area 3 – stern firing arc only)
- *Bore cannon* +13 (8d6+1/x4 plus 1d8 bleed), range 300 ft. (Area 2)



Broadside: If targets are visible moving within 200 feet, the artillerist batteries crewing the fiend's mouth cannons switch from cannonades to broadsides, unleashing two 200-foot-long lines of destruction, while the standard cannon and *bore cannon* continue firing individual shots.

Within 100 feet, the fiend's mouth cannons switch to four 100-foot lines, and the standard cannons do as well. The *bore cannon* continues firing individual shots.

- Fiend's mouth broadside (8d6+1, DC 25 Reflex half)
- Cannon broadside (6d6, DC 18 Reflex half)

Damage dealt by a broadside is piercing damage. Creatures in an area overlapped by two broadsides of the same type take damage only once; however, the save DC is increased by 2 in the overlapping area.

The Bore Cannon: This magical weapon is mounted in a turret on the quarterdeck of *The Greedy Ghost*. It is loaded with magical *stormshaft* ammunition (see Appendix 3), and attacks made with it take no penalty due to strong winds (ignoring wind-based barriers like *wind wall*), and in fact deal +3 damage in windstorm conditions, such as those generated by Tess' *control winds*.

Firing Arcs: Whether using broadsides or cannonades, the fore and after guns can shoot only against targets within a 90-degree arc of the ship's bow and stern. Meanwhile, the gunports running along the ship's sides in areas 11 and 19 can fire only against foes within a 90-degree angle along the ship's starboard quarter. The port-side guns currently face the south wall of the cavern and come into play only if the PCs or their allies venture to that side of the ship, in which case they can shoot any targets in that area in a manner identical to the guns on the starboard side.

If the PCs move onto the deck of the ship, the bore cannon can still rotate and target them, but no other siege weapons can. Artillerists in areas 11 and 19 generally stay there during battles above decks, though stragglers may emerge as part of the **Reinforcements** described below. In addition, if PCs move below decks, the artillerists engage them with their troop attack and ranged weapons, even though they cannot use their siege weapons or broadside abilities. Master artillerists use their wands and tactician abilities to defend the lower decks against attackers.

BOARDING ACTION

All deck spaces aboard the *Greedy Ghost* are considered "crowd terrain" (*Pathfinder Roleplaying Game Core Rulebook*), to represent both ordinary noncombatant sailors as well as capstans, winches, crates, and miscellaneous clutter. This applies in areas 1, 2, 3, 4, 11, and 19. Each

square requires 2 squares of movement to enter, providing cover against ranged attacks and enabling creatures to make Stealth checks if they are at least 5 feet away from creatures observing them. *Freedom of movement*, Nimble Steps, and similar effects obviate the movement penalty but not cover or Stealth.

Decks can be cleared with Diplomacy or Intimidate checks as normal or with area effects, treating every 5-foot square of crowded decks as having 40 hit points or 5 HD. Inflicting this damage or causing death or incapacity (e.g., *cloudkill*, *stinking cloud*) effectively clears that space, but effects that inflict temporary penalties have no effect on clearing away the crowds and clutter. Effects that target a limited number of creatures treat each crowd square as two creatures. If saving throws apply, each square has a +8 bonus on saving throws vs. all effects. A cleared square remains clear for 2d6 rounds.

If PCs board the *Greedy Ghost* with their own allies, fighters from both sides become inextricably commingled and area effects hit creatures on both sides.

Masts and Rigging: The *Greedy Ghost* is heavily rigged with ropes, nets, sails, and hoisting lines, allowing creatures to move up, down, or sideways above the ship's decks and up to 10 feet beyond the side of the ship (though not past its bow or stern) with a DC 15 Climb check. A character can move sideways or down by leaping or balancing along the masts, beams, and lines while keeping both hands free with a DC 30 Acrobatics check; this DC is reduced by 10 if a character uses one hand to hold a rope and swing on it, or by 20 if the character uses both hands to hold a rope. Failing a Climb or Acrobatics check by 5 or more results in a fall.

Creatures can fight while in the rigging, using one hand if climbing or swinging on a rope or both hands if balancing with Acrobatics. The rigging is not considered difficult terrain when using Acrobatics or Climb but it is if flying. It affords only partial cover (+2 cover bonus to AC, +1 to bonus Reflex saves) against ranged attacks. Creatures may use Stealth in the rigging as if they had concealment.

Mainmasts and foremasts rise 60 feet above the main deck and are 2-1/2 feet thick (hardness 7, hp 450, Climb DC 12, break DC 46), supporting vast tracts of rope and sail on a dizzying array of yards and arms. A creature adjacent to a mast can spend a move action to use the mast as partial cover against melee attacks or cover against melee attacks; this does not stack with cover from rigging or crowds.

Flying creatures above mast level or more than 10 feet beyond the ship's rail can move freely. A crow's nest surmounts each mast, providing cover against ranged attacks from flying creatures (improved cover against attacks from below). A similar platform sits just above the lower mainsail, 20 feet above the deck.

Queeg's Banner: Flying from the mainmast is Ismail Queeg's battle flag, which is a [lord's banner \(victory\)](#)^{APG}. His allies able to see the banner gain a +2 morale bonus on attack rolls, saving throws, and skill checks.



Creatures: Each location ends with an entry describing what crew is typically found here; statistics are found in the appendices unless otherwise noted. If there is no entry, the room is uninhabited.

Crew Cabins: The foredeck and gun deck contain many unmarked 5 by 10-foot rooms. These are cabins for crew officers, artilleryists, and the like, featuring sleeping bunks, built-in lock-boxes for valuables, and fold-down seats and tables. A thorough search of each cabin (DC 20 Appraise, Disable Device, and Perception checks) turns up 1d6 x 10 gp of miscellaneous gear and small valuables for each successful skill check.

Crow's Nests (CR 11): Atop the foremast and mainmast are fortified observation posts, providing cover against ranged attacks and melee attacks by flying creatures; improved cover against attacks from below. They are 60 feet above the main deck and each holds an [elite pirate sharpshooter](#) as lookout.

Creatures: This area is guarded by the following:

ELITE PIRATE SHARPSHOOTER

CR 11

XP 12,800

Hp 103

Deck Height: The foredeck, main deck, and gun deck have 10-foot ceilings. The lower deck has 15-foot ceilings, as does the quarterdeck aft of the mizzenmast. The (unmapped) holds below the lower deck have 5-foot ceilings and are so cramped with ballast that Medium creatures are squeezing whenever moving through them.

Lamps: *Continual flame* lanterns are hung from each mast and both port and starboard rails every 30 feet along the ship's length, and every 30 feet down the centerline of areas 11, 19, and 20.

Lifeboats: The *Greedy Ghost* has 10 [rowboats](#)^{UC} racked and attached to pulleys for raising and lowering, two on the foredeck, four on the main deck, and four on the quarterdeck.

ENEMY BUFFS

Players are used to keeping track of beneficial spells used on each other, but up against a veteran crew of adversaries, you must prepare to deal with multiple beneficial effects being used by the villains as well. Common buffs used by the enemies on the *Greedy Ghost* include:

Forbiddance: The area within 60 feet of the ship in all directions is protected with a *forbiddance* spell (caster level 12th), completely blocking teleportation, planar travel, summoning, and the like. In addition, creatures whose alignment is not neutral evil take damage when entering the area unless they speak the password ("Trazel"). Lawful or chaotic nonevil creatures take 12d6 points of damage (DC 21 Will half), while neutral good and true neutral creatures take 6d6 points of damage (DC 21 Will half). Creatures with spell resistance take no damage if the spell does not overcome their resistance.

Good Hope: Pirate pipers can use this area-effect buff to grant a +2 morale bonus on attack rolls, weapon damage, saving throws, and skill checks.

Haste: Pirates *hasted* by Typhoon Tess gain a +1 bonus on attack rolls and Reflex saves, a +1 dodge bonus to AC, an additional attack when using the full attack action, and 30 feet of additional movement per round.

Inspire courage: Pirates able to see or hear a pirate piper gain a +2 competence bonus on attack and damage rolls and a +2 morale bonus on saves vs. charm and fear.

Lord's Banner (victory): Pirates above decks (1-4, 7, and in the water or rigging) gain a +2 morale bonus on attack rolls, saving throws, skill checks.

Magic Weapon: Artillerist batteries accompanied by a master artillerist gain a +1 enhancement bonus on attack and damage rolls with their siege weapons.

Tactical Acument: Allies in a 30-foot-radius burst) gain an additional +2 insight bonus on attack rolls and to AC whenever they would gain such a bonus due to flanking, higher ground, cover, or other such battlefield positioning.

Reinforcements: Artillerists and master artillerists stay at their posts, but other pirates with stated **Crew** locations will move to engage PCs, often using Acrobatics, Climb, Stealth, and/or swinging reposition. Every 1d4 rounds,

reinforcements arrive from areas not keyed on the map, which may arrive from belowdecks, climbing over the side of the ship, or down from the rigging (GM's option). The type of reinforcements is determined as follows:

**TABLE 3:
REINFORCEMENTS ON THE GREEDY GHOST**

D100	Type of Reinforcements
01-25	1d6 common pirates
26-50	1d6 pirate guards
51-70	a pirate crew
71-75	a pirate grenadier
76-80	a pirate bosun
81-85	a pirate enforcer
86-90	a pirate sharpshooter
91-95	1d4 wereshark pirates
96-00	a hag spy

Reinforcements arrive 5 times, then no more. If the Pirate King is defeated, all common pirates, pirate guards, pirate crews, and pirate port defenders surrender immediately. Higher-level pirates have a 50% chance per round of surrendering at the end of their turn; however, this chance of surrender does not occur if one of the PCs has been incapacitated or killed since the end of that pirate's previous turn.

Swimming Sentries (CR 8): One [wereshark shaman](#) is always on sentry duty, swimming in the Hidden Harbor and watching for intruders from Rumrunner's Race or from the inner caverns, especially those underwater. This shaman prepares *faerie fire* in all non-domain 1st-level slots and targets any intruders, especially invisible creatures revealed by the invisibility beacon trap (area S).

Volley Fire: Like at Fort Scurvy, PCs may be targeted every round pirates have line of sight to them; check each round for each PC.

**TABLE 4:
DRAWING FIRE ON THE GREEDY GHOST**

D100	Targeting
01-50	Not targeted by a ranged attack
41-65	1d4 common pirates
76-80	1d6 common pirates and a pirate piper (inspire courage or dirge of doom plus a ranged spell)
81-90	1 pirate sharpshooter
91-00	1 pirate grenadier

THE PIRATE KING'S FLAGSHIP

The numbered areas of the *Greedy Ghost* are detailed below.

1. FOREDECK (CR 8)

Reached by narrow, ladder-like steps fore and aft, the foredeck is 10 feet above the main deck and is dominated by the foremast and its rigging attached to the bowsprit. **Crew:** 3 common pirates, 1 pirate officer.

Creatures: This area is guarded by the following:

PIRATE CREW CR 6

XP 2,400
Hp 75

PIRATE OFFICER CR 6

XP 2,400
Hp 53

1A. CORVUS

A [corvus](#)^{UC} boarding bridge is mounted on each side of the foredeck.

2. QUARTERDECK (CR 11)

This long upper deck, its rails ornately gilded, begins 10 feet above the main deck where it abuts the mainmast but slopes gradually upwards to 15 feet astern of the mizzenmast, at the foot of the flying bridge.

Creatures: This area is guarded by the following:

BLOODTHIRSTY BUCCANEERS CR 11

XP 12,800
Hp 152 (see page 59)

2A. TURRET (CR 9)

A fiend's mouth *bore cannon* is mounted here on a rotating wooden capstan surrounded by a 5-foot-high overhanging wooden parapet that provides improved cover against creatures standing on the deck or below and cover against attacks by climbing or flying creatures. The turret can be rotated to aim within 90-degree firing arcs to port or starboard.

Creatures: This area is guarded by the following:

HEAVY ARTILLERIST BATTERY CR 7

XP 3,200
Hp 85 (see page 60)

MASTER ARTILLERIST CR 7

XP 3,200
Hp 71 (see page 51)

The Greedy Ghost

1 Square
= 5 feet



Boat

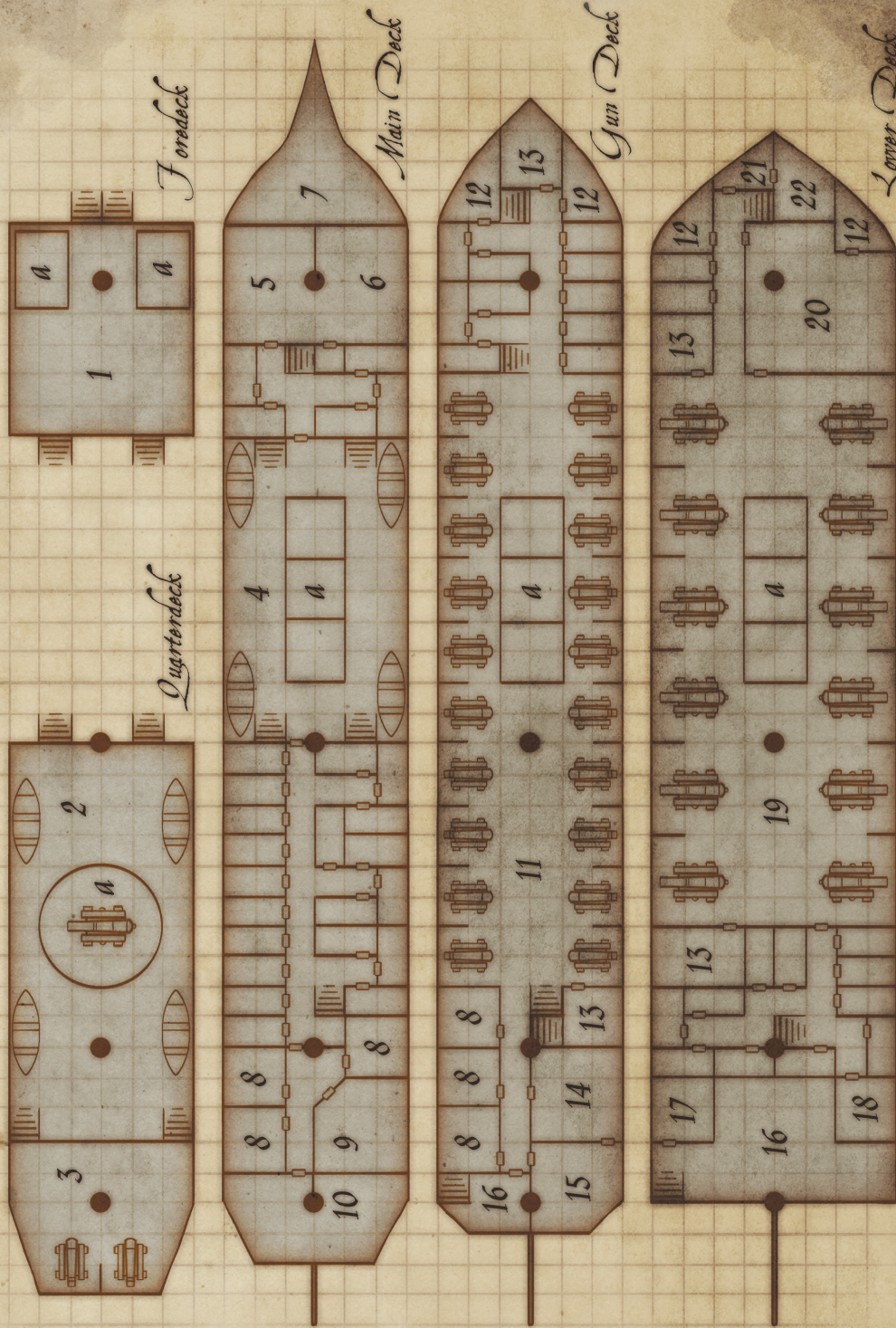


Mast

Cannon



Fiend's
Mouth
Cannon



3. FLYING BRIDGE (CR 13)

A partial deck rises 10 feet above the quarterdeck, atop which the helm sits just before the rear mizzenmast. Laddered steps to either side flanking a set of gilded and mullioned doors backed by purple and gold curtains. Sounds of feasting and revelry drift faintly from within.

The curtained doors and feasting sounds are a *mirage arcana* (DC 23 Will disbelief) created by Typhoon Tess, Ismail Queeg's consort, and her coven of hags. They remain hidden here using bardic performance, spells, and coven abilities to assist the sailors defending the ship; if the illusion is penetrated or if they are attacked directly, they attack with spells and ability draining touch attacks.

Creatures: This area is guarded by the following:

TYPHOON TESS

CR 12

XP 19,200

Advanced *storm hag*^{B5} bard 8

CE Medium monstrous humanoid

Init +8; **Senses** child-scent, darkvision 60 ft.; **Perception** +14

DEFENSE

AC 31, touch 16, flat-footed 25 (+4 armor, +5 Dex, +1 dodge, +11 natural)

hp 243 (10d10+8d8+152)

Fort +16, **Ref** +20, **Will** +19; +4 vs. bardic performance, sonic, and language-dependent; *mind blank*

Immune electricity; **SR** 19

OFFENSE

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

Melee bite +15 (1d6+5 plus 1d6 electricity), 2 claws +15 (1d4+5 plus 1d6 electricity)

Special Attacks bardic performance (move action, 26 rounds/day: countersong, dirge of doom, distraction, fascinate (2 creatures, DC 22), inspire competence +3, inspire courage +2, *suggestion* (DC 22)), storm strike, whipping winds

Spell-Like Abilities (CL 10th; concentration +18, +22 to cast defensively)

At will—*bleed*, *gust of wind* (DC 20), *whispering wind*

3/day—*invisibility*, empowered *lightning bolt* (DC 21), *river of wind* (DC 22), *sleet storm*

1/day—*control winds* (DC 23)

Bard Spells Known (CL 10th; concentration +18, +22 to cast defensively)

4th (3/day)—*greater invisibility*, *virtuoso performance*^{UM}

3rd (5/day)—*dispel magic*, *good hope*, *haste*, *slow* (DC 20)

2nd (6/day)—*calm emotions* (DC 20), *glitterdust* (DC 20), *mirror image*, *silence*, *tactical acumen*^{UC}

1st (7/day)—*charm person* (DC 19), *cure light wounds*, *ear-piercing scream*^{UM} (DC 19), *feather fall*, *grease* (DC 19)

0-level—*dancing lights*, *detect magic*, *ghost sound*, *mending*, *message*, *prestidigitation*

TACTICS

Before Combat Typhoon Tess always has *mind blank* in place from her coven, and she often shrouds herself and her personal coven with *veil* spells to disguise them as common pirate sailors or wenches to avoid making herself an obvious target. She uses a scroll of *see invisibility* and her *wand of mage armor* before any combat. While enemies are at long range, she and her coven sisters use *whirlwind* and *call lightning storm* to batter their enemies; once the latter spell is cast by the coven, any member of the coven can call down a bolt as a standard action.



During Combat Typhoon Tess maintains invisibility, using bardic performance and spells to aid her allies and thwart her enemies. She uses *virtuoso performance* to maintain inspire courage and dirge of doom simultaneously, using spells like *slow*, *calm emotions*, and *dispel magic* to remove beneficial spells from her enemies. If she sees an enemy spellcaster hanging back from combat, she uses *silence* on an item she carries and flies to engage her target, using melee, grappling, and her spell-like abilities to keep them from casting spells. She uses *gust of wind* to disperse fogs or mist created by enemies, and her scrolls or coven abilities to *quench* fire effects on the ship.

Morale Typhoon Tess flees if she sees Captain Queeg do so first, but if he is killed she flies into a rage and fights to the death.

STATISTICS

Str 19, **Dex** 20, **Con** 24, **Int** 17, **Wis** 19, **Cha** 26

Base Atk +16; **CMB** +15; **CMD** 30

Feats Combat Casting, Dodge, Empower Spell-like Ability (*lightning bolt*), Flyby Attack, Great Fortitude, Improved Initiative, *Lingering Performance*^{APG}, Mobility, Toughness

Skills Acrobatics +29^{VP}, Bluff +29^{VP} (+15), Fly +29^{VP} (+20), Intimidate +20, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (nature) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Perception +25, Perform (dance) +29, Perform (sing) +29, Sense Motive +29^{VP}, Spellcraft +19, Stealth +18, Use Magic Device +29

Languages Common, Giant

SQ bardic knowledge +4, lore master 1/day, storm rider, versatile performance (dance, sing), well-versed

Combat Gear *wand of mage armor* (CL 1, 50 charges), *scroll of see invisibility* (CL 3), *scroll of quench* (2) (CL 5), *scroll of breath of life* (CL 9), *scroll of heal* (CL 11); **Other Gear** +2 *headband of charisma*, +2 *cloak of resistance*, +1 *amulet of natural armor*, black pearl earrings worth 500 gp each)

SPECIAL ABILITIES

Child-Scent (Ex) A storm hag has the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

Storm Rider (Su) A storm hag is considered two size categories larger for the purpose of wind effects.

Storm Strike (Su) Each time a storm hag makes a successful attack with her bite, claws, or a weapon that is predominantly made of metal, the attack deals an additional 1d6 points of electricity damage.

Whipping Winds (Su) As a standard action, a storm hag can use gust of wind to trip her foes. This ability can only affect one target within 30 feet, and the storm hag uses her normal CMB. The gust of wind doesn't create its normal effects. The trip attempt does not provoke an attack of opportunity but casting the spell-like ability does as normal.

STORM HAG COVENS

A storm hag is haughty and views her way of doing things as the only proper approach, forcing coven members to ride a fine line between flattery and submission. Coven members gain the child-scent ability as long as they are within 100 feet of the storm hag. In addition, a coven with a storm hag as a member has access to the following additional spell-like abilities: *call lightning storm* (DC 18), *plague storm* (DC 19), *quench* (DC 16), *whirlwind* (DC 21), and *wind wall*.

ADVANCED GREEN HAGS (2)

CR 6

XP 2,400

Hp 76 (*Pathfinder Roleplaying Game Bestiary*)

These hags add Acrobatics +12 and Use Magic Device +13 to their skills. With *call lightning storm* precast as a coven, each hag uses a standard action each round to call down a bolt. Each also 3 tanglefoot bags they hurl at nearby enemies, as well as 3 *potions of cure serious wounds* they use to assist injured allies while remaining invisible.

3A. HELM (CR 10)

The ship is steered from the platform just in front of the bonaventure mizzen, where a whipstaff controls the rudder. The Pirate King himself guides the ship through Rumrunner's Race and in naval combat, but he delegates routine steering to others.

Creatures: This area is guarded by the following:

PIRATE BOSUN

CR 9

XP 6,400

hp 79 (see page 51)

PIRATE PIPER

CR 7

XP 3,200

hp 60 (see page 54)

MONKEY FAMILIAR

CR -

hp 30 (see page 55)

3B. AFT GUNS (CR 9)

Two aft-facing cannon are mounted on the rear of the flying bridge.

Creatures: This area is guarded by the following:

HEAVY ARTILLERIST BATTERY

CR 7

XP 3,200

Hp 85 (see page 60)

MASTER ARTILLERIST**CR 7**

XP 3,200

Hp 71 (see page 51)

4. MAIN DECK (CR 11)

The main deck is 25 feet above the waterline. The ship's defenders gather on deck and in the rigging above the main deck.

Creatures: This area is guarded by the following:

BLOODTHIRSTY BUCCANEERS**CR 11**

XP 12,800

Hp 152 (see page 55)

4A. CARGO HATCHES

These hatches allow access to the hold and lower levels and can be removed in 3 10-foot square sections.

5. FORWARD BATTERY (CR 10)

This chamber contains two +1 *fiend's mouth cannons*, separated by a low bulkhead and trained to fire forward. The cannons are separated by 5-foot partial bulkheads (treat as low walls), with sliding covers on their firing ports. These covers provide total cover when closed, improved cover when open. Cases of cannonballs and [chain shot](#)^{UC} are secured to the walls.

Creatures: This area is guarded by the following:

HEAVY ARTILLERIST BATTERY**CR 7**

XP 3,200

Hp 85 (see page 60)

MASTER ARTILLERIST**CR 7**

XP 3,200

Hp 71 (see page 51)

PIRATE PIPER**CR 7**

XP 3,200

hp 60 (see page 54)

6. SMALL MAGAZINE

This room is locked with an iron door (Disable Device DC 30, master artificers have keys) and contains 20 kegs of [black powder](#)^{UC} and 20 powder horns (*Pathfinder Roleplaying Game Ultimate Combat*). A winch is mounted adjacent to the door with a sliding window overlooking the stairs just outside the entrance to 5 to haul ammunition up from the forward magazine.

7. BOWSPRIT

This tapering deck and long spar sits forward of the forecabin and allows rigging of additional sail for greater speed.

8. GUEST CABINS

These opulent suites are used by the Pirate King's guests or noble hostages. They can be locked (Disable Device 30) from the inside or outside with separate keys. Searching them as crew cabins uncovers 1d6 x 100 gp in valuables, mostly artwork and fine furnishings.

9. FIRST MATE'S CABIN

"Doc" Silvertusk's cabin is attached to the captain's cabin by a secret door (Perception DC 30, Disable Device DC 30). His room is decorated with flayed skins of men and beasts, including sufficient bronze dragon hide to craft masterwork banded armor. Scattered haphazardly in bowls and boxes are 63 pp, 324 gp, 2 silver armbands (120 gp each), a silver ring set with pearls (210 gp), 4 corals (70 gp), 1 star rose quartz (40 gp), a *potion of fly*, and a *potion of protection from good*.

10. CAPTAIN'S CABIN (CR 8)

This sumptuous windowed chamber contains a large table with plush seats bolted to the floor and polished gilded lamps above shelves. Around a narrow bulkhead is a lavish bedchamber with a large bed. Several stylized metal statues stand in the corners of the room. Maps and nautical paintings adorn the walls.

The statues in this room are a pair of clockwork soldiers and Hector, an intelligent clockwork servant. These mechanical men were imported by Ismail Queeg from Gunrunner's Guild as a test to see how they functioned aboard ship. Hector greets creatures entering with a tray of drinks and asks their names. If none offer the password "sparrow," he drops the tray on the floor, shattering a reagent container within the pitcher and releasing a cloud of stationary vapors equivalent to *cloudkill* (Fort DC 17 partial). These vapors are purely alchemical, not magical, so spell resistance and similar protections do not apply.

Creatures: This area is guarded by the following:

HECTOR (INTELLIGENT CLOCKWORK SERVANT)**CR 2**

XP 600

Hp 31 (*Pathfinder Roleplaying Game Bestiary 3*)**CLOCKWORK SOLDIER (2)****CR 6**

XP 2,400

Hp 64 (*Pathfinder Roleplaying Game Bestiary 3*)

Treasure: The gilded furnishings in this cabin are worth 3d6 x 1,000 gp but most are built into the ship and must be dismantled to be sold. In addition, Hector has a secret compartment built into his body (Perception DC 30, Disable Device DC 30 to unlock) containing 500 gp.

11. GUN DECK (CR 10)

This long deck contains 20 [cannon](#)^{UC}, 10 per side. A series of catwalks runs 5 feet above the deck here, used by master artillerists to move rapidly around the deck directing fire.

Creatures: This area is guarded by the following:

LIGHT ARTILLERIST BATTERY (2) CR 5

XP 1,600
Hp 60

MASTER ARTILLERIST (2) CR 7

XP 3,200
Hp 71 (see page 51)

11A. CARGO HATCHES

As 4a.

12. ARMORY

These chambers contain ordinary armor, weapons, and ammunition. They are locked wooden doors (Disable Device DC 30, pirate bosuns have keys).

13. MAGAZINE

These chambers, one forward and one aft, are closed with locked iron doors (Disable Device DC 30, master artillerists have keys) and contain extra shot (including [blast shot](#)^{UC} and [chain shot](#)^{UC}), as well as 40 kegs of black powder and 40 powder horns.

14. MESS

The crew takes their meals here. The mess is empty during combat. **Crew:** 1d4 common pirates, 1 pirate officer (non-combat only).

15. GALLEY

Food is prepared here for the crew.

16. LARDER

Food is stored here.

17. SERVANT CABINS

The ship's cook and his assistants live in this group cabin. It can be looted as a crew cabin.

18. AFT BRIG

This room has a locked iron door (Disable Device DC 30). Prisoners deemed less dangerous or with whom officers may wish frequent conversations are kept here for easy access.

19. LOWER GUN DECK (CR 14)

This long deck contains 12 [fiend's mouth cannon](#)^{UC}, 6 per side, with catwalks as at area 11. In addition, long sweep oars are racked along the walls above the cannon, which can be run out through down-angled ports to give the ship an

oared speed of 10 feet. **Crew:** 36 artillerists (3 per cannon), 6 master artillerists.

Creatures: This area is guarded by the following:

ELITE ARTILLERIST BATTERY, CANNON CR 11

XP 12,800
Hp 142

MASTER ARTILLERIST CR 7

XP 3,200
Hp 71 (see page 51)

PIRATE PIPER CR 7

XP 3,200
hp 60 (see page 54)

19A. CARGO HATCHES

As 4a.

20. STEERAGE CABIN

This massive bunkroom strung with hammocks provides sleeping quarters for the common pirates that sail the ship, plus one pirate bosun to keep order and unlock the armory.

21. GUARDROOM (CR 9)

The door to this room is locked (Disable Device DC 20) and guarded by a pirate bosun when the brig is occupied.

Creatures: This area is guarded by the following:

PIRATE BOSUN CR 9

XP 6,400
hp 79 (see page 51)

22. FORWARD BRIG

This room has a locked iron door (Disable Device DC 30). More dangerous prisoners are kept here under close guard. Any of the PCs' allies who may have been captured can be discovered here by the PCs.

LAST STAND OF THE PIRATE KING

Ismail Queeg awaits the PCs. When alerted to their approach, he climbs onto the deck and directs cannon fire at the PCs while preparing himself for their inevitable assault. He visits Typhoon Tess under the flying bridge (area 3) to gain the benefits of her bardic performance and buff spells. Before entering combat, the Pirate King uses *dust of disappearance* or has Typhoon Tess cast *greater invisibility* on him and then uses his slippers to scamper through the rigging. He tries to get close to spellcasting PCs to allow him

to make attacks of opportunity with Snap Shot, while making invisible sneak attacks as the opportunity presents itself. He taunts the heroes for their foolishness in challenging him, stealthily moving after speaking to keep them uncertain of his location. He generally keeps his distance from allies, to avoid being caught in area effects. He knows that the PCs cannot afford to take him alive, and that his only chance to rally the Pirate Isles once more under his banner is to destroy them, so he makes his last stand here; while he may make a tactical retreat, he will not flee the ship.

Exactly when the Pirate King makes his appearance during the battle is up to your discretion. He might begin observing the battle invisibly from the rigging, firing shots as the battle opens before retreating to regroup with allies and then return. Alternatively, he could climb up the side of the ship from underwater, since with his *necklace of adaptation* he can easily hide there while keeping his pistol and powder dry in his *endless bandolier*. Alternatively, he might come up from below decks after the battle is underway. Ideally, you'd like the battle at his flagship to take some time, to set up the feeling of a running battle against desperate odds, but how that plays out depends on your players and their characters. For some groups, you might want to bring out all the big guns from the outset. For others, the best approach would be to have him enter the fray after the heroes have made their initial assault, coming in to help turn the tide for his beleaguered forces. Make the climax of their insurrection against the Pirate King memorable for your players and bring all your guns to bear for an explosive finale!

ISMAIL QUEEG, THE PIRATE KING

CR 18

XP 153,600

Male human gunslinger (*pistolero*^{UC}) 15/*deep sea pirate*^{PI} 4
NE Medium humanoid (human)

Init +10; Senses Perception +24

DEFENSE

AC 38, touch 27, flat-footed 26 (+4 armor, +5 deflection, +8 Dex, +4 dodge, +5 natural, +2 shield)

hp 212 (15d10+4d8+109)

Fort +21, Ref +25, Will +15

Defensive Abilities evasion, improved uncanny dodge, uncanny dodge, *mind blank*

OFFENSE

Speed 30 ft., climb 20 ft.

Melee weapon grip (improvised) +17/+12/+7/+2 (1d4–1)

Ranged *golden gun* +39/+34/+29/+24 (2d6+16/19–20/x4) or +34/+29/+24/+19 (2d6+26/19–20/x4) with Deadly Aim



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

Special Attacks sneak attack +2d6

TACTICS

Before Combat When encountering PCs, Ismail Queeg applies his magical oils to his pistol and shield and quaffs his *potions of barkskin* and *mage armor*.

During Combat Before engaging PCs, the Pirate King quaffs his *potion of shield of faith* and waits to take advantage of buffs used by his allies. He stays in the rigging of his ship, using Stealth

and sniping to evade detection. He uses his spyglass to target far-off enemies trying to approach the ship, making full attacks and using his *deadeye deed* (at no grit cost) to make ranged touch attacks up to 80 feet away, gaining a +4 damage bonus from his *sniper goggles* against targets denied their Dexterity bonus within 30 feet. Once foes enter the eye of Typhoon Tess' windstorm, he uses his *dust of disappearance* to continue raking his enemies with sneak attacks, targeting humans whenever possible with his pistol. He uses twin shot knockdown when allies are nearby to attack targets rendered prone.

Morale The Pirate King flees when below 30 hit points, seeking healing from his allies or cover to make sneak attacks with his pistol. When his *dust of disappearance* runs out, he draws the next pinch and applies it, leaping down through the ship's rigging to a new position if he can.

STATISTICS

Str 8, Dex 26, Con 20, Int 14, Wis 16, Cha 12

Base Atk +18; CMB +17; CMD 44

Feats Combat Reflexes, Deadly Aim, Extra Grit, [Gunsmithing](#)⁸, Improved Critical (pistol), Improved Precise Shot, [Improved Snap Shot](#)^{UC}, Nimble Moves, Point-Blank Shot, Precise Shot, Rapid Reload (pistol), Rapid Shot, [Signature Deed](#) (deadeye)^{UC}, [Snap Shot](#)^{UC}, Weapon Focus (pistol)

Skills Acrobatics +32, Appraise +12, Bluff +15, Climb +21, Diplomacy +12, Intimidate +25, Knowledge (engineering) +12, Knowledge (geography) +12, Knowledge (nature) +12, Linguistics +7, Perception +24, Profession (sailor) +32, Sleight of Hand +14, Stealth +23, Survival +12, Swim +10

Languages Aquan, Auran, Common, Goblin, Infernal, Polglut

SQ deeds (bleeding wound [8], dead shot, deadeye, evasive, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, pistol-whip, quick clear, slinger's luck, targeting, twin shot knockdown, utility shot, up close and deadly [4d6]), grit (5), gunsmith, nimble +4

Combat Gear oil of greater magic weapon (+4), oil of [weapon of awe](#)^{APG} (2), potions of haste (2), potions of mage armor (2), potion of barkskin (+5), potion of shield of faith (+5), dust of disappearance (2), [ring of delayed doom](#)^{UE} (1 stone), ring of counterspells (greater dispel magic), 80 alchemical cartridges (paper, bullet), 1,000 gp of molten gold in pistol hilt; **Other Gear** +1 arrow deflection buckler, golden gun (see Appendix 3), cloak of resistance +4, belt of physical might +6 (DEX, CON), boots of spider climbing (as slippers), gunsmith's kit, handy haversack, headband of mental superiority +2, locked gauntlet, necklace of adaptation, [sniper goggles](#)^{UE}, [endless bandolier](#)^{UE} (containing an extra masterwork pistol and 1,000 gp in gold to reload his golden gun's gold reservoir), spyglass, 7 gold earrings (100 gp each), 2 gold and coral rings (500 gp each).

SPECIAL ABILITIES

Storm Sailor (Ex) The Pirate King treats all storms as if they were one category less severe for the purposes of sailing and navigation and can make an Acrobatics check to move

his normal speed across uneven ground, with no penalty on Acrobatics checks due to slightly slippery, slightly unsteady, or moderately unsteady conditions.

Windrigger (Ex) Ismail Queeg has learned the tricky art of tacking. With a DC 15 Profession (sailor) check, he increases his ship's base movement by 5 feet for 1 hour.

CONCLUDING THE ADVENTURE

Once the Pirate King is defeated, the PCs and their candidate for the crown gain a sufficient boost in fame that they will have no trouble winning acclamation as new ruler of the Pirate Isles. If the *Greedy Ghost* has not been destroyed or sunk, it can be commandeered into the PCs' fleet or its cannons salvaged and redistributed to the PCs' own ships, though they must make their own contacts with agents from Gunrunner's Guild if they wish to purchase more firearms or gunpowder cannon, or if the GM wishes to make them learn the alchemical secrets of manufacturing their own. Whether continued brigandage or voyages of exploration or conquest, the fate of the Pirate Isles now lies in the PCs' hands.

If for whatever reason the Pirate King is defeated but escapes, the heroes can nevertheless rally the other high captains of the Pirate Isles with a vote of no-confidence in Ismail Queeg's leadership, putting themselves (or an ally, if they wish) forward as a candidate to replace him. Other pirate lords might see this as an opportunity to swoop in and seize leadership, though most are not sure enough of their power base or political support to risk stepping forward. Each surviving pirate lord has a 10% chance to stand for selection, though allies with a strong relationship to the PCs are likely to throw their support behind a candidate chosen from among the PCs instead. A pirate lord standing for selection automatically votes for themselves and cannot be swayed to vote for the PCs.

Once the candidates are selected, each must speak their piece to the other pirate lords present, making Intimidate and Profession (sailor) checks for each lord present at the council meeting and combining the results. Candidates may offer a bribe to each pirate lord they seek to win to their cause. The bribe must be in excess of 1,000 gp in value, and it must be greater than the bribe offered by any other candidate; the highest bribe grants a +4 bonus. PCs gain a +2 circumstance bonus on all checks related to running for election as new Pirate King due to the political support of their allies among the pirate lords, plus an additional +2 bonus for overthrowing Ismail Queeg, and of course any player may earn an additional circumstance bonus for excellent roleplaying. Whichever candidate has the highest score wins the support of that lord, and a candidate able to win the support of a majority of the lords present is acclaimed the new Pirate King!

APPENDIX 1: STANDARD PIRATE STAT BLOCKS

The following stat blocks represent the typical inhabitants of Fort Scurvy. Encounter keys refer to these stat blocks unless otherwise noted.

CR 1/2	Craftsmen
CR 1	Drunkard
CR 3	Common pirate
CR 4	Pirate guard
CR 6	Pirate officer
CR 7	Master artilleryist
CR 7	Pirate piper
CR 9	Hag Spy
CR 9	Pirate grenadier
CR 9	Pirate bosun
CR 9	Pirate enforcer
CR 9	Pirate sharpshooter
CR 11	Elite pirate sharpshooter



COMMON PIRATE CR 3

XP 800
Male humanoid rogue (pirate) 4
NE Medium humanoid (human)
Init +8; Senses Perception +8

DEFENSE

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

hp 33 (4d8+12)

Fort +4, Ref +9, Will +3; +1 vs. fear and mind-affecting effects

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee masterwork short sword +8 (1d6+1/19–20)

Ranged masterwork composite shortbow +8 (1d6+1/x3)

Special Attacks sneak attack +2d6

STATISTICS

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

Base Atk +3; CMB +4; CMD 18

Feats Point-Blank Shot, Precise Shot, [Sea Legs](#)^{UC}, Weapon Finesse

Skills Acrobatics +13, Climb +10, Knowledge (local) +6, Perception +8, Profession (sailor) +8, Sense Motive +8, Stealth +11, Swim +10

SQ rogue talents ([rope master](#)^{UC})

Combat Gear *potion of cure light wounds, potion of invisibility, 3 +1 arrows*; **Other Gear** masterwork studded leather, masterwork short sword, masterwork composite shortbow, with 20 arrows, *cloak of resistance +1*, 52 gp

CRAFTSMEN

CR 1/2

XP 200

Hp 9

Craftsmen use [farmer](#) statistics (*Pathfinder Roleplaying Game Gamemastery Guide*), but they have one Craft and one Profession skill, with Skill Focus in one of them.

DRUNKARDS

CR 1

XP 400

Hp 23 (*Pathfinder Roleplaying Game Gamemastery Guide*)

HAG SPY

CR 9

XP 4,800

Advanced [green hag assassin](#) 3

CE Medium monstrous humanoid

Init +4; Senses darkvision 90 ft.; Perception +15

DEFENSE

AC 28, touch 14, flat-footed 28 (+4 Dex, +10 natural, +4 armor)

hp 125 (9d10+3d8+63)

Fort +12, Ref +13, Will +10; +1 vs. poison

Defensive Abilities *mind blank*, uncanny dodge; SR 17

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 *conductive rapier* +22/+17/+12 (1d6+11/15–20), or 2 claws +21 (1d4+10 plus weakness), or +1 *conductive rapier* +20/+15/+10 (1d6+11/15–20) and claw +19 (1d4+5 plus weakness)

Ranged masterwork composite shortbow +16/+11/+6 (1d6+10/x3)

Special Attacks death attack (DC 17), sneak attack +2d6

Spell-Like Abilities (CL 9th, concentration +14)

Constant—*pass without trace, tongues, water breathing*



At will—*alter self*, *dancing lights*, *ghost sound* (DC 15), *invisibility*, *pyrotechnics* (DC 17), *tree shape*, *whispering wind*

TACTICS

Before Combat Hag spies convene in covens every day to use *mind blank* on themselves. They may patrol singly, moving about invisibly, usually studying enemies engaged in combat with others before moving in for a death attack. They also use *alter self* to change their appearance frequently, especially if they notice an enemy noticing them while invisible.

During Combat Hag spies working independently try to begin combat with a death attack. If allies are available to help flank, they make flanking full attacks, channeling their greater weakness ability through their *conductive* rapier on the first hit each round. If alone and unable to isolate a foe, they use hit-and-run tactics, turning invisible after attacking and their *scroll of expeditious retreat* to move more quickly, or using *alter self* to assume a winged form and fly out of reach. If enemies seem strong in combat, they use their *scrolls* to boost their defenses.

If encountered as a coven, hag spies attempt to trap martial foes in a *forcecage* or separate them with a *mirage arcana* and then focus their attacks on spellcasters or lightly armored foes, either in melee or with *baleful polymorph*.

Morale If brought below 20 hit points, hag spies use *invisibility* or *Stealth* to flee.

STATISTICS

Str 30, **Dex** 19, **Con** 20, **Int** 18, **Wis** 14, **Cha** 20

Base Atk +11; **CMB** +21; **CMD** 35

Feats Alertness, Blind-Fight, Deceitful, Great Fortitude, Improved Critical (rapier), Two-Weapon Fighting

Skills Acrobatics +14, Bluff +20, Disable Device +13, Disguise +20, Knowledge (arcana) +13, Perception +21, Sense Motive +10, Stealth +19, Swim +24, Use Magic Device +20

Languages Aklo, Common, Giant

SQ mimicry, poison use

ECOLOGY

Environment temperate marshes

Organization solitary or coven (3 hags of any kind)

Treasure standard (+1 *conductive*^{UE} rapier, +1 cloak of resistance, masterwork chain shirt, masterwork thieves' tools, masterwork composite shortbow, 20 arrows, *scroll of expeditious retreat*, *scroll of shield*, *scroll of protection from good*, *scroll of cure light wounds* (3))

SPECIAL ABILITIES

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

COVEN ABILITIES

Whenever all three hags of a particular coven are within 10 feet of one another, all three of them can work together to use any of the following spell-like abilities: *animate dead*, *baleful polymorph* (DC 20), *blight* (DC 19), *bestow curse* (DC 19), *clairaudience/clairvoyance*, *charm monster* (DC 19), *commune*, *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 20), *reincarnate*, *speak with dead*, *veil* (DC 21), *vision*.

All three hags must take a full-round action to take part in this form of cooperative magic. All coven spell-like abilities function at CL 9th (or at the highest CL available to the most powerful hag in the coven). The save DCs are Charisma-based, and function as if with a Charisma score of 16 unless one of the hags has a higher Charisma score, in which case the spell-like ability DCs are adjusted by that hag's Charisma modifier. A coven led by a hag spy uses the hag spy's Charisma of 20, which is reflected in the save DCs above.

MASTER ARTILLERIST

CR 7

XP 3,200

Male half-elf expert 4/fighter ([tactician](#)^{UC}) 6

N Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +17

DEFENSE

AC 24, touch 13, flat-footed 21 (+7 armor, +3 Dex, +4 shield)
hp 71 (10 HD; 6d10+4d8+20)

Fort +9, **Ref** +8, **Will** +10; +2 vs. enchantments

OFFENSE

Speed 30 ft.

Melee spiked gauntlet +8/+3 (1d4–1)

Special Attacks tactician ([Shake It Off](#)^{APG}, 1/day, 6 rounds)

TACTICS

Before Combat Master artilleryists focus on managing the artilleryist batteries under their command, keeping them ready for combat. In a battle alert, they use *magic weapon* on the siege weapons they command, and may use their *scroll of see invisibility* as well.

During Combat Master artilleryists defend their siege weapons and crews, helping them to recover from failed saves with their tactician ability. When groups of enemies gather, they use wands of *glitterdust* and *fireball*, or switch to *wand of magic missile* against targets that are spread out.

Morale If brought below 10 hit points, or if their artilleryist battery has been slain, a master artilleryist surrenders or flees.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 16, **Wis** 14, **Cha** 10

Base Atk +9; **CMB** +8; **CMD** 21

Feats Exotic Weapon Proficiency (ballista), [Missile Shield](#)^{APG}, [Master Siege Engineer](#)^{UC}, Shield Focus, [Shake It Off](#)^{APG}, [Siege Commander](#)^{UC}, [Siege Engineer](#)^{UC}, [Siege Gunner](#)^{UC}, Skill Focus (Knowledge [engineering])^B, Skill Focus (Use Magic Device)

Skills Acrobatics +10, Climb +5, Craft (alchemy) +10, Craft (siege engine) +16, Disable Device +10, Knowledge (engineering) +22, Knowledge (local) +10, Perception +17, Profession (sailor) +6, Profession (siege engineer) +10, Spellcraft +16, Use Magic Device +19; **Racial Modifiers** +2 Perception

Languages Aquan, Common, Goblin, Polglut

SQ armor training 1, elf blood, tactical awareness +2

Combat Gear *scrolls of cure light wounds* (4), *scroll of see invisibility*, *wand of magic weapon* (CL 1, 10 charges), *wand of magic missile* (CL 9, 10 charges), *wand of make whole* (10 charges), *wand of fireball* (CL 5, 10 charges), *wand of glitterdust* (CL 3, 10 charges); **Other Gear** +1 breastplate, +1 heavy wooden shield, cloak of resistance +2, 593 gp

PIRATE BOSUN

CR 9

XP 6,400

Male human barbarian ([scarred rager](#)^{UC}) 2/fighter ([unarmed fighter](#)^{UC}) 8

NE Medium humanoid (human)

Init +3; **Senses** Perception +14

DEFENSE

AC 15, touch 11, flat-footed 12 (+3 armor, +3 Dex, –2 rage, +1 shield)

hp 110 (10 HD; 2d12+8d10+48)

Fort +14, **Ref** +6, **Will** +6; +2 vs. exhaustion, fatigue, paralysis, sleep, staggered, stunning, or temporary penalties to ability scores

Defensive Abilities harsh training +2; **DR** 4/- vs. nonlethal or when grappled

OFFENSE

Speed 30 ft.

Melee unarmed strike +20/+15 (1d6+14/19–20 plus 1d6 nonlethal), unarmed strike +18/+13 (1d6+12/19–20 plus 1d6 nonlethal), masterwork ranseur +17/+12 (2d4+9/x3), or armor spikes +16/+11 (1d6+3 plus sticky poison^{APG})

Ranged masterwork composite longbow +14/+9 (1d8+6/x3)

Special Attacks rage (8 rounds/day), rage powers (brawler), weapon training (monk +1, natural +1)

TACTICS

Before Combat Pirate bosuns apply their *oil of magic fang* during major alerts. If they have time they use *potions of blur* and *enlarge person* to extend their reach and improve their grappling.

During Combat Pirate bosuns grapple whenever possible, using ranseur or bow to attack targets they cannot reach or to disarm. They may administer potions to injured or mind-controlled allies.

Base Statistics When not raging, the barbarian's statistics are **AC** 17, touch 13, flat-footed 14; **hp** 94; **Melee** unarmed strike +18/+13 (1d3+12/19–20 plus 1d6 nonlethal), masterwork ranseur +15/+10 (2d4+6/x3), or armor spikes +14/+9 (1d6+2); **Str** 18, **Con** 14; **CMB** 14, **CMD** 27; Climb +8, Swim +8

STATISTICS

Str 22, **Dex** 16, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 27 (29 vs. trip)

Feats [Dragon Ferocity](#)^{UC}, [Dragon Style](#)^{UC}, [Enforcer](#)^{APG}, [Fortified Armor Training](#)^{UC}, Greater Grapple, Improved Critical (unarmed strike), Improved Grapple, Improved Unarmed Strike^B, [Rapid Grappler](#)^{UC}, Skill Focus (Intimidate), Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Acrobatics +7, Climb +10, Intimidate +19 (+20 to demoralize non-barbarian humanoids), Perception +14, Profession (sailor) +5, Swim +10; **Racial Modifiers** +1 Intimidate to demoralize non-barbarian humanoids

Languages Common

SQ clever wrestler, terrifying visage +1, tolerance

Combat Gear *potion of cure light wounds*, *potion of blur*, *potion of greater magic fang* +2, *potion of enlarge person*, *potion of protection from good*; **Other Gear** masterwork studded leather, masterwork buckler, masterwork composite longbow, masterwork ranseur, armor spikes, with 20 arrows, *cloak of resistance* +1, *amulet of mighty fists (merciful)*, +2 belt of giant strength



PIRATE ENFORCER

CR 9

XP 6,400

Male humanoid rogue ([pirate](#)^{UC}) 6/[swashbuckler](#)^{ACG} ([daring infiltrator](#)) 4

NE Medium humanoid (human)

Init +5; Senses Perception +10

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +5 Dex)

hp 79 (6d8+4d10+30)

Fort +6, Ref +15, Will +4; +2 vs. fear and mind-affecting effects

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee masterwork scorpion whip +15/+10 (1d3+9 plus poison) or masterwork rapier +14/+9 (1d6+4/18-20 plus poison)

Ranged masterwork shortbow +14/+9 (1d6/x3)

Special Attacks deeds (derring-do, dodging panache, kip-up, opportune parry and riposte, precise strike, silence is golden), panache (2), sneak attack +3d6, swashbuckler finesse

Space 5 ft.; Reach 5 ft. (10 ft. with whip)

TACTICS

During Combat Pirate enforcers keep to the shadows while letting their allies draw enemies towards them. They then use their whips to silence spellcasters with trip and grapple combat maneuvers, tying them up and moving on to new opponents. They normally deal nonlethal damage with their whips in order to use their Enforcer feat to strike fear into their targets, but switch to lethal damage and sneak attacks when enemies stand firm. They use their *dust of appearance* to eliminate defensive illusions like *invisibility*, *displacement*, and *mirror image* before attacking spellcasters.

STATISTICS

Str 10, Dex 20, Con 14, Int 8, Wis 10, Cha 14

Base Atk +8; CMB +8 (+15 with whip); CMD 23

Feats [Enforcer](#)^{APG}, Exotic Weapon Proficiency (whip), [Greater Whip Mastery](#)^{UC}, [Improved Whip Mastery](#)^{UC}, [Sea Legs](#)^{UC}, [Slashing Grace](#)^{ACG} (whip), Weapon Focus (whip), [Whip Mastery](#)^{UC}

Skills Acrobatics +17, Bluff +7, Climb +10, Craft (ships) +10, Disguise +8, Intimidate +15, Linguistics +4, Perception +10, Profession (sailor) +10, Sense Motive +9, Stealth +17, Swim +10

Languages Common, Goblin, Polglut

SQ rogue talents (bleeding attack +4, [rope master](#)^{UC})

Combat Gear *potion of cure light wounds*, *dust of appearance*, extra dose of sticky [4 hits] large scorpion venom, 2 tanglefoot bags; **Other Gear** +1 mithral chain shirt, +2 belt of incredible dexterity, 3 masterwork scorpion whips, masterwork rapier, masterwork shortbow with 20 arrows, *cloak of resistance* +1, disguise kit

PIRATE GRENADIER

CR 9

XP 6,400

Female goblin alchemist 10

NE Tiny humanoid (goblinoid)

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

DEFENSE

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

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

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

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

OFFENSE

Speed 60 ft.

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

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

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

Alchemist Extracts Known (CL 10th)

4th—*death ward*, *dragon's breath*^{APG}

3rd—*haste*, *heroism*, *protection from energy*, *thorn body*^{APG}

2nd—*cat's grace*, *false life*, *invisibility*, *see invisibility*, *vomit swarm*^{APG}

1st—*grenadier's eye*^{APG}, *crafter's fortune*^{APG}, *cure light wounds*, *expeditious retreat*, *jump*, *reduce person*, *shield*

TACTICS

Before Combat These skulking goblins always use Stealth when moving around Fort Scurvy, even when the castle is not on alert. If encountered during an alert, a pirate grenadier will have 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 PCs are known to have entered the castle, they also use *cat's grace*, *death ward*, *expeditious retreat*, *invisibility*, *reduce person*, and *shield*.

During Combat A pirate grenadier uses *haste* and *thorn body* before entering combat and uses Rapid Shot to hurl 4 bombs per round, starting with force bombs and tanglefoot bombs to immobilize enemies. They use *dragon breath* or *vomit swarm* against groups of enemies, especially those unable to move, and use *fly* if needed to get around obstacles.

Morale If brought below 20 hit points, a pirate grenadier flees using Stealth or *invisibility*.

Base Statistics **AC** 18, touch 15, flat-footed 14; **Fort** +10, **Ref** +12, **Will** +5; **Speed** 30 ft.; **Melee** spiked gauntlet +7/+2 (1d3–1 plus poison); **Ranged** tanglefoot bomb +13/+8 (5d6+4 fire plus entangle) or force bomb +13/+8 (5d4+4

force plus knocked prone); **Dex** 18, **Wis** 12; **CMB** +5; **CMD** 19; **Skills** Acrobatics +14, Craft (alchemy) +27, Craft (siege weapons) +17, Knowledge (engineering) +14, Knowledge (local) +14, Knowledge (nature) +17, Perception +14, Ride +8, Spellcraft +8, Stealth +22; not immune to energy drain, magic missile, or negative energy.

STATISTICS

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

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

Feats Brew Potion, Point-Blank Shot, Rapid Shot, Throw Anything, Extra Discovery (force bomb), Extra Discovery (tanglefoot bomb) (UC), Master Alchemist (APG)

Skills Acrobatics +21 (+33 when jumping), Craft (alchemy) +29, Craft (siege weapons) +19, Knowledge (engineering) +16, Knowledge (local) +16, Knowledge (nature) +19, Perception +15, Ride +15, Spellcraft +10, Stealth +33

Languages Common, Draconic, Goblin, Polglut

SQ alchemy (alchemy crafting +10, identify potions), mutagen (+4/–2, +2 natural, 100 minutes), discoveries (fast bombs, force bomb [5d4+4 force plus knock prone], *mummification*^{UM}, precise bombs [4 squares], *preserve organs*^{UM}, sticky poison^{APG} [4 strikes], *tanglefoot bomb*^{UM}), poison use, swift alchemy, swift poisoning

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

PIRATE GUARD

CR 4

XP 1,200

Male human fighter 5

NE Medium humanoid (human)

Init +6; **Senses** Perception +8

DEFENSE

AC 24, touch 13, flat-footed 21 (+7 armor, +2 Dex, +1 dodge, +4 shield)

hp 52 (5d10+20)

Fort +7, **Ref** +3, **Will** +4; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee masterwork net +8 (— plus entangled) or masterwork trident +8 (1d8+2 plus poison)

Ranged masterwork trident +9 (1d8+2 plus poison)

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

Special Attacks weapon training (thrown +1)

TACTICS

During Combat Pirate guards use their nets to pin down opponents and hold them in place for allies to gang up

on them, while they administer toxic thrusts from their tridents. They use their potions to pursue flying enemies and try to entangle them and drag them to the ground.

STATISTICS

Str 13, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 19

Feats Alertness, Dodge, Exotic Weapon Proficiency (net), Improved Initiative, Iron Will, [Net Adept](#)^{UC}, [Saving Shield](#)^{APG}

Skills Handle Animal +3, Perception +8, Sense Motive +8, Survival +6, Swim -5

Languages Common

SQ armor training 1



Combat Gear *potion of cure light wounds, potion of fly, potion of remove fear*, extra dose of sticky [4 hits] large scorpion venom, extra net; **Other Gear** +1 *breastplate*, masterwork tower shield, masterwork net, masterwork trident, 15 gp

PIRATE OFFICER

CR 6

XP 2,400

Male humanoid rogue (pirate) 7

NE Medium humanoid (human)

Init +5; **Senses** Perception +11

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 53 (7d8+18)

Fort +5, **Ref** +7, **Will** +4; +2 vs. fear and mind-affecting effects

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *elven curve blade* +11 (1d10+13/18-20 plus poison) (Power Attack included)

Ranged masterwork composite shortbow +7 (1d6+4/x3)

Special Attacks sneak attack +4d6

TACTICS

During Combat Pirate officers move to flank with their allies to gain sneak attacks while blowing signal whistles to raise the alarm. If they suspect invisible creatures are nearby, they use their *dust of appearance* to reveal them and tanglefoot bags to trap them.

STATISTICS

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

Base Atk +5; **CMB** +9; **CMD** 20

Feats Exotic Weapon Proficiency (elven curve blade), [Furious Focus](#)^{APG}, Improved Initiative, Power Attack, [Sea Legs](#)^{UC}, Weapon Focus (elven curve blade)

Skills Acrobatics +12, Climb +10, Craft (ships) +10, Intimidate +8, Knowledge (geography) +7, Knowledge (local) +7, Linguistics +4, Perception +11, Profession (sailor) +10, Sense Motive +10, Stealth +10, Survival +5, Swim +10

Languages Common, Goblin

SQ rogue talents (bleeding attack +4, [rope master](#)^{UC})

Combat Gear *potion of cure light wounds, potion of magic weapon, dust of appearance*, extra dose of sticky [4 hits] large scorpion venom, 2 tanglefoot bags, signal whistle; **Other Gear** masterwork chain shirt, +1 *elven curve blade*, masterwork composite shortbow with 20 arrows, *cloak of resistance* +1.

PIRATE PIPER

CR 7

XP 3,200

Human bard ([sea singer](#)^{APG}) 8

N Medium humanoid (human)

Init +1; **Senses** Perception +10

DEFENSE

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)

hp 60 (8d8+21)

Fort +5, **Ref** +8, **Will** +7; +4 vs. air and water effects or slipping or being knocked prone;
Defensive Abilities sea legs

OFFENSE

Speed 30 ft.

Melee masterwork whip +10/+5 (1d3 nonlethal+2)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip to attack; threaten 10 ft. with whip)

Special Attacks bardic performance 21 rounds/day (move action, dirge of doom, distraction, fascinate, inspire courage +2, sea shanty, still water 8, whistle the wind)

Bard Spells Known (CL 8th; concentration +11)

3rd (3/day)—*good hope*, *haste*, *jester's jaunt*^{APG} (DC 16)

2nd (5/day)—*gallant inspiration*^{APG}, *glitterdust* (DC 15), *heroism*, *suggestion* (DC 15)

1st (5/day)—*feather step*^{APG}, *saving finale*^{APG}, *timely inspiration*^{APG}, *touch of gracelessness*^{APG} (DC 14), *vanish*^{APG}

0 (at will)—*dancing lights*, *ghost sound* (DC 13), *know direction*, *mending*, *prestidigitation*, *summon instrument*

TACTICS

Before Combat If Fort Scurvy is on alert, pirate pipers begin combat with *feather step* and *heroism* precast.

During Combat Pirate pipers start with inspire courage and *haste* and *good hope* on allies, and afterwards alternate inspire courage with dirge of doom, activating them with *Lingering Performance*^{APG} and then using spells and their whip. Meanwhile, their familiar retrieves and hurls splash weapons from their *handy haversack* and uses aid another to assist combat maneuvers.

STATISTICS

Str 14, **Dex** 12, **Con** 14, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +6; **CMB** +8; **CMD** 19 (21 vs. grapple, overrun, and trip)

Feats Alertness^B, *Enforcer*^{APG}, *Improved Whip Mastery*^{UC}, *Lingering Performance*^{APG}, *Weapon Focus* (whip), *Whip Mastery*^{UC}

Skills Acrobatics +10, Bluff +10, Climb +5, Intimidate +14, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +10, Linguistics +10, Perception +10, Perform (wind) +10, Sense Motive +6, Stealth +5, Use Magic Device +14

Languages Aquan, Common, Goblin, Grun'adi, Polglut

SQ sea legs, world traveler +4 (reroll 2/day)

Combat Gear *scroll of remove fear*, *scroll of see invisibility*, *scroll of dimension door*, *wand of cure light wounds* (20 charges), *wand of true strike* (20 charges), 5 tanglefoot bags, 3 vials of acid, 3 alchemist's fire; **Other Gear** +1 chain shirt, +1 buckler, masterwork whip, *cloak of resistance* +1, *handy haversack*, masterwork fife, 4 gp

MONKEY FAMILIAR

CR -

N Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 21, touch 14, flat-footed 19 (+3 armor, +2 Dex, +4 natural, +2 size)

hp 30

Fort +2, **Ref** +8, **Will** +7

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +10 (1d3–4)

Ranged tanglefoot bag +10 (entangle)

Space 5 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 10, **Int** 9, **Wis** 12, **Cha** 5

Base Atk +6; **CMB** +6; **CMD** 12

Feats Weapon Finesse

Skills Acrobatics +17, Bluff +1, Climb +14, Intimidate +5, Knowledge (geography) +3, Knowledge (local) +3, Knowledge (nature) +3, Linguistics +3, Perception +9, Perform (wind) –1, Sense Motive +2, Stealth +15, Use Magic Device +5; **Racial Modifiers** Acrobatics +8

SQ deliver touch spells, empathic link, share spells, speak with master, speak with monkeys

Other Gear masterwork studded leather

PIRATE SHARPSHOOTER

CR 9

XP 6,400

Male hobgoblin *gunslinger*^{UC} (*bolt ace*^{ACG}) 6/rogue (*sharpshooter*^{APG}) 4

LE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 23, touch 16, flat-footed 17 (+5 armor, +4 Dex, +2 dodge, +2 shield)

hp 83 (6d10+4d8+32)

Fort +10, **Ref** +14, **Will** +6

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee masterwork scimitar +11/+6 (1d6+1/18–20)

Ranged +1 *repeating heavy crossbow* +16/+11 (1d10+6/17–20) or +13 (2d10+12/17–20)

Special Attacks accuracy, crossbow training (heavy +1), deadly range 40 ft., deeds (sharp shoot, vigilant loading, shooter's resolve, gunslinger's initiative, gunslinger dodge, pistol-whip), grit (3), sneak attack +2d6

TACTICS

Before Combat During alerts, pirate sharpshooters drink their *elixir of hiding*, increasing their Stealth bonus to +37.

During Combat Pirate sharpshooters use Stealth in combat, preferring to make a single attack each round with Deadly

Aim and Vital Strike, and then returning to hiding (taking only a -10 penalty on Stealth checks when sniping). After 5 shots, they keep hidden while taking a full-round action to reload their repeating crossbow. They use their sharp shoot deed against heavily armored targets. If intruders are largely human, they load their case of *human bane* bolts, or begin combat with those bolts loaded if an alert has been raised, focusing their shots on human PCs. Pirate sharpshooters use the full attack action against opponents that keep their distance, remaining beyond sneak attack range.

STATISTICS

Str 10, **Dex** 18, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +9; **CMD** 23

Feats Deadly Aim, [Expert Sharpshooter](#)^{DTT}, Improved Critical (heavy crossbow), Point Blank Shot, Precise Shot, Skill Focus (Stealth), [Target of Opportunity](#)^{UC}, Vital Strike

Skills Acrobatics +17, Bluff +12, Climb +10, Perception +15, Stealth +27, Survival +13, Swim +5

Languages Common, Goblin

SQ rogue talents (combat trick, superior sharpshooter)

Combat Gear *potion of cure light wounds*, *elixir of hiding*, *potion of invisibility*, 5 +1 *human bane* bolts, 2 tanglefoot bags; **Other Gear** +1 *mithral chain shirt*, +1 *buckler*, +1 *repeating heavy crossbow* with 40 bolts, masterwork scimitar, *cloak of resistance* +1, +2 *belt of incredible dexterity*, 10 gp

ELITE PIRATE SHARPSHOOTER

CR 11

XP 12,800

Female hobgoblin [gunslinger](#)^{UC} ([bolt ace](#)^{ACG}) 12

LE Medium humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 26, touch 19, flat-footed 17 (+5 armor, +6 Dex, +3 dodge, +2 shield)

hp 105 (12d10+36)

Fort +11, **Ref** +14, **Will** +8

OFFENSE

Speed 30 ft.

Melee masterwork battleaxe +14/+9/+4 (1d8+1/x3)

Ranged +2 *light crossbow* +22/+17/+12 (1d8+10/17–20) or +18/+13/+8 (1d8+18/17–20) with Deadly Aim

Special Attacks crossbow training (light +2, heavy +1), deeds (sharp shoot, vigilant loading, shooter's resolve, distracting shot, vigilant shooter, inexplicable reload, gunslinger's initiative, gunslinger dodge, pistol-whip, dead shot, targeting, bleeding wound), grit (5)

TACTICS

Before Combat During alerts, elite pirate sharpshooters apply *oil of flame arrow* to their own bolts and may share the effect with the arrows or bolts of nearby allies under their command. Treat the projectiles of a pirate crew or similar troop as 30 arrows for the purpose of such sharing.

During Combat An elite pirate sharpshooter uses her bleeding wound deed on the first target she hits each round, dealing 6 points of bleed damage (0 grit cost). If the target is already taking hit point bleed damage, she spends 1 grit point to give the target 1 point of Constitution bleed. She typically uses her sharp shoot deed to resolve her final iterative attack as a ranged touch attack. She uses shooter's resolve as needed against foes using *blur* or concealment or cover, while moving to get a better vantage point for future attacks. If she locates invisible targets, she uses her *tangle bolts* to pin them down.

STATISTICS

Str 12, **Dex** 22, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +13; **CMD** 29

Feats Deadly Aim, Improved Critical (light crossbow), Iron Will, Point-Blank Shot, Precise Shot, Rapid Reload (light crossbow), [Signature Deed](#)^{UC} (bleeding wound), [Target of Opportunity](#)^{UC}, Weapon Focus (light crossbow)

Skills Acrobatics +21, Climb +10, Craft (bows) +5, Perception +17, Stealth +25, Survival +9, Swim +5

Languages Common, Goblin

Combat Gear *potion of cure serious wounds*, *oil of flame arrow*, *potion of invisibility*, 3 adamantite bolts, 6 +1 *human bane* bolts, 3 [tangle bolts](#)^{APG}; **Other Gear** +1 *mithral chain shirt*, +1 *buckler*, +2 *light crossbow* with 40 bolts, masterwork battleaxe, *cloak of resistance* +1, +2 *belt of incredible dexterity*, extra masterwork light crossbow.

APPENDIX 2: PIRATE TROOP STAT BLOCKS

The following stat blocks represent the typical inhabitants of Fort Scurvy. Encounter keys refer to these stat blocks unless otherwise noted.

CR 3	Drunken Rabble
CR 5	Artillerist Battery, Light
CR 6	Pirate Crew
CR 7	Artillerist Battery, Heavy
CR 7	Pirate Port Defenders
CR 11	Artillerist Battery, Elite Balissta
CR 11	Artillerist Battery, Elite Cannon
CR 11	Bloodthirsty Buccaneers
CR 11	Elite Artillerist Battery, Indirect

DRUNKEN RABBLE

CR 3

XP 800

CN Medium humanoid (human, troop)

Init +2; Senses Perception +22

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 armor, +3 Dex, +3 natural)
hp 45 (6d8+18)

Fort +8, Ref +4, Will +4; +2 vs. charm and fear, -2 vs. confusion and insanity

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop +6 (2d4+2)

Space 20 ft.; Reach 5 ft.

Special Attacks malicious mischief (DC 15)

TACTICS

During Combat These disorganized ruffians are belligerent and destructive but disorganized and incapable of coherent action.

Morale A troop disperses when reduced to 0 hit points or fewer.

STATISTICS

Str 14, Dex 15, Con 16, Int 9, Wis 10, Cha 11

Base Atk +4; CMB +6; CMD 34

Feats Ability Focus (broadside), Combat Reflexes, Dodge, Great Fortitude, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Climb +6, Intimidate +8, Perception +3, Profession (typically sailor or soldier) +4

Languages Common

SQ drunk and disorderly, mismatched weapons

SPECIAL ABILITIES

Drunk and Disorderly (Ex) A drunken rabble is often intoxicated and its members are easily distracted and prone to fighting among themselves or making sudden and erratic changes of direction as they push and shove each other. As a result, their troop attack has a 20% miss chance against any opponent they attack; this is not based on concealment, but simply them not bothering to attack an enemy in their midst. Their disorderly nature grants them a +4 bonus on Intimidate checks, and the DC of Acrobatics and Stealth checks within 5 feet of a drunken rabble is increased by 5. A drunken rabble gains a +2 morale bonus on saving throws against charm and fear effects but a -2 penalty on saves against *confusion* or insanity effects.

Malicious Mischief (Ex) A creature damaged by a drunken rabble's troop attack must succeed on a DC 15 Reflex save. If the save fails, the rabble can attempt a combat maneuver check against that creature as a free action. Roll a d6 to determine the type of combat maneuver the rabble uses: 1—bull rush, 2—dirty trick, 3—disarm, 4—steal, 5—sunder, 6—trip. This combat maneuver does not provoke attacks of opportunity. The save DC is Dexterity-based.

Mismatched Weapons (Ex) A drunken rabble fights with an assortment of knives, clubs, fists, broken bottles, smashed furniture, torches, and similar weapons. Their troop attack deals less damage than a standard troop, but it deals bludgeoning, piercing, and slashing damage.

PIRATE CREW

CR 6

XP 2,400

NE Medium humanoid (human, troop)

Init +5; Senses Perception +6

DEFENSE

AC 21, touch 15, flat-footed 17 (+2 armor, +5 Dex, +4 natural)
hp 75 (10d8+30)

Fort +10, Ref +8, Will +6; +2 vs. fear and mind-affecting effects

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft., climb 20 ft.

Melee troop +9 (2d6+2)

Ranged 4 masterwork composite shortbow +13 (1d6+2/x3)

Space 20 ft.; Reach 5 ft.

Special Attacks sneaking surround

STATISTICS

Str 15, **Dex** 20, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 24

Feats Iron Will, Point-Blank Shot, Precise Shot, [Sea Legs](#)^{UC}, Skill Focus (Profession [sailor])

Skills Acrobatics +15, Climb +10, Knowledge (local) +4, Perception +6, Profession (sailor) +10, Sense Motive +5, Stealth +10, Swim +10

SQ in the rigging, salty sailors

SPECIAL ABILITIES

In the Rigging (Ex) A pirate crew gains a climb speed of 20 feet when climbing ropes, nets, anchor chains, and similar nautical surfaces. When using a rope to assist them in a jump, such as swinging from one ship to another, the pirate crew treats that as a running jump and gains a +5 bonus on the Acrobatics check. They likewise gain a +5 bonus on Acrobatics checks to balance on beams, spars, ropes, and masts. When making ranged attacks against targets within 30 feet, they ignore cover or concealment (but not total cover or total concealment) provided by intervening masts, ropes, nets, sails, and other creatures.

Salty Sailors (Ex) A pirate crew is made up of tough, experienced brigands inured to the difficulties of the sea. The troop gains a +2 bonus on saving throws against becoming nauseated or sickened and against mind-affecting effects, and once per day when the troop fails a saving throw that would cause it to become nauseated or sickened, it can reroll the save, taking the second result even if worse than the first.

Sneaking Surround (Ex) A pirate crew is expert at sneaking up on foes and maneuvering to them from every side at once. Any flat-footed creature or creature denied its Dexterity modifier to AC takes 2d6 additional points of damage from each successful attack by the pirate crew. Any creature sharing the space of a pirate crew at the end of its turn likewise takes this additional damage if any portion of the troop's space is on two opposite sides of its own space. This is precision damage.

PIRATE PORT DEFENDERS

CR 7

XP 3,200

NE Medium humanoid (human, troop)

Init +5; **Senses** Perception +6

DEFENSE

AC 27, touch 12, flat-footed 25 (+6 armor, +2 Dex, +5 natural, +4 shield)

hp 83 (11d8+33)

Fort +11, **Ref** +5, **Will** +6

Defensive Abilities shield wall

OFFENSE

Speed 30 ft.

Melee troop +11 (3d6+3 plus poison)

Ranged 4 thrown tridents +11 (1d8+4 plus poison) or 4 nets +11 (— plus entangled)

Space 20 ft.; **Reach** 5 ft. (10 ft. with nets)

Special Attacks press gang

STATISTICS

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

Base Atk +8; **CMB** +11; **CMD** 23

Feats Alertness, Exotic Weapon Proficiency (net), Iron Will, [Net Adept](#)^{UC}, [Net and Trident](#)^{UC}, [Saving Shield](#)^{APG}

Skills Perception +18, Sense Motive +18, Survival +6

Languages Common

SQ armor training 1

SPECIAL ABILITIES

Armor Training (Ex) Pirate port defenders can move at full speed in medium armor and reduce the armor check penalty for armor and shields by 1.

Press Gang (Ex) Pirate port defenders prefer to capture rather than kill, to shanghai new potential pirates or find captives to ransom or sell. Creatures damaged by their melee troop attack are entangled (DC 17 Reflex negates); this is treated as being trapped in a net. In addition, as part of a move action a group of pirate port defenders can make a combat maneuver check to drag all Medium or smaller entangled creatures within or adjacent to their space with them. The troop makes a single combat maneuver check and applies the result against the CMD of all entangled creatures. If the check fails to beat the CMD of an entangled creature, that creatures remain entangled (as if caught in a net) but is left behind as the troop moves away.

Poisoned Weapons (Ex) Pirate port defenders use tridents poisoned by the goblin alchemists of Fort Scurvy. This large scorpion venom is specially formulated with the sticky poison^{APG} discovery, allowing it to remain effective for four successful attacks before needing to be replaced.

Shield Wall (Ex) Pirate port defenders wear breastplates and carry tower shields, enabling them to turn their shields in concert and use them to provide total cover along one side of the troop's space as a standard action. Attacks passing through that edge of their space are affected by this cover. In addition, when a creature charges a troop of pirate port defenders, as an immediate action the troop can ready an action to attack that creature. Unlike a standard troop attack, the pirate port defenders must succeed on an attack roll to deal damage with this special attack; however, on a successful hit damage is doubled.

BLOODTHIRSTY BUCCANEERS**CR 11****XP** 12,800**NE** Medium humanoid (human, troop)**Init** +11; **Senses** Perception +6**DEFENSE****AC** 27, touch 18, flat-footed 19 (+3 armor, +7 Dex, +1 dodge, +6 natural)**hp** 152 (16d8+80)**Fort** +14, **Ref** +12, **Will** +8; +2 vs. fear and mind-affecting effects**Defensive Abilities** evasion, improved evasion, uncanny dodge**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** troop +16 (4d6+4 plus 1d4 bleed)**Ranged** 4 masterwork composite longbow +20 (1d8+4/x3)**Special Attacks** sneaking surround**STATISTICS****Str** 18, **Dex** 25, **Con** 18, **Int** 10, **Wis** 12, **Cha** 10**Base Atk** +12; **CMB** +16; **CMD** 33**Feats** Dodge, Improved Initiative, Iron Will, Mobility, Point-Blank Shot, Precise Shot, [Sea Legs](#)^{UC}, Skill Focus (Profession [sailor]), Toughness**Skills** Acrobatics +20, Climb +10, Knowledge (local) +4, Perception +6, Profession (sailor) +20, Sense Motive +5, Stealth +10, Swim +10**SQ** good for what ails you, in the rigging, salty sailors**SPECIAL ABILITIES****Good for What Ails You (Su)** Bloodthirsty buccaneers carry bottles of rum spiked with healing potions of varying types. Three times per day as a standard action, the troop can gain the benefits of a *potion of cure serious wounds*, *potion of lesser restoration*, *potion of neutralize poison*, or *potion of remove fear* affecting the entire troop.**In the Rigging (Ex)** Bloodthirsty buccaneers have a climb speed of 20 feet when climbing ropes, nets, anchor chains, and similar nautical surfaces. When using a rope to assist them in a jump, such as swinging from one ship to another, the troop treats that as a running jump and gains a +5 bonus on the Acrobatics check. They likewise gain a +5 bonus on Acrobatics checks to balance on beams, spars, ropes, and masts. When making ranged attacks against targets within 30 feet, they ignore cover or concealment (but not total cover or total concealment) provided by intervening masts, ropes, nets, sails, and other creatures.**Salty Sailors (Ex)** Bloodthirsty buccaneers are veteran raiders injured to the difficulties of the sea. The troop gains a +2 bonus on saving throws against becoming nauseated or

sickened and against mind-affecting effects, and once per day when the troop fails a saving throw that would cause it to become nauseated or sickened, it can reroll the save, taking the second result even if worse than the first.

Sneaking Surround (Ex) Bloodthirsty buccaneers are experts at sneaking up on foes and maneuvering to them from every side at once. Any flat-footed creature or creature denied its Dexterity modifier to AC takes 4d6 additional points of damage from each successful attack by the buccaneers. Any creature sharing the space of a buccaneer troop at the end of its turn likewise takes this additional damage if any portion of the troop's space is on two opposite sides of its own space. This is precision damage.**ARTILLERIST BATTERY, LIGHT****CR 5****XP** 1,600**NE** Medium humanoid (goblinoid, troop)**Init** +4; **Senses** Perception +6**DEFENSE****AC** 18, touch 14, flat-footed 15 (+2 armor, +4 Dex, +2 natural)**hp** 60 (8d8+24)**Fort** +9, **Ref** +6, **Will** +5**Defensive Abilities** gunports, troop traits**OFFENSE****Speed** 30 ft. or 10 ft.**Melee** troop +6 (2d6)**Ranged** 2 light artillery (see below) or 4 light crossbows +10 (1d8/19-20)**Special Attacks** broadside**STATISTICS****Str** 11, **Dex** 18, **Con** 16, **Int** 14, **Wis** 13, **Cha** 10**Base Atk** +6; **CMB** +6; **CMD** 20**Feats** Exotic Weapon Proficiency (any one siege weapon), Iron Will, [Siege Engineer](#)^{UC}, [Siege Gunner](#)^{UC}**Skills** Climb +5, Craft (siege weapons) +12, Knowledge (engineering) +13, Perception +12, Profession (siege engineer) +13, Swim +5**SPECIAL ABILITIES****Broadside (Ex)** An artillery battery can shoot a volley of missiles as a standard action. With a cannon or ballista, this affects two 100-foot-long lines, dealing the weapon's listed bludgeoning or piercing damage to all creatures or objects in the line (DC 18 Reflex half).

With a bombard, catapult, or springal, the battery can instead target two cylindrical bursts, 30 feet high and with a 10-foot radius. The target areas must be within the weapon's first range increment but at least 50 feet away. All creatures and objects in the targeted area take



the listed bludgeoning or piercing damage for the weapon (DC 18 Reflex half).

If the areas of an artillerist battery's broadside overlap, creatures in the overlapping area save and take damage only once; however, the save DC is increased by 2 in the overlapping area. Firedrakes cannot make broadside attacks. The save DC is Dexterity-based.

Emplacement (Ex) Light artillery can be moved around the battlefield, but moving with artillery reduces the troop's speed to 10 feet, and they cannot move through spaces less than 10 feet wide. A troop can move independently

of its siege weapons at its full normal speed. If they do this, the weapons themselves form an *emplacement* that occupies a 20-foot-square area. This area is considered difficult terrain for anyone creature that does not have at least 5 ranks of Profession (siege engineer). The troop can return to the emplacement whenever it wishes. If half or less of the battery's space overlaps the emplacement's, the troop can only make half its normal number of broadside or light artillery attacks. If none of its spaces overlap the emplacement, it cannot use these abilities at all.

Gunports (Ex) An artillerist battery is sometimes deployed on top of a building or on the upper deck of a ship. The gunwales and battlements of such emplacements afford them cover against ranged or melee attacks coming from the same or lower elevation, but no cover against attacks coming from above or that are made with other siege weapons. Giant-hurled boulders and similar massive weapons are considered siege weapons for this purpose.

An artillerist battery within a fortification with a roof, or below decks on a warship, gains improved cover against ranged attacks (unless made with siege weapons or similar attacks) and cover against melee attacks made by characters climbing or flying outside of the building or ship or otherwise with the ability to reach them.

Light Artillery (Ex) An artillerist battery is equipped with light siege weapons, typically crewing several of the following weapons with such skill and speed that they can make multiple attacks per round. Typical weapons for an artillerist battery include:

- Ballista, light +11 (3d8/19-20), range 120 ft.
- Bombard (5d6/x4), range 100 ft. (minimum 50 ft.; indirect fire)
- Cannon +11 (6d6/x4), range 100 ft.
- Catapult, light (4d6), range 150 ft. (minimum 50 ft.; indirect fire)
- Firedrake (6d6 fire), range 60 ft., 60-ft. cone-shaped burst
- Springal, arrow (3d8), range 100 ft. (minimum 50 ft.; indirect fire), 15-ft.-radius burst

ARTILLERIST BATTERY, HEAVY

CR 7

XP 3,200

NE Medium humanoid (human, troop)

Init +5; Senses Perception +6

DEFENSE

AC 21, touch 15, flat-footed 16 (+3 armor, +5 Dex, +3 natural)

hp 85 (10d8+40)

Fort +10, Ref +8, Will +8

Defensive Abilities gunports, troop traits

OFFENSE

Speed 30 ft.

Melee troop +8 (2d6+1)

Ranged 2 heavy artillery (see below) or 4 heavy crossbows +12 (1d10/19-20)

Special Attacks broadside

STATISTICS

Str 13, **Dex** 20, **Con** 16, **Int** 14, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +8; **CMD** 23

Feats Exotic Weapon Proficiency (any one siege weapon), Iron Will, [Siege Engineer](#)^{UC}, [Siege Gunner](#)^{UC}, Toughness

Skills Climb +5, Craft (siege weapons) +12, Knowledge (engineering) +13, Perception +14, Profession (siege engineer) +15, Swim +5

SPECIAL ABILITIES

Broadside (Ex) An artillerist battery can shoot a volley of missiles as a standard action. With a cannon or ballista, this affects two 150-foot-long lines or three 50-foot-long lines, each dealing the weapon's listed bludgeoning or piercing damage to all creatures or objects in the line (DC 20 Reflex half).

With a bombard, catapult, or springal, the battery can instead target three cylindrical bursts, 30 feet high and with a 10-foot radius. The target areas must be within the weapon's first range increment but at least 50 feet away. All creatures and objects in the targeted area take the listed bludgeoning or piercing damage for the weapon (DC 20 Reflex half).

If the areas of an artillerist battery's broadside overlap, creatures in the overlapping area save and take damage only once; however, the save DC is increased by 2 in the overlapping area. Firedrakes cannot make broadside attacks. The save DC is Dexterity-based.

Emplacement (Ex) As a light artillerist battery, except heavy siege weapons cannot be moved once assembled on the battlefield. Moving such weapons requires disassembling them and/or attaching a team of draft animals, as described in *Pathfinder Roleplaying Game Ultimate Combat*.

Gunports (Ex) As a light artillerist battery.

Heavy Artillery (Ex) An artillerist battery is equipped with heavy siege weapons, typically crewing several of the following weapons with such skill and speed that they can make multiple attacks per round. Typical weapons for an artillerist battery include:

- Ballista, heavy +12 (4d8/19-20), range 180 ft.
- Bombard, heavy (7d6/x4), range 150 ft. (minimum 50 ft.; indirect fire)
- Cannon, fiend's mouth +12 (8d6/x4), range 150 ft.
- Catapult, standard (6d6), range 200 ft. (minimum 50 ft.; indirect fire)
- Firedrake (6d6 fire), range 60 ft., 60-ft. cone-shaped burst
- Springal, arrow (3d8), range 100 ft. (minimum 50 ft.; indirect fire), 15-ft.-radius burst

- Springal, rocket (3d10), range 100 ft. (minimum 50 ft.; indirect fire), 15-ft.-radius burst

- Trebuchet, standard (6d6), range 300 ft. (minimum 150 ft.; indirect fire)

ARTILLERIST BATTERY, ELITE BALLISTA

CR 11

XP 12,800

NE Medium humanoid (human, troop)

Init +6; **Senses** Perception +22

DEFENSE

AC 24, touch 16, flat-footed 18 (+2 armor, +6 Dex, +5 natural, +1 shield)

hp 142 (15d8+75)

Fort +9, **Ref** +16, **Will** +6

Defensive Abilities gunports, troop traits

OFFENSE

Speed 30 ft.

Melee troop +14 (3d6+3)

Ranged 3 heavy artillery (see below) or 6 heavy crossbows +18 (1d10+1/19-20)

Space 20 ft.; **Reach** 5 ft.

Special Attacks broadside (DC 25)

TACTICS

During Combat Elite artillerist batteries are highly trained long-distance death dealers, maintain a steely resolve under heavy fire and concentrating their broadsides on flying opponents or obvious threats, or readying actions to launch grenade volleys at charging opponents. In the absence of armor, troops seek any scrap of cover they can earn—particularly trenches, fortifications, and walls.

Morale A troop disperses when reduced to 0 hit points or fewer.

STATISTICS

Str 16, **Dex** 23, **Con** 18, **Int** 14, **Wis** 12, **Cha** 11

Base Atk +11; **CMB** +14; **CMD** 33

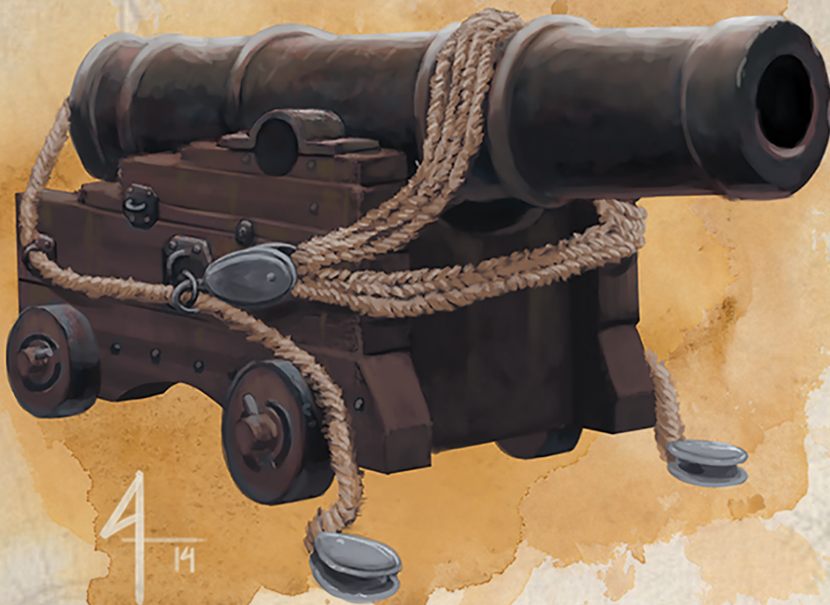
Feats Ability Focus (broadside), Deadly Aim, Exotic Weapon Proficiency (heavy ballista), Improved Critical (heavy ballista), [Siege Engineer](#)^{UC}, [Siege Gunner](#)^{UC}, Toughness, Weapon Focus (heavy ballista)

Skills Climb +10, Craft (siege weapons) +15, Knowledge (engineering) +17, Perception +19, Profession (siege engineer) +19, Swim +10

Languages Common

SPECIAL ABILITIES

Broadside (Ex) An elite artillerist battery can shoot a volley of ballista bolts as a standard action. With a cannon or ballista, this affects four 100-foot-long lines or two 200-foot-long lines, dealing the ballista's listed piercing damage to all creatures or objects in the line (DC 25 Reflex half).



If the areas of an elite artillerist battery's broadside overlap, creatures in the overlapping area save and take damage only once; however, the save DC is increased by 2 in the overlapping area. The save DC is Dexterity-based and includes the battery's Ability Focus (broadside) feat.

Emplacement (Ex) As a heavy artillerist battery.

Gunports (Ex) As a light artillerist battery.

Heavy Artillery (Ex) An elite artillerist battery is equipped with heavy siege weapons, typically crewing several of the following weapons with such skill and speed that they can make multiple attacks per round. Typical weapons for an artillerist battery include:

- Ballista, heavy +19 (4d8+1/17-20), range 180 ft.

Special Ammunition (Ex) Elite artillerist use magical ammunition and *oil of magic weapon* to grant their siege weapons a +1 enhancement bonus. In addition, they may be armed with specialized ammunition, such as the following:

ARTILLERIST BATTERY, ELITE CANNON

CR 11

XP 12,800

NE Medium humanoid (human, troop)

Init +6; Senses Perception +22

DEFENSE

AC 24, touch 16, flat-footed 18 (+2 armor, +6 Dex, +5 natural, +1 shield)

hp 142 (15d8+75)

Fort +9, Ref +16, Will +6

Defensive Abilities gunports, troop traits

OFFENSE

Speed 30 ft.

Melee troop +14 (3d6+3)

Ranged 3 heavy artillery (see below) or 6 muskets +18 (1d12+1/x4)

Space 20 ft.; **Reach** 5 ft.

Special Attacks broadside (DC 25)

TACTICS

During Combat Elite artillerist batteries are highly trained long-distance death dealers, maintain a steely resolve under heavy fire and concentrating their broadsides on flying opponents or obvious threats, or readying actions to launch grenade volleys at charging opponents. In the absence of armor, troops seek any scrap of cover they can earn—particularly trenches, fortifications, and walls.

Morale A troop disperses when reduced to 0 hit points or fewer.

STATISTICS

Str 16, Dex 23, Con 18, Int 14, Wis 12, Cha 11

Base Atk +11; CMB +14; CMD 33

Feats Ability Focus (broadside), [Cannon Master](#)^{UC}, Exotic Weapon Proficiency (fiend's mouth cannon), Improved Critical (fiend's mouth cannon), [Siege Engineer](#)^{UC}, [Siege Gunner](#)^{UC}, Toughness, Weapon Focus (fiend's mouth cannon)

Skills Climb +10, Craft (siege weapons) +15, Knowledge (engineering) +17, Perception +19, Profession (siege engineer) +25 (+19 for cannon or ballista battery), Swim +10

Languages Common

SPECIAL ABILITIES

Broadside (Ex) An elite artillerist battery can shoot a volley cannon shot as a standard action, affecting four 100-foot-long lines or two 200-foot-long lines, dealing the cannon's listed piercing damage to all creatures or objects in the line (DC 25 Reflex half).

If the areas of an elite artillerist battery's broadside overlap, creatures in the overlapping area save and take damage only once; however, the save DC is increased by 2 in the overlapping area. The save DC is Dexterity-based and includes the battery's Ability Focus (broadside) feat.

Emplacement (Ex) As a heavy artillerist battery.

Gunports (Ex) As a light artillerist battery.

Heavy Artillery (Ex) An elite artillerist battery is equipped with heavy siege weapons, typically crewing several of the following weapons with such skill and speed that they can make multiple attacks per round. Typical weapons for an artillerist battery include:

- Cannon, fiend's mouth +19 (8d6+1/19-20/x4), range 150 ft.

Special Ammunition (Ex) Elite artillerist use magical ammunition and *oil of magic weapon* to grant their siege weapons a +1 enhancement bonus. In addition, they may be armed with specialized ammunition, such as the following:

ELITE ARTILLERIST BATTERY, INDIRECT**CR 11****XP** 12,800**NE** Medium humanoid (human, troop)**Init** +6; **Senses** Perception +22**DEFENSE****AC** 25, touch 17, flat-footed 18 (+2 armor, +6 Dex, +1 dodge, +5 natural, +1 shield)**hp** 142 (15d8+75)**Fort** +13, **Ref** +11, **Will** +8**Defensive Abilities** gunports, troop traits**OFFENSE****Speed** 30 ft.**Melee** troop +14 (3d6+3)**Ranged** 3 heavy artillery (see below) or 6 heavy crossbows +18 (1d10+1/19-20)**Space** 20 ft.; **Reach** 5 ft.**Special Attacks** broadside (DC 25)**TACTICS**

During Combat Elite artillerist batteries are highly trained long-distance death dealers, maintain a steely resolve under heavy fire and concentrating their broadsides on flying opponents or obvious threats, or readying actions to launch grenade volleys at charging opponents. In the absence of armor, troops seek any scrap of cover they can earn—particularly trenches, fortifications, and walls.

Morale A troop disperses when reduced to 0 hit points or fewer.

STATISTICS**Str** 16, **Dex** 23, **Con** 18, **Int** 14, **Wis** 12, **Cha** 11**Base Atk** +11; **CMB** +14; **CMD** 33

Feats Ability Focus (broadside), Dodge, Exotic Weapon Proficiency (any one siege weapon), Iron Will, [Siege Engineer](#)^{UC}, [Siege Gunner](#)^{UC}, Skill Focus (Profession [siege engineer]), Toughness

Skills Climb +10, Craft (siege weapons) +15, Knowledge (engineering) +17, Perception +19, Profession (siege engineer) +25 (+19 for cannon or ballista battery), Swim +10

Languages Common**SPECIAL ABILITIES**

Broadside (Ex) An elite artillerist battery using indirect fire can target four cylindrical bursts, 30 feet high and with a 10-foot radius. The target areas must be within the weapon's first range increment but at least 50 feet away. All creatures and objects in the targeted area take the listed bludgeoning or piercing damage for the weapon (DC 25 Reflex half).

If the areas of an elite artillerist battery's broadside overlap, creatures in the overlapping area save and take damage only once; however, the save DC is increased by 2 in the overlapping area. Firedrakes cannot make broadside attacks. The save DC is Dexterity-based and includes the battery's Ability Focus (broadside) feat.

Emplacement (Ex) As a heavy artillerist battery.

Gunports (Ex) As a light artillerist battery.

Heavy Artillery (Ex) An elite artillerist battery is equipped with heavy siege weapons, typically crewing several of the following weapons with such skill and speed that they can make multiple attacks per round. Typical weapons for an artillerist battery include:

- Bombard, heavy (7d6+1/x4), range 150 ft. (minimum 50 ft.; indirect fire)
- Catapult, standard (6d6+1), range 200 ft. (minimum 50 ft.; indirect fire)
- Firedrake (6d6 fire), range 60 ft., 60-ft. cone-shaped burst
- Springal, rocket (3d10+1), range 100 ft. (minimum 50 ft.; indirect fire), 15-ft.-radius burst
- Trebuchet, heavy (8d6), range 400 ft. (minimum 200 ft.; indirect fire)

Special Ammunition (Ex) Elite artillerist use magical ammunition and *oil of magic weapon* to grant their siege weapons a +1 enhancement bonus. In addition, they may be armed with specialized ammunition, such as the following:

APPENDIX 3: MAGIC ITEMS

BORE CANNON

Aura moderate transmutation; **CL** 11th

Slot -; **Price** 42,300 gp (cannon) or 45,300 (fiend's mouth cannon)

DESCRIPTION

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

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

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

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

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *animate objects*; **Cost** 24,300 gp (cannon) or 27,300 gp (fiend's mouth cannon)

GOLDEN GUN

PRICE 83,300 GP

Slot none; **CL** 12th; **Weight** 4 lbs.

Aura strong conjuration, divination, and transmutation

DESCRIPTION

This long-handled *+1 reliable distance seeking human bane thundering pistol* is engraved with golden lettering on barrel and grip. The weapon's gilded grip contains an

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

CONSTRUCTION REQUIREMENTS

COST 42,300 GP

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

SHARPSHOOTER'S CARABINE

PRICE 23,300 GP

Slot none; **CL** 8th; **Weight** 5 lbs.

Aura moderate divination and transmutation

DESCRIPTION

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

CONSTRUCTION REQUIREMENTS

COST 13,300 GP

Craft Magic Arms & Armor, *clairsight/clairvoyance, keen edge, true strike*

MAGICAL WEAPON PROPERTIES

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

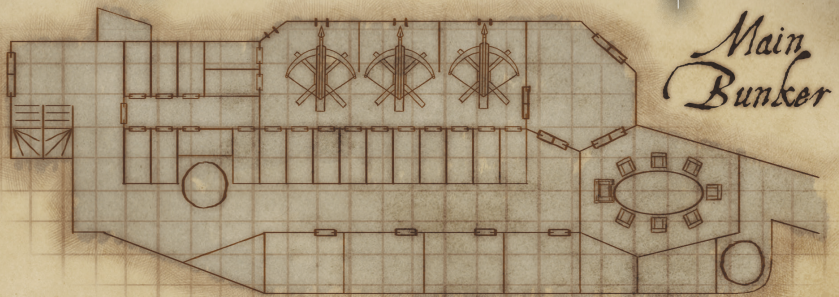
Faint transmutation; CL 7th; Craft Magic Arms and Armor, *freedom of movement, gust of wind*; Price +1 bonus.

[illegible]

Fort Scurvy

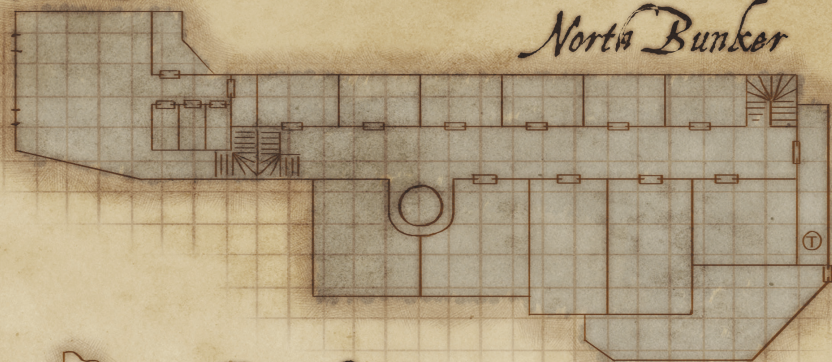
1 Square
= 5 feet

-  Heavy Ballista
-  Hanging Cages
-  Trap
-  Rooftop Netting
-  Portcullis
-  Mast / Flagpole
-  Arrow Slit
-  Fire Drake



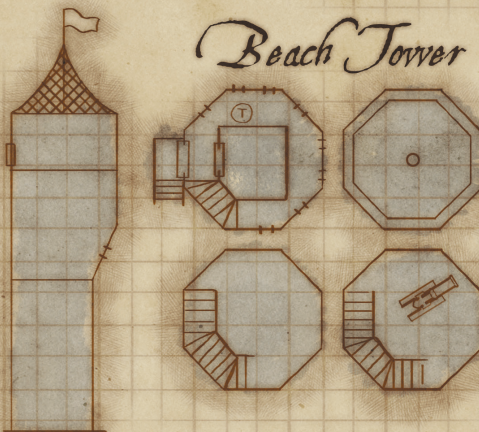
Main Bunker

West Bunker

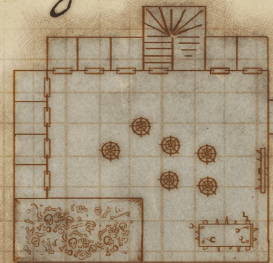


North Bunker

Beach Tower





Dungeon

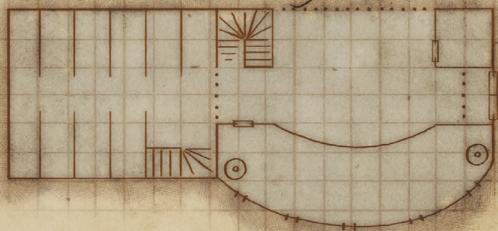


Fort Scurvy

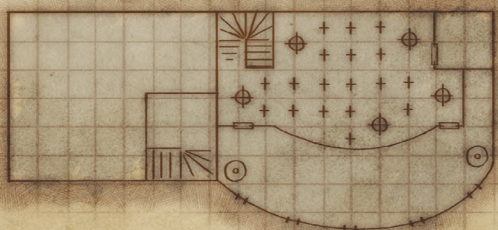
1 Square
= 5 feet

- | | | | |
|-----------------------------------------------------------------------------------|----------------|-------------------------------------------------------------------------------------|-------------------------|
|  | Ballista |  | Mast / Flagpole |
|  | Heavy Ballista |  | Murder Hole |
|  | Trap |  | Capstan Winch |
|  | Fire Drake |  | Arrow Slit |
| | |  | Climbing Hole with Rope |
| | |  | Portcullis |

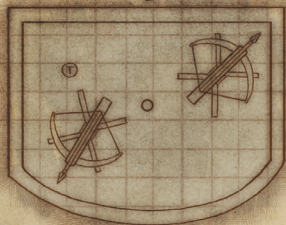
Stable Gatehouse



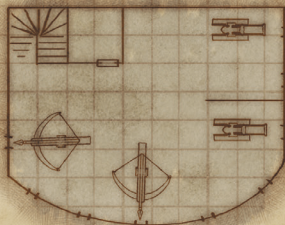
Second Floor



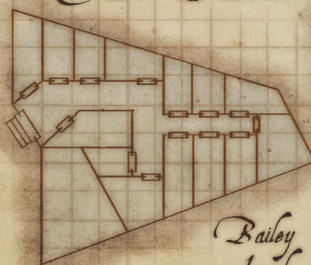
Roof



Third Floor



East Bastion



Bailey Level

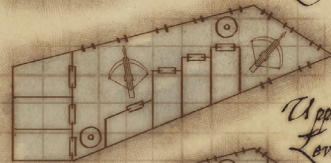


Roof Level

North Bastion



Bailey Level



Upper Level



Lower Level



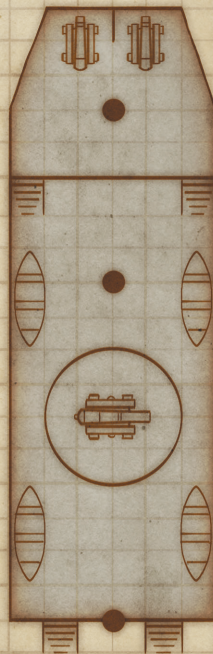
Roof



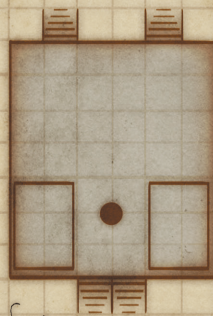


The Greedy Ghost

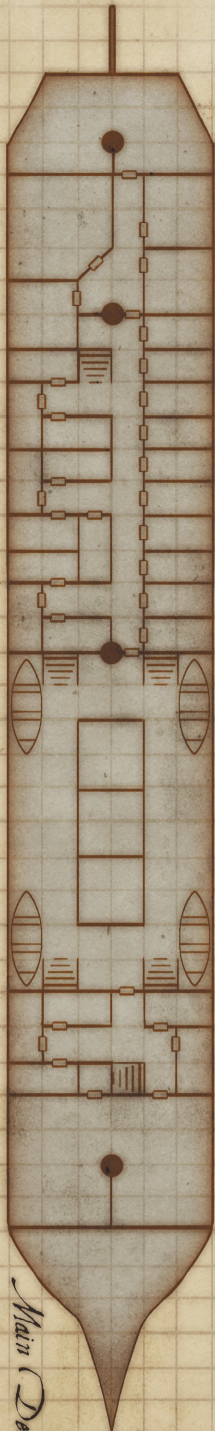
1 Square
= 5 feet



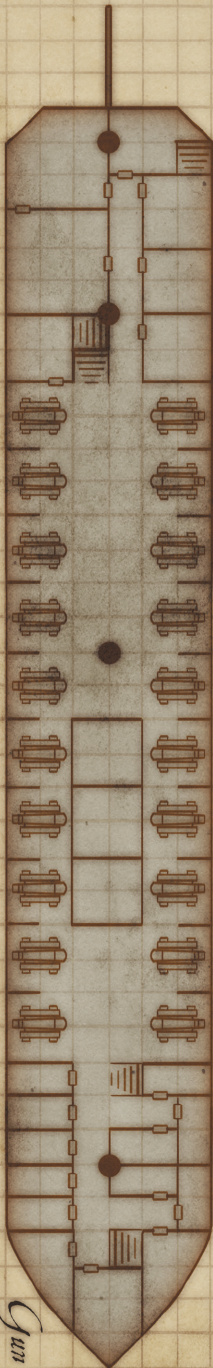
Quarterdeck



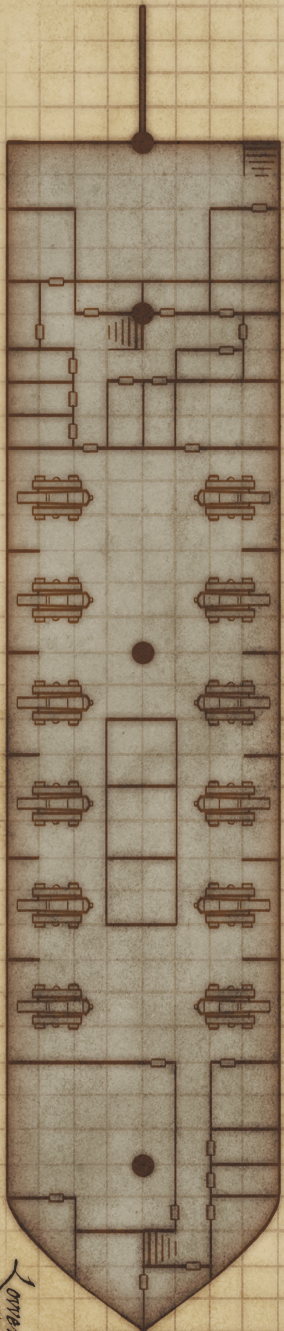
Foredeck



Main Deck



Gun Deck



Lower Deck

OPEN GAME LICENSE VERSION 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does

not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Fort Scurvy © 2018, Legendary Games; Author Jason Nelson.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. © 2004, Jans W Carton.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Advanced Bestiary. © 2014, Green Ronin Publishing, LLC. Author: Jeffrey Hersh. Developer: Owen KC Stephens.

Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder Player Companion: Melee Tactics Toolbox © 2015, Paizo Inc.; Authors: Paris Crenshaw, Ron Lundeen, and David Schwartz.

Pathfinder Player Companion: Pirates of the Inner Sea © 2012, Paizo Publishing, LLC; Author: Amber E. Scott.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider,

Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Game Mastery Guide. © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scot, Doug Seacat, Mike Seliker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

The Book of Fiends © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb

Kobold Quarterly Issue 7 © 2008, Open Design LLC, www.koboldquarterly.com; Authors John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Basidiron from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Crystal Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Dark Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Dracolisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Froghemoth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Ice Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Tome of Horrors III, © 2005, Necromancer Games, Inc; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Baphomet from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Demon, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

Genie, Marid from the Tome of Horrors Complete © 2011, Necromancer

Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Gripli from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Mite from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Angel, Monadic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Animal Lord from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Ascomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Atomie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Aurumvorax from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Bat, Mobat from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Beetle, Slicer from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Blindheim from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Brownie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Bunyip from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.

Carbuncle from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene, based on original material by Albie Fiore.

Caryatid Column from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

Crypt Thing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Hydrodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Dark Creeper from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Death Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley.

Decapus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

Demodand, Shaggy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Slimy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Tarry from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demon, Nabasu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dire Corby from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jeff Wyndham.

Disenchanter from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Dragon, Faerie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Brian Jaeger and Gary Gygax.

Dragon Horse from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dust Digger from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Flail Snail from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tilbrook.

Flumph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Foo Creature from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Forlarren from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.

Froghemoth from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Giant, Wood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.

Gloomwing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Gripli from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Gryph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.

Hangman Tree from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Huecuva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Underworld Oracle.

Ice Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene. Iron Cobra from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Jackalwere from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Jubilex from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Kamadan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Nick Louth.

Kech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Kelpie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Korred from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Leprechaun from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Magma ooze from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Marid from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Mongrelman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Nabasu Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Necrophidius from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Nereid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Pech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Phycomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Poltergeist from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lewis Pulsipher.

Quickling from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Quickwood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Rot Grub from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Sandman from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised. © 2002, Necromancer Games,

Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Skulk from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Slime Mold from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Soul Eater from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Cook.

Spriggan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Tenebrous Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Tentamort from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Troll, Ice from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russell Cole.

Troll, Rock from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Wolf-In-Sheep's-Clothing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Wood Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Zombie, Juju from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

TO BE THE PIRATE KING!

Welcome to *Adventure Path Plug-Ins!*

Fort Scurvy is a high-level nautical *Pathfinder Roleplaying Game* adventure that pits a crew of nautical heroes who have made a name for themselves up against one final obstacle standing between them and glory. Surrounded by devoted scallywags and scurvy seadogs in his island fortress, the Pirate King looms over the southern seas like a shadow of menace and legend. To some he is a symbol of liberty, keeping tyrants at bay with equal parts cunning and cruelty, and those seeking to take him down must offer to their fellow pirate lords and ladies the promise of maintaining the freedom of the seas for simple sailors to make a dishonest living. To others, the Pirate

King is a purveyor of perfidy and a plunderer without peer, a nautical knave who must be brought back in chains or in pieces if the backbone of the pirate menace is ever to be broken. Your heroes must take up the challenge to topple the suzerain of the seven seas and claim the Typhoon Throne for their own. Set a course for fame and fortune with this amazing adventure for 14th-level *Pathfinder* characters and **Make Your Game Legendary!**



LGP354PI09PF

\$19.99