ADVENTURE PATH PLUG-INS

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ATHFINDER ROLEPLAYING GAME COMPATIBLE

TREASORY OF THE FLEET



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

Hey, What's With the Mames?

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

Special Electronic Features

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

About Legendary Games

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

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What You Will Find Inside Treasury of the Fleet

This supplement explores magical items of a nautical nature, from admiralty assets to pirate's plunder, all in the name of stuffing treasure chests full of thematic and exciting items that your characters will be pleased to pilfer from their former owners. Gold is gold, and jewels are jewels, so on a certain level pirates and those who pursue them are more than happy to claim any kind of treasure as theirs by rights. That said, much of the fun of playing in a piratical campaign is that is should feel a little different from pillaging orc-holds, dragon dens, and forbidden temples of the elder gods and demon princes far below the earth. A pirate could certainly come across such things in his itinerant wanderings across the briny blue, but in a pirate campaign you'd really much rather find the sort of loot that typifies the tropics and the endless islets where sky, sand, and sea become one. Magical spyglasses and eyepatches, sails and hoisted colors, gunpowder pistols and cruel cutlasses; if it fits in a pirate's kit, you'll find it in these pages. If it's a pirate's life for your PCs, they are going to love what they find in the *Treasury of the Fleet*.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



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Treasury of The Fleet

The magic items in this product are designed specifically to fit within a pirate-themed campaign, whether a published adventure path or a nautical campaign of your own devising. Some items may be long-lost relics found on a deserted isle or a desolate shipwreck along jagged rocks or at the bottom of the briny blue. Some may be for sale or trade in the black markets of pirate ports where your PCs go to hoist a flagon and toast and boast their latest plundering exploits. Others may be given as gifts or prizes by wealthy patrons looking to curry favor with the heroes or reward them for a job well done, though canny heroes will be wise to look for a catch or wonder whether their erstwhile gift was pulled from the cold, dead hands of another who failed their patron for the last time. Of course, any of these might be found in a buried chest at the end of a treasure map, just waiting for your PCs to seize Old Grog's lost treasure!

This treasury does include a number of firearms and gunpowder-related items. Such things can be a bridge too far for fantasy gamers, and if they are not your cup of tea feel free to ignore them. Using pirates does result in a kind of genre mash-up in fantasy RPGs, incorporating tropes more suited to the Age of Exploration (and conquest) from Earth's history than the more Dark Ages or early Medieval motifs that form the heart of RPG traditions. Still, genre mash-ups are a trope unto themselves dating from the earliest days of RPGs, and in the spirit of swashbuckling fun we have included a number of things that go boom in the *Treasury of the Fleet*, and we think they are a great addition to the collection. The items are listed by price in the table below, and their descriptions are broken up by item type thereafter.

Item Name	Price
lookout's eyeblack	400 gp
earring of farseeing	500 gp
castaway's flare	600 gp
gloves of certain grip	1,850 gp
gullwing cape	2,300 gp
treacherous hook	2,500 gp
mutable hook	4,400 gp
eyepatch of adjustment	4,600 gp
roperunner sandals	6,000 gp

sharkskin suit	6,275 gp
admiralty parade kit	9,000 gp
ensign of parley	9,000 gp
sails of extinguishing	10,800 gp
shanty shiv	12,302 gp
captain's cutlass	13,345 gp
raven's perch	16,200 gp
pirate brand	17,000 gp
whispering wheellock	20,300 gp
sharpshooter's carabine	23,300 gp
wavebreaker	24,900 gp
hateful hook	25,310 gp
bullet buckler	29,165 gp
shadow sextant	30,000 gp
cannonball breastplate	32,070 gp
sea lord's tricorne	37,500 gp
spiral saker	42,300 gp
spiral saker (fiend's mouth cannon)	45,300 gp
hurricane harpoon	61,505 gp
golden gun	83,300 gp
rod of the ebb tide	100,000 gp
Pirate Queen's pearl	- (artifact)

ARMOR AND SHIELDS

BULLET BUCKLER

PRICE 29,165 GP

Slot shield; CL 9th; Weight 5 lbs. Aura moderate evocation

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

CONSTRUCTION REQUIREMENTS

Cost 15,065 gp Craft Magic Arms & Armor, *bullet shield, shield*

CANNONBALL BREASTPLATE

PRICE 32,070 GP

Slot armor; CL 6th; Weight 30 lbs.

Aura moderate conjuration and transmutation

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

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

CONSTRUCTION REQUIREMENTS

Cost 16,210 gp Craft Magic Arms & Armor, fireball, major creation, resist energy

SHARKSKIN SUIT

PRICE 6,275 GP

Slot armor; CL 5th; Weight 20 lbs. Aura faint transmutation This deep blue +1 studded leather is covered with tiny razor-sharp scales and embedded with petrified shark's teeth. The scales and teeth lie smooth and flat most of the time, but any creature attempting a grapple combat against the wearer takes 1 point of damage, and a creature beginning its turn with the wearer grappled takes 1 point of bleed damage (1d4 points of bleed damage if the wearer is swallowed whole). Whenever the wearer deals damage with a grapple check, he also deals 1 point of bleed damage. Bleed damage caused by the *sharkskin suit* stacks with itself but not other sources of bleed damage. While wearing a *sharkskin suit*, the wearer gains a +2 competence bonus on Swim checks and can sense the presence and location of creatures taking bleed damage in the water as if he had the scent special quality.

CONSTRUCTION REQUIREMENTS

Cost 2,585 gp Craft Magic Arms & Armor, *beast shape I, keen edge*

SPECIFIC WEAPONS

CAPTAIN'S CUTLASS

Price 13,345 gp

Slot none; CL 9th; Weight 4 lbs.

Aura moderate transmutation

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

A captain's cutlass retains resonant memories of its original master's nautical savvy, which it imparts upon new wielders who have carried the blade for at least one week, provided that wielder has at least 5 ranks in Profession (sailor). The wielder gains a +2 competence bonus on Profession (sailor) checks and treats aquatic terrain as his <u>favored terrain</u>, as the ranger class feature, gaining a +2 bonus. If the wielder already has this ability, his bonus in aquatic terrain is increased by 2.

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

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

Construction Requirements

Cost 6,830 gp

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



GOLDEN GUN

PRICE 83,300 GP

Slot none; CL 12th; Weight 4 lbs.

Aura strong conjuration, divination, and transmutation

This long-handled +1 <u>reliable</u> distance seeking human bane thundering <u>pistol</u> is engraved with golden lettering on barrel and grip. The weapon's gilded grip contains an extradimensional space which admits only Tiny or smaller items crafted of gold, melting them into a repository of enchanted molten gold within the weapon. A golden gun can store up to 20 pounds of gold (1000 gp value), and bullets fired by the weapon are sheathed in 1/2 pound of pure gold gold (25 gp value), increasing their mass and inflicting damage as a weapon one size larger; this effect is identical to and does not stack with <u>gravity bow</u>). 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, clairaudience/clairvoyance, mending, summon monster I, true seeing*

HATEFUL HOOK

PRICE 25,310 GP

Slot none; CL 10th; Weight 3 lbs.

Aura moderate evocation and necromancy

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

evil. If a creature using such an ability has damaged the wielder since the end of his last turn, the *hateful hook's* vicious property deals 3d6 damage to that creature instead of 2d6.

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

CONSTRUCTION REQUIREMENTS

Cost 12,810 gp Craft Magic Arms and Armor, *bleed, enervation*

HURRICANE HARPOON

PRICE 61,505 GP

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Slot none; CL 12th; Weight 16 lbs.

Aura strong abjuration and conjuration

This +1 returning stormshaft harpoon has a head of mithral with barbs of coral or whalebone. With the hurricane harpoon in hand, the wielder can surrounded herself with a <u>cloak of</u> <u>winds</u> as a standard action. She can use this ability for up to 12 minutes per day in oneminute increments which need not be contiguous. The cloak of winds is suppressed if the wielder is not holding the hurricane harpoon. In addition, once per day the wielder can control winds. Any ship upon which the wielder stands (including creatures aboard the ship) is unaffected by this control winds unless the wielder wishes to affect it, even if the ship extends beyond the eye of calm air the spell creates. In addition, if the wielder is targeted with an effect that deals electricity or sonic damage, he becomes shrouded with gale-force winds riddled with crackling lightning and peals of thunder until the end of his next turn. This effect is similar to fire shield but protects against both electricity and sonic damage, and any creature striking the wielder in melee (unless using a reach weapon) takes 1d6+12 points of damage with each attack; half of this damage is electricity and half is sonic damage.

CONSTRUCTION REQUIREMENTS

Cost 30,905 gp

Craft Magic Arms & Armor, call lightning, <u>cloak of</u> <u>winds</u>, control winds, freedom of movement, gust of wind, resist energy

SHANTY SHIV

PRICE 12,302 GP

Aura faint enchantment and evocation

Slot none; CL 5th; Weight 1 lb.

This thin-bladed +1 ominous dagger hums menacing pirate war chants, mournful dirges of loss, and muttered imprecations with every stroke. A wielder with the bardic performance ability who has at least 3 ranks in Profession (sailor) can expend 1 round of that ability to make a DC 15 Perform (sing) check as a swift action to accompany the shanty shiv's dire tune until the beginning of her next turn. If the check succeeds, the save DC of the shanty shiv's ominous property is increased by 1 and the weapon also deals 1 point of sonic damage in addition to its normal damage. Both the save DC increase and the sonic damage increase by 1 for every 5 points by which the wielder beats the DC. The wielder cannot take 10 on this Perform check.

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

CONSTRUCTION REQUIREMENTS Cost 6,302 gp Craft Magic Arms and Armor, *blindness/deafness, heroism, remove fear, scare,* creator must be a bard

SHARPSHOOTER'S CARABINE PRICE 23,300 GP

Slot none; CL 8th; Weight 5 lbs.

Aura moderate divination and transmutation

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

CONSTRUCTION REQUIREMENTS

Cost 13,300 gp Craft Magic Arms & Armor, clairaudience/clairvoyance, keen edge, true strike



SPIRAL SAKER

PRICE 42,300 GP

Slot none; CL 11th; Weight see below Aura moderate transmutation

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

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

A successful critical hit from a *spiral saker* inflicts 1 point of Constitution bleed but does not drill into the target for ongoing damage. Instead, it drills completely through the target and continues in a straight line for up to one additional range increment (up to its maximum range); if its path intersects another target, the wielder of the *spiral saker* can make a ranged attack against that target, which gains cover against the attack. If this second attack results in another critical hit, the above process repeats itself and a third target could potentially be attacked, though with improved cover against the *spiral saker*.

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

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

CONSTRUCTION REQUIREMENTS

Cost 24,300 gp

Craft Magic Arms & Armor, animate objects, <u>Siege</u> Engineer

WAVEBREAKER

PRICE 24,900 GP

Slot none; CL 10th; Weight 12 lbs.

Aura moderate abjuration and conjuration

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

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

CONSTRUCTION REQUIREMENTS

Cost 12,800 gp

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

WHISPERING WHEELLOCK

PRICE 20,300 GP

Slot none; CL 5th; Weight 4 lbs.

Aura faint illusion and transmutation

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

CONSTRUCTION REQUIREMENTS

Cost 11,800 gp

Craft Magic Arms & Armor, blindness/deafness, silence

WEAPON SPECIAL ABILITIES

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

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

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, animate rope, minor creation; Price +1 bonus.

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

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *water walk*; Price +1 bonus.

Stormshaft: Attacks made with a *stormshaft weapon* are not adversely affected by <u>wind effects</u>, as described in Chapter 14 of the *Pathfinder Roleplaying Game Core Rulebook*, whether natural or magically created, or by magical wind effects like <u>cloak of winds</u>, control winds, <u>fickle winds</u>, 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.

Tracer: A *tracer weapon* glows when thrown or shot, creating a streak of light from the attacker to the target. This streak of light fades immediately on a missed attack, but if the attack hits the streak persists until the

end of the wielder's next turn, though it vanishes if the wielder moves. As long as the streak is present, all attack rolls against the target gain a +2 circumstance bonus and automatically target the correct square, though cover and concealment effects still apply normally. This property can only be added to a thrown weapon or ammunition.

Faint evocation; CL 3rd; Craft Magic Arms and Armor, daylight, true strike; Price +1 bonus.

RODS

PIRATE BRAND

PRICE 17,000 GP

Slot none; CL 9th; Weight 3 lbs.

Aura moderate necromancy and transmutation

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

CONSTRUCTION REQUIREMENTS

Cost 8,500 gp Craft Rod, heat metal, mark of justice

ROD OF THE EBB TIDE

PRICE 100,000 GP

Slot none; CL 9th; Weight 3 lbs.

Aura moderate abjuration and evocation

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

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

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

CONSTRUCTION REQUIREMENTS

Cost 50,000 gp

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

WONDROUS ITEMS

Admiralty Parade Kit

PRICE 9,000 GP

Slot body; CL 3rd; Weight 5 lbs.

Aura faint enchantment

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

CONSTRUCTION REQUIREMENTS

Cost 4,500 gp Craft Wondrous Item, *heroism*

CASTAWAY'S FLARE

PRICE 600 GP

Slot none; CL 3rd; Weight 1 lb. Aura faint transmutation

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

CONSTRUCTION REQUIREMENTS

Cost 300 gp Craft Wondrous Item, *light*

EARRING OF FARSEEING

PRICE 500 GP

Slot none; CL 3rd; Weight -

Aura faint transmutation

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

Construction Requirements Cost 250 gp Craft Wondrous Item, <u>acute senses</u>

ENSIGN OF PARLEY

PRICE 9,000 GP

Slot none; CL 10th; Weight 3 lbs.

Aura moderate transmutation

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

CONSTRUCTION REQUIREMENTS

Cost 4,500 gp Craft Wondrous Item, *disguise self*, *whispering wind*

CONSTRUCTION REQUIREMENTS

Cost 925 gp Craft Wondrous Item, <u>certain grip</u>

GULLWING CAPE

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

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

CONSTRUCTION REQUIREMENTS

Cost 1,150 gp Craft Wondrous Item, *beast shape I, feather fall*

LOOKOUT'S EYEBLACK

PRICE 400 GP

PRICE 2,300 GP

Slot none; CL 5th; Weight -

Aura moderate abjuration

Smearing this black pigment under the eyes makes the user immune to the dazzled condition for 12 hours. During this time, the user also gains a +5 resistance bonus to Will saves made to disbelieve illusions, and as a standard action the user may expend the power of the *lookout's eyeblack* to gain the benefits of <u>reveal</u> <u>mirage</u>. Doing so destroys the *eyeblack*, which crumbles and falls from the creature's skin.

CONSTRUCTION REQUIREMENTS

Cost 200 gp Craft Wondrous Item, <u>reveal mirage</u>

EYE PATCH OF ADJUSTMENT

PRICE 4,600 GP

PRICE 1,850 GP

Slot eyes; CL 13th; Weight — Aura strong evocation

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

CONSTRUCTION REQUIREMENTS

Cost 2,300 gp Craft Wondrous Item, *limited wish*

GLOVES OF CERTAIN GRIP

Slot hands; CL 3rd; Weight 1 lb.

Aura faint transmutation

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

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MUTABLE HOOK

PRICE 4,400 GP

Slot feet; CL 3rd; Weight 2 lbs.

Aura faint transmutation

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

CONSTRUCTION REQUIREMENTS

Cost 2,200 gp Craft Wondrous Item, *fabricate, magic weapon*

RAVEN'S PERCH

PRICE 16,200 GP

Slot none; CL 9th; Weight 300 lbs.

Aura moderate illusion

Carved in the likeness of an enormous black carrion bird and trickster totem, a *raven's perch* is a figurehead which must be mounted on the prow of a ship in order to function. The ship must be no longer than 120 feet (an adequate length for most sailing vessels). Once per day, the captain may command the *raven's perch* to create an illusion over the vessel so that it appears to be another ship of comparable size (DC 17 Will disbelief). The illusion includes audible, visual, tactile, and olfactory elements, as *mirage arcana*, including the appearance of the vessel's interior, but does not change the appearance of any creature on board. This illusion may be maintained for up to 9 hours, but vanishes as soon as the vessel or any creature aboard it launches an attack upon a target not on the ship itself.

CONSTRUCTION REQUIREMENTS

Cost 8,100 gp Craft Wondrous Item; mirage arcana

Roperunner Sandals

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

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

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PRICE 6,000 GP

also applies to the wearer's CMD against overrun and trip combat maneuvers.

CONSTRUCTION REQUIREMENTS

Cost 3,000 gp Craft Wondrous Item, cat's grace

SAILS OF EXTINGUISHING

PRICE 10,800 GP

Slot none; CL 5th; Weight 50 lbs. Aura faint transmutation

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

CONSTRUCTION REQUIREMENTS

Cost 5,400 gp Craft Wondrous Item, *quench*

SEA LORD'S TRICORNE

Price 37,500 gp

Slot head; CL 7th; Weight 1 lb.

Aura moderate divination, enchantment, and transmutation

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



midst of dangerous weather conditions, she can instead increase her ship's speed by 5 feet for 1 hour with a successful check.

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

CONSTRUCTION REQUIREMENTS

Cost 18,750 gp

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

SHADOW SEXTANT

PRICE 30,000 GP

Slot none; CL 12th; Weight 2 lbs.

Aura strong illusion

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

CONSTRUCTION REQUIREMENTS

Cost 15,000 gp

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

TREACHEROUS HOOK

PRICE 2,500 GP

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

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

CONSTRUCTION REQUIREMENTS

Cost 1,250 gp Craft Wondrous Item, *disguise self*, *invisibility*

ARTIFACTS

The continent that held the first human empire sank beneath the waves countless millennia ago. The antediluvian people of this great empire were renowned for their mastery of many types of magic, one of the most distinctive being the arcane crystals known today as ioun stones. Long ago, a rare crystalline masterpiece, unheard of by modern scholars, survived the fall of the first empire. It lay buried for untold centuries under an island that was once part of the lost continent. An underwater earthquake dislodged the long-hidden stone and it sank down into the depths of the ocean. The Goddess Queen of Piracy became aware of this remarkable underwater treasure and a giant mollusk swallowed the stone. The divine influence of the Pirate Queen intermixed with the magic of the stone, working to create an odd-shaped pearl of great size.

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

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

PIRATE QUEEN'S PEARL (MINOR ARTIFACT)

Aura strong divination (and varied); CL 20th Slot none; Weight 5 lbs.

DESCRIPTION

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

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

If the pearl's possessor attempts to orbit an ioun stone around the statue's head, the stone spirals inward and sinks into the *Pirate Queen's pearl*. Only an unflawed ioun stone is absorbed, a damaged, imperfect, or inferior stone's trajectory becomes erratic and it quickly drops from orbit. The statuette takes on a color tone reminiscent of the color of the absorbed stone, blending with any other colors already present. The *Pirate Queen's pearl* can absorb up to six stones in this manner. Anyone with the statuette on her person gains the benefits of all these ioun stones. The pearl also augments these ioun stones granting the bearer a supplementary power for each stone. See the table below for a list of known supplementary powers.

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

DESTRUCTION

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

KNOWN SUPPLEMENTARY POWERS

Name	Effect
Clear spindle	Lessens the need for sleep like a ring of
	sustenance. The pearl must remain in the
	owner's possession for 24 hours before
THE SALES	this ability begins to function.
Dusty rose prism	Increases the insight bonus to Armor
	Class provided by the <i>dusty rose ioun</i>
1994 Hand 199 30	stone by an additional +1 against attacks
	of opportunity and attack rolls to confirm
24、江南北北部市区10月1	critical hits.
Deep red sphere	Grants a +1 insight bonus to two Dexter-
	ity-based skills, usually Acrobatics and
	Stealth checks.
Incandescent blue sphere	Grants a +1 insight bonus to two Wisdom-
	based skills, usually Perception and
	Profession (sailor) checks.
Pale blue rhomboid	Grants a +1 insight bonus to two Strength-
	based skills, usually Climb and Swim
C. C. B. Conte R.	checks.
Pink rhomboid	Grants a +2 insight bonus on checks and
Bardina P	saves affected by the Endurance feat.
Pink and green sphere	Grants a +1 insight bonus to two Charis-
	ma-based skills, usually Bluff and Intimi-
1 March 7 11	date checks.
Scarlet and blue sphere	Grants a +1 insight bonus to two Intelli-
	gence-based skills, usually Appraise and
A Start Start	Knowledge (geography) checks.
Dark blue rhomboid	Grants a +1 insight bonus to Perception
	and Sense Motive checks.
Iridescent spindle	Protects against underwater pressure
	damage.
Pale green	Regenerates limbs, organs, or body parts,
	even if these were lost while the pale
	green ioun stone wasn't being used. Each
and show the	limb, organ, or body part takes 1 week to
	regrow and the pearl must remain in the
	rejuvenating creature's possession during
	this time.

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

