

VILLAINOUS PIRATES

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by John Bennett, Andrew Glenn and David Posener



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VILLAINOUS PIRATES

A Pathfinder Roleplaying Game GM's RESOURCE supplement by John Bennett, Andy Glenn and David Posener

Cruising the sea lanes in search of loot, captives and reputation corsairs' predations strike fear into the hearts of merchantmen and sailors alike. So often, though, the sea wolves themselves are little more than one-dimensional enemies that exist only to fall before the PCs' blades.

Villainous Pirates banishes this problem by presenting 30 Pirates of Note and nine Pirates of Renown ready for the time-crunched GM to quickly and easily insert into almost any campaign. Each pirate benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully detailed stat block. Pirates of Renown also come with plot hooks making it easy to insert them into almost any campaign.

Pirates of Note are moderately famous pirates (CRs 3 – 7) that could serve as a crew's champion, first mate or even the captain of a small vessel.

Pirates of Renown are famed freebooters (CRs 9 – 13) that captain their own vessel. Known for their seafaring skills, battle prowess and love of loot they make fearsome enemies.



CREDITS

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Thank you for purchasing *Villainous Pirates*; we hope you enjoy it and that you check out our other fine print and PDF products.

SPECIAL NOTE

This product is specifically designed to complement *So What's The Pirate Ship Like, Anyway?* by Raging Swan Press which provides busy GMs with all the tools necessary to quickly create interesting, noteworthy pirate ships and their crew. You can learn more at ragingswan.com/pirateship.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Villainous Pirates* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.



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FOREWORD

A very wise man once said that everything is better with pirates. Well, I've recently discovered that's true! I've had tremendous fun, editing and developing the pirates that messers Bennett, Glenn and Posener have dreamt up. Some are basically normal pirates, while others are truly exceptional individuals! What pirate captain wouldn't want a gigantic cloaker masquerading as a sail as part of his crew?

This product is designed for GMs who need fully stated, ready-to-go pirates at the drop of a hat. While players could use it to add crewmen to their vessels, it's best used by the GM to drop the occasional exceptional and/or interesting pirate into the campaign. After all, when everyone is special, no one is special.

To get the most out of this supplement, be sure to check out page 6 which discusses the best way to use the pirates herein. *Villainous Pirates* presents two different kinds of pirates:

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- **Pirates of Note:** These are the kind of individuals the GM can utilise to portray exceptional members of a pirate crew, a first mate or cohort of a pirate captain.
- **Pirates of Renown:** These individuals have achieved a degree of infamy among pirates and those that know of their activities. These folk represent pirate captains or other major threats to ocean-going folk. They make excellent foils for your PCs.

I hope you find *Villainous Pirates* useful. It would be great to hear how you use the pirates in-game; you can drop me a line at creighton@ragingswan.com.

May your dice roll way better than mine (which really wouldn't be that hard)



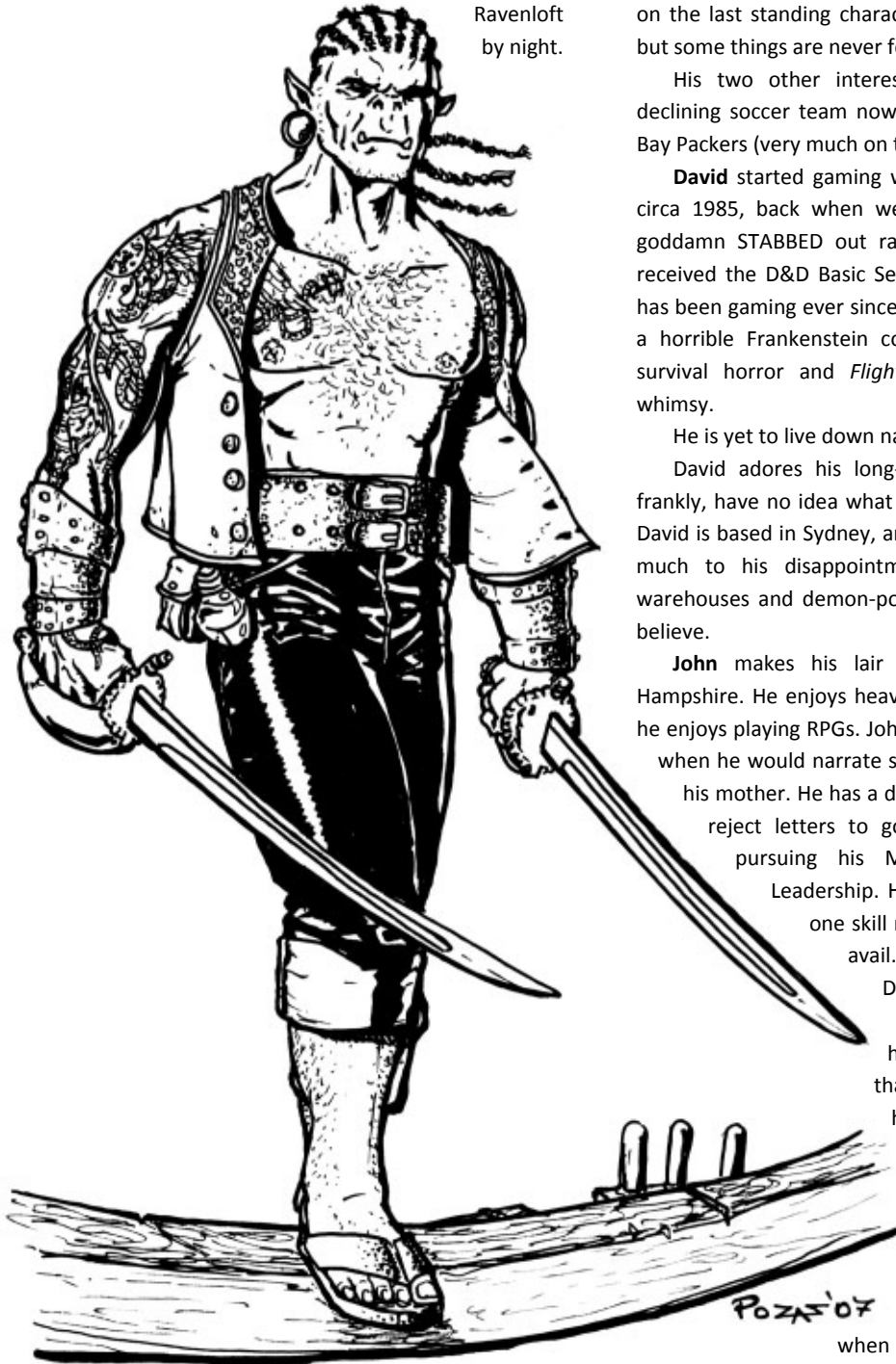
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ABOUT THE DESIGNERS

Andy's gorgeous wife and two children, a precocious son and bossy baby daughter, are the most important things in his life. The family lives in the quiet Devon town of Exmouth on the Jurassic Coast of Britain. He also has a sinister cat trained to rub up against his nervous players' legs when GMing candlelit Ravenloft by night.



Gaming has given him lots of friends but his current group is the best, they all bring something different to the table as wargamers, figure painters and book collectors. One player has been nicknamed Judas when he helped the DM by pointing out that a critical hit with an arrow should actually do *triple* damage on the last standing character. That was almost two years ago but some things are never forgotten.

His two other interests are Liverpool Football Club (a declining soccer team now hopefully in revival) and the Green Bay Packers (very much on top of their game).

David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver".

David adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

John makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

IN YOUR CAMPAIGN

Villainous Pirates presents 38 pirates ready to use in your home campaign. Each comes with notes on their background, personality, mannerisms and distinguishing features. Each, of course, also comes complete with a fully detailed stat block so a GM can place them in their campaign with minimal effort.

A GM can use these pirates simply as sword fodder for the PCs – perhaps they meet the pirate in a taproom and a brawl ensues or one of the pirates has a falling out with a PC and attacks him, fully intending to slay his new enemy. However, the canny GM can also use these pirates in several different ways to add depth and verisimilitude to his campaign.

CREWMEN

Depending on the PCs' moral outlook they may or may not associate with pirates. If they own their own ship and need extra crew they may hire one or more of the Pirates of Note described herein.

Normally, the PCs will only have one or two Pirates of Note among their crew and they would never have a Pirate of Renown crewing for them (except in very specific, GM-determined circumstances).

ENEMIES

A pirate that is an enemy of the PCs works to kill, confound or otherwise defeat them. Perhaps the PCs sunk a vessel on which the pirate was sailing or slew a friend or family member. Whatever the reason, the pirate hates the PCs and does everything in his power to defeat them.

Both Pirates of Note and Pirates of Renown can be the PCs' enemy. Unless the GM is particularly mean, however, a Pirate of Renown should not be the enemy of PCs below 6th-level; such folk would quickly fall before the pirate's might (unless they have powerful friends).

FLAVOUR

The PCs may not encounter every pirate described herein; rather in a nautical campaign the GM may allow the PCs to hear rumours and whispers of pirate activity whenever they return to port. They may hear that Rexal Urexin (page 38) has been seen sailing nearby and that he has sunk several vessels or that *The Whirlmaw* (page 30) has been seen cruising a certain stretch of ocean. In this way, the GM builds a living, breathing campaign world in which every event does not centre on the PCs' exploits. (It's also very cool to seed these kinds of rumours into the campaign weeks or months before the PCs come face to face with the pirate in question!)

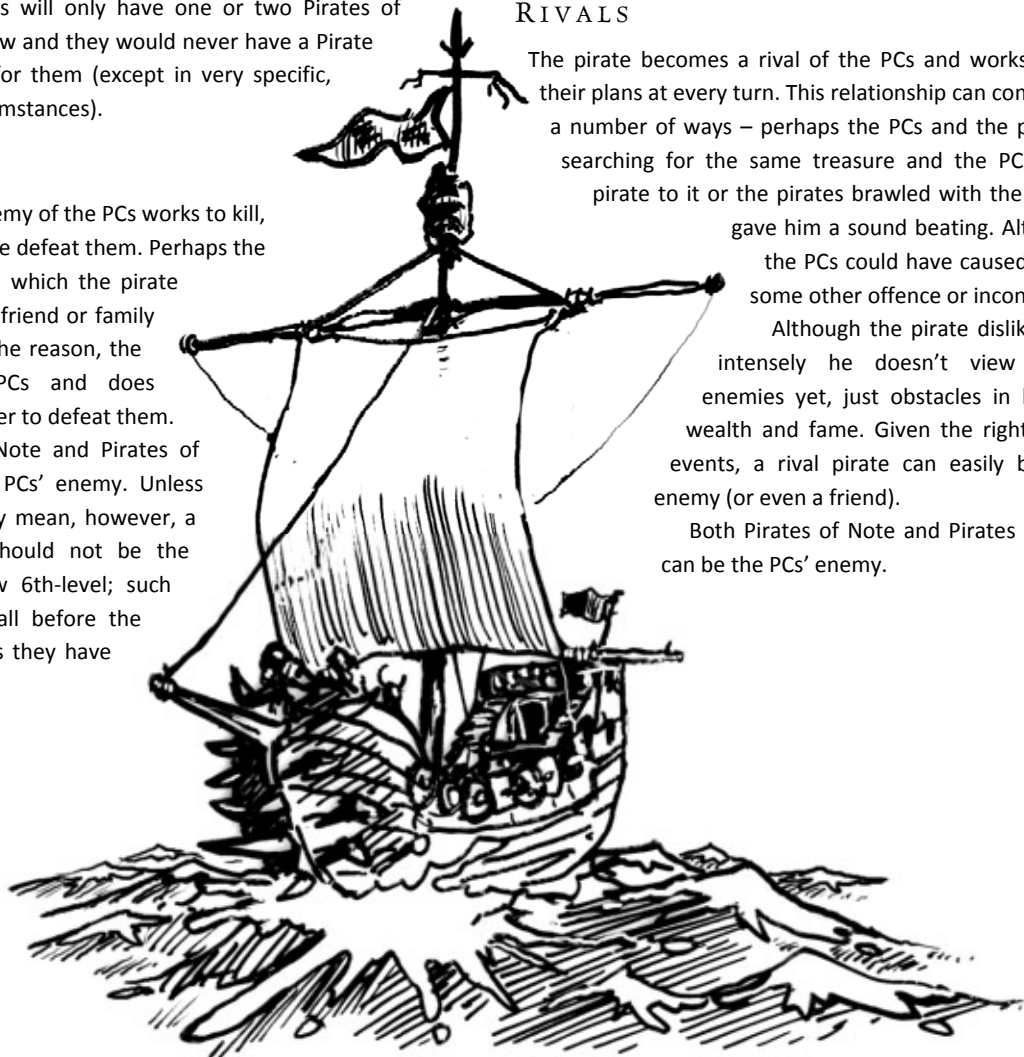
Normally, the PCs will only hear rumours of a Pirate of Renown's exploits if the events took place nearby (or were particularly gruesome or otherwise noteworthy).

RIVALS

The pirate becomes a rival of the PCs and works to stymie their plans at every turn. This relationship can come about in a number of ways – perhaps the PCs and the pirate were searching for the same treasure and the PCs beat the pirate to it or the pirates brawled with the pirate and gave him a sound beating. Alternatively, the PCs could have caused the pirate some other offence or inconvenience.

Although the pirate dislikes the PCs intensely he doesn't view them as enemies yet, just obstacles in his way to wealth and fame. Given the right campaign events, a rival pirate can easily become an enemy (or even a friend).

Both Pirates of Note and Pirates of Renown can be the PCs' enemy.



PIRATES OF NOTE

AELETHAFEL

A brilliant silver sallet, held aloft by fluttering dove's wings, hovers above the ship's wheel.

Aelethafel, the cassian angel, is bound to a ship's compass and serves as a loyal navigator and helmsman.

Background: First summoned to the Material Plane to assist the Imperial Navy in hunting pirates, Aelethafel (and the compass which was the focus of his manifestation) were captured as part of a boarding action and bound into service.

Personality: Aelethafel is inexpressive and only

AELETHAFEL

CR 3 (XP 800)

This winged helm is held aloft by snowy-white wings.

Cassian angel bard 2 (archivist)

NG Small outsider (angel, extraplanar, good)

Init +1; **Senses** darkvision 60 ft., *detect evil*, low-light vision; Perception +7, Sense Motive +7

Speed fly 60 ft. (perfect); Fly +18, Stealth +12

AC 16, touch 13, flat-footed 14 (+2 vs. evil); **CMD** 9 (11 vs. evil; can't be tripped)

(+1 Dex, +1 dodge [Dodge], +3 natural, +1 size)

Immune acid, cold, petrification; **Resist** electricity 10, fire 10

Fort +5 (+9 vs. poison), **Ref** +7, **Will** +3; +2 resistance vs. evil, +4 vs. magical traps, language-dependent effects and writing

hp 28 (4 HD); **DR** cold iron or evil/5

Space 5 ft.; **Base Atk** +3; **CMB** -3

Melee slam -1 (1d3-5)

Special Actions bardic performance (countersong, distraction, fascinate, naturalist), breath weapon (15-ft. line, 1d6 cold or 1d6 fire, DC 13 Reflex halves, usable every 1d4 rounds), change shape (Small human-like angel or Tiny fish [polymorph])

Naturalist (Ex [bardic performance]) Aelethafel, after identifying a creature with a Knowledge check can use performance to share strategies for defeating it with allies in combat. Aelethafel and any allies within 30 feet gain a +1 insight bonus to AC, attack rolls and saving throws against exceptional, supernatural and spell-like abilities used by that type of creatures. This language-dependent ability requires visual and audible components.

Spell-like Abilities (CL 3rd; concentration +5)

Constant—*detect evil*, *know direction*

1/day—*aid*, *daylight*

1/week—*commune* (six questions, CL 12th)

Bard Spells Known (CL 2nd; concentration +4)

1st—(3/day) *cure light wounds*, *identify*, *remove fear*

0—*detect magic*, *light*, *mage hand*, *message*, *read magic*

Abilities Str 1, Dex 13, Con 14, Int 10, Wis 11, Cha 14

SQ bardic knowledge, perfect memory, lore master, magic lore

Feats Dodge, Iron Will

Skills as above plus Diplomacy +9, Knowledge (arcana) +7, Knowledge (geography) +7, Knowledge (planes) +7, Perform (oratory) +7, Spellcraft +5 (+6 identifying magic items)

Languages Celestial, Draconic, Infernal; truespeech

communicates with evil creatures when ordered to do so by the compass's owner. If a good-aligned creature regains control of the compass, Aelethafel brightens up considerably. He hates cruelty and gratuitous violence and works to defeat both whenever possible. If owned by a particularly villainous pirate, he may even try to sink the ship by directing it onto hidden reefs, into the hunting ground of a sea serpent and so on.

Mannerisms: Aelethafel has a predilection for blurting out factual, but inappropriate, information often undercutting his allies' arguments.

Distinguishing Features: The cassian angel has a small tarnished spot at the back of his sallet helm, caused by his forced association with evil pirates.

CINNIGAN PENNYWHISTLE

A clever swordsman, the bravo Finnigan Pennywhistle, fights like a man many times his own height.

Nicknamed the "Tall Blade" as a joke about his height, Cinnigan cuts short those who mock him. A renowned swordsman, he frequently joins pirate crews as extra muscle as a buccaneer's life generally guarantees many opportunities for a good fight.

CINNIGAN PENNYWHISTLE

CR 7 (XP 3,200)

Dressed in fine clothing, this halfling walks with a warrior's self assurance.

Male halfling fighter 6/duellist 2

CN Small humanoid (halfling)

Init +10; **Senses** Perception +7, Sense Motive +5

Speed 20 ft.; **ACP** 0; Acrobatics +17 (+13 jumping), Climb +4, Escape Artist +9, Stealth +8

AC 23, touch 17, flat-footed 17; **CMD** 24; Mobility (+5 armour [+1 mithral shirt], +4 Dex, +2 Int [uncanny defence], +1 natural [amulet of natural armour +1], +1 size)

Fort +7, **Ref** +8, **Will** +4 (+8 vs. fear)

hp 54 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +11 (+15 to disarm)

Melee +1 rapier +16/+11 (1d4+6/18-20)

Ranged mwk starknife (range 20 ft.) +15 (1d3+3/x3)

Atk Options Combat Expertise (-3 attack/+3 AC), Greater Disarm, Improved Disarm, parry, precise strike (+2 vs. creatures with discernible anatomies)

Combat Gear *elixir of tumbling* (2), *potion of cure moderate wounds* (2)

Abilities Str 12, Dex 18, Con 11, Int 14, Wis 10, Cha 10

SQ armour training (1), bravery (+2), improved reaction (+2), uncanny defence

Feats Agile Manoeuvres, Combat Expertise^B, Dodge^B, Greater Disarm^B, Improved Disarm, Mobility, Weapon Focus (rapier), Weapon Specialization^B (rapier)

Skills as above plus Bluff +5, Intimidate +9, Perform (dance) +11, Survival +9

Languages Common, Elven, Gnome, Halfling

Gear as above

Background: Growing up in a mostly human community, Cinnigan was bullied as a child due to his small stature. His resolution to stand fast while taunted impressed a passing bravo who took the young halfling under his wing. Taught that even the strong bleed when pricked by a blade, Cinnigan travels the world looking for a good fight and the chance to prove himself in battle.

Personality: Generally cheerful and good natured, Cinnigan flies into a rage if a comment is made about his height. He hates bullies; such folk often suffer his wrath.

Mannerisms: Cinnigan sticks out his chest when he talks and is belligerent if patronised or dismissed.

Distinguishing Features: Cinnigan is short, even for a halfling, but always takes a domineering stance when conversing with people he does not know well.

CRANAX

The hold is awash with blood from a dozen men, forlornly queuing for medical attention. A four-armed insectoid surgeon stands before a makeshift, gore-drenched operating table.

CRANAX

CR 7 (XP 3,200)

This creature has four segmented insect-like arms and a horrifying face lined with wicked mandibles. A tattered straw hat sits on its head at a jaunty angle.

Female xill expert 2

LE Medium outsider (evil, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +17, Sense Motive +3

Speed 40 ft. plane walk; **ACP** 0; Acrobatics +17 (+21 jumping), Stealth +17

Plane Walk (Su) Cranax can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time he is immobile. As he fades away, he becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. He can take a single willing or helpless creature with him when he switches planes.

AC 20, touch 15, flat-footed 15; **CMD** 28 (+5 Dex, +5 natural)

Fort +7, **Ref** +11, **Will** +9; **SR** 17

hp 69 (11 HD)

Space 5 ft.; **Base Atk** +10; **CMB** +13 (+17 grapple)

Melee 4 claws +13 (1d4+3 plus grab) and bite +13 (1d3+1 plus paralysis) or

Melee 2 mwk nets +15 touch (0 plus entangle), 2 claws +13 (1d4+3 plus grab) and bite +13 (1d3+1 plus paralysis)

Ranged 2 mwk nets (range 10 ft.) +17 touch (0 plus entangle)

Atk Options Net Adept, Net And Trident, Net Manoeuvring

Net Adept (Ex) Cranax uses nets as one-handed melee weapons.

Cranax is a wandering xill botanist, dedicated to cataloguing the creatures of the Material Plane.

Background: Cranax, a gentle pacifist at heart, detested militaristic xill society, and has spent most of her life collecting flora and fauna from the Material Plane.

Personality: Cranax is hard-working and dedicated, but also cold and aloof. She serves as a ship's surgeon, occasionally taking "samples" of dead crewmen or laying her eggs within the body of a mortally wounded sailor who is unlikely to recover. Although thoroughly evil, she understands she must have companions to survive in the world and to pursue her interest in botany.

Mannerisms: Cranax always appears to be intently studying everything in a room. She can go for months without blinking.

Distinguishing Features: Cranax wears a battered straw hat when she makes forays into the world to collect specimens. These specimens line her cabin's walls in glass boxes and comprises a macabre collection of eyeballs, severed hands and assorted mucus, all painstakingly pinned and labelled.

Net and Trident (Ex) When using a net and trident, Cranax uses nets as one-handed ranged weapons; he gains +2 to damage and critical hit confirmation rolls against entangled foe.

Net Manoeuvring (Ex) Cranax can use nets to trip or disarm opponents. He gains a +2 bonus on disarm checks against entangled foe.

Special Actions implant, paralysis (1d4 hours, DC 15)

Implant (Ex [standard]) Cranax can lay 2d6 eggs in a helpless creature. His eggs hatch in 24 hours, at which point the young consume the host from within, each inflicting 1 Con damage per hour. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with a DC 20 Heal check (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt deals 1d4 damage to the patient.

Combat Gear *potion of cure light wounds* (2), *potion of lesser restoration* (2)

Abilities Str 17, Dex 20, Con 12, Int 19, Wis 16, Cha 13

SQ multiweapon mastery

Feats Exotic Weapon Proficiency (net), Net Adept, Net And Trident, Net Manoeuvring, Skill Focus (Profession [botanist]), Weapon Focus (net)

Skills as above plus Bluff +13, Diplomacy +15, Handle Animal +15, Heal +17, Knowledge (arcana) +18, Knowledge (nature) +18, Knowledge (planes) +18, Linguistics +12, Profession (botanist) +23, Survival +17

Languages Aquan, Abyssal, Celestial, Common, Draconic, Dwavern, Elven, Goblin, Infernal

Gear as above

GORMASH BONEBREAKER

CR 6 (XP 2,400)

This brutish half-orc pounds on two drums of yellowed skulls.

Male half-orc bard (savage skald) 7

CE Medium humanoid (half-orc)

Init +0; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +6**Speed** 30 ft. **ACP** 0; Acrobatics +6, Climb +9, Escape Artist +6, Stealth +6**AC** 16, touch 10, flat-footed 16; **CMD** 17

(+5 armour [+1 mithral chain shirt], +1 shield [mwk buckler])

Fort +3, **Ref** +5, **Will** +4; +4 vs. bardic performance, sonic or language dependent effects**hp** 42 (7 HD); orc ferocity**Orc Ferocity (Ex)** Once per day, when brought below 0 hit points, Gormash can fight on for one more round as if disabled.**Space** 5 ft.; **Base Atk** +5; **CMB** +7**Melee** +1 *longsword* +9 (1d8+3/19-20)**Ranged** mwk light crossbow (range 80 ft.) +6 (1d8/19-20)**Special Actions** bardic performance (26 rounds/day; countersong, distraction, incite rage [DC 17], inspire competence, inspiring blow, inspiring courage [+3])**Inspiring Blow (Su [move; 26 rounds/day])** When Gormash confirms a critical hit, he can start this performance as an immediate action (ending any other performances). He gains 4 temporary hit points, until he ends his performance and all allies within 30 feet gain a +1 morale bonus on their next attack roll prior to the start of his next turn.**Incite Rage (Su [move; 26 rounds/day])** This effect functions as *rage* (+2 morale bonus to Strength and Constitution, +1 morale bonus on Will saves, and -2 to AC) that lasts as long as the target hears Gormash's performance. He can also target unwilling creatures (DC 17 Will negates), but not himself. Success renders the target immune to this power for 24 hours. If the target has the *rage* class feature, it can instead immediately *rage* and stay in this *rage* without consuming rounds of *rage* per day as long as the bard continues performing. This mind-affecting effect requires audible components.**Bard Spells Known** (CL 7th; concentration +11)3rd (2/day)—*blink*, *haste*2nd (4/day)—*blur*, *enthrall* (DC 16), *hold person* (DC 16), *rage*1st (5/day)—*cause fear* (DC 15), *cure light wounds*, *grease* (DC 15), *hypnotism* (DC 15), *sleep* (DC 15)0—*daze* (DC 14), *detect magic*, *flare* (DC 14), *read magic*, *resistance*, *summon instrument***Combat Gear** bolts (20), *potion of cure moderate wounds***Abilities** Str 14, Dex 11, Con 10, Int 13, Wis 8, Cha 18**SQ** bardic knowledge, ferocity, versatile performance (percussion), weapon familiarity (orc), well-versed**Feats** Extra Performance, Skill Focus (Perform [percussion]), Toughness, Weapon Focus (longsword)**Skills** as above plus, Bluff +11, Intimidate +13, Knowledge (geography) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (religion) +8, Perform (percussion) +14, Sleight of Hand +6, Spellcraft +7, Use Magic Device +10**Languages** Abyssal, Common, Orc**Gear** as above plus *cloak of resistance* +1, drums, 283 gp**GORMASH BONEBREAKER***The beating of drums spurring his crew into a frenzy, Gormash Bonebreaker beats the rhythm of his enemies' demise.*

Pounding out the rhythm of the oars, Gormash enjoys painting the planks of his ship with blood. A savage warrior and sadist he loves whipping his crew into a frenzy of battle madness.

Background: Raised amongst orcs, Gormash's tribe was defeated in a vicious war by a rival clan and he was sold into slavery. However, his skills make him the ideal person to pound out the rhythm of the oars and his ability to inspire the crew to new levels of bloodlust has saved his allies more than once.**Personality:** Brutal and vicious, Gormash is only ever one slight provocative from violence. He loves the clamour of battle and often forgets himself – leaping into melee intent on slaughtering the enemy.**Mannerisms:** Gormash's years of drumming has caused him to speak loudly. He is slightly deaf**Distinguishing Features:** Numerous scars crisscross Gormash's body making him look fierce and terrifying.**GREEN RISSKAR**

CR 4 (XP 1,200)

The scales of this heavily armoured lizardman shine a particularly nauseating shade of green.

Male lizardfolk fighter 3

CN Medium humanoid (reptilian)

Init +1; **Senses** Perception +1, Sense Motive +0**Speed** 20 ft., base speed 30 ft., swim 15 ft.; **ACP** -7; Acrobatics -1 (-5 jumping), Climb +1, Swim +3**AC** 26, touch 11, flat-footed 25; **CMD** 19

(+8 armour [mwk half-plate], +1 Dex, +5 natural, +2 shield [mwk heavy steel])

Fort +9, **Ref** +2, **Will** +1 (+2 vs. fear)**hp** 43 (5 HD)**Space** 5 ft.; **Base Atk** +4; **CMB** +8**Melee** mwk bastard sword (Power Attack [-1/+3]) +10 (1d10+4/19-20) and

bite (Power Attack [-1/+2]) +6 (1d4+2) or

Melee claw (Power Attack [-1/+2]) +8 (1d4+4) and

bite (Power Attack [-1/+2]) +8 (1d4+4)

Ranged light crossbow (range 80 ft.) +6 (1d8/19-20)**Combat Gear** crossbow bolts (20), dagger (2), *potion of cure moderate wounds* (2)**Abilities** Str 18, Dex 12, Con 17, Int 11, Wis 10, Cha 8**SQ** armour training (1), bravery (+1), hold breath (68 rounds)**Feats** Endurance, Exotic Weapon Proficiency^B (bastard sword), Multiattack, Power Attack, Weapon Focus^B (bastard sword)**Skills** as above plus Intimidate +4, Survival +5**Languages** Common, Draconic**Gear** as above plus *elixir of love*, 53 gp

GREEN RISKARR

Bred to serve others "Green" Riskarr is now forging his own destiny.

Green Riskarr has recently taken service on a pirate ship. He plans to see the wider world, test his mettle in battle and find a mate.

Background: Creatively named "Green" by his former master to differentiate him from the others, Riskarr was born and raised in captivity. His former master owned a fighting school specializing in training strange creatures such as Riskarr in the art of war and then selling them as mercenaries or bodyguards. Riskarr was no different and he was bought by a rich merchant. When they were attacked at sea, seeing that he faced

HACAMABAVAN

CR 4 (XP 1,200)

This large-headed humanoid stands but a few feet high and has a maniacally friendly smile upon its upturned face.

Male brownie witch 3

N Tiny fey

Init +10; **Senses** low-light vision; Perception +14, Sense Motive +12

Speed 20 ft.; **ACP** 0; Acrobatics +13 (+9 jumping), Climb +4, Escape Artist +13, Stealth +24 (+28 in forests)

AC 23, touch 18, flat-footed 16; **CMD** 13

(+4 armour [mage armour], +6 Dex, +1 dodge [Dodge], +2 size)

Fort +3, **Ref** +9, **Will** +8 (+10 vs. illusions); **SR** 12

hp 22 (4 HD); **DR** cold iron/5

Space 2 1/2 ft.; **Base Atk** +1; **CMB** -4

Melee shortsword (reach 0 ft.) +9 (1d2-3)

Special Actions hex (*fortune* [30 ft.; 1 rnd; target gains 1 re-roll], *healing* [1d8+3; 1/day per creature], *ward* [1 creature; +2 deflection bonus to AC, +2 resistance bonus to saves])

Witch Spells Prepared (CL 3rd; concentration +8; Healing patron; share spells)

2nd—*cure moderate wounds, delay poison*

1st—*cure light wounds, mage armour, reduce person* (DC 16), *remove fear, sleep* (DC 16)

0—*detect magic, detect poison, mending, stabilise*

Spell-like Abilities (CL 7th; concentration +10)

At will—*dancing lights, mending, prestidigitation*

1/day—*lesser confusion* (DC 14), *dimension door* (self only), *mirror image, ventriloquism* (DC 14)

Abilities Str 5, Dex 22, Con 14, Int 20, Wis 17, Cha 17

SQ familiar (Lucky)

Feats Alertness, Dodge, Extra Hex, Improved Initiative, Weapon Finesse

Skills as above plus Bluff +10, Diplomacy +10, Heal +10, Knowledge (nature) +12, Profession (surgeon) +10, Sleight of Hand +13, Spellcraft +12

Languages Aquan, Celestial, Common, Dwarven, Elven, Gnome, Sylvan

Gear as above plus *coconut helmet of vast intelligence* +2

overwhelming odds, Riskarr turned on his master, slew him and joined his attackers.

Personality: Riskarr's innate savage nature battles constantly with his civilized upbringing. His mood swings from icy calm to bestial rage with little provocation.

Mannerisms: Riskarr's tail twitches nervously around attractive females of any humanoid species.

Distinguishing Features: Thinking to attract a potential mate, Riskarr rubs a peculiar oil into his scales that shines them up to an unnaturally bright green hue.

HACAMABAVAN

"Not one case of scurvy and the Bosun's broken leg fixed with a night's rest? How do you explain that doctor?"

Hacamabavan is a brownie witch who stows away on ships and secretly looks after the crew on their long voyages.

Background: Hacamabavan's pine tree home was felled to make a mast, and the brownie followed it to the other side of the world.

Personality: Hacamabavan is quiet and secretive, and unused to talking with big folk. He is shy, but friendly. He loves Lucky (his cat familiar) and the two are never far from one another. Hacamabavan is not physically brave and avoids combat whenever possible.

Mannerisms: Hacamabavan cures his patients while they sleep, hoping to avoid detection. He is always smiling.

Distinguishing Features: Hacamabavan wears an enchanted coconut as a helmet.

LUCKY (CAT FAMILIAR)

This noble grey feline has a black face and a long slender tail.

N Tiny magical beast

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +8

Speed 30 ft.; **ACP** 0; Climb +13, Stealth +21

AC 14, touch 14, flat-footed 12; **CMD** 7

(+2 Dex, +2 size)

Fort +1, **Ref** +5 (improved evasion), **Will** +6

hp 11 (4 HD)

Space 2 1/2 ft.; **Base Atk** +1; **CMB** -5

Melee 2 claws (reach 0 ft.) +5 (1d2-4) and bite (reach 0 ft.) +5 (1d3-4)

Atk Options deliver touch spells

Abilities Str 3, Dex 15, Con 8, Int 7, Wis 12, Cha 7

SQ share spells

Feats Weapon Finesse

Skills as above plus Bluff +2, Diplomacy +2, Heal +5, Knowledge (nature) +2, Profession (surgeon) +5, Sleight of Hand +6, Spellcraft +2

Languages empathic link

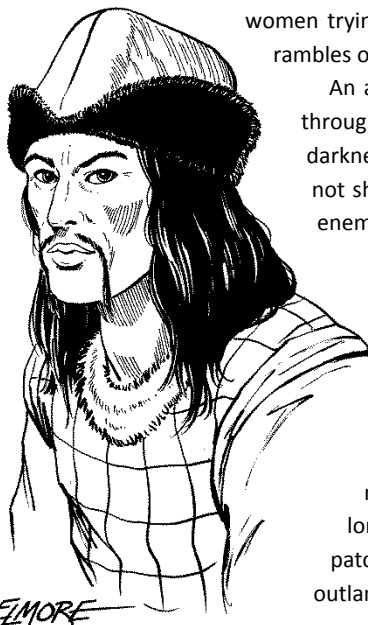
HIROMOTO TANAKA

A vagabond from a distant land, Hiromoto Tanaka hopes wetting his blade with enough blood will cleanse him of his dishonour.

Sailing the sea in the company of pirates and mercenaries, Hiromoto is a capable fighter hampered only by his own inner demons.

Background: A disgraced samurai fleeing from justice in his homeland, the vagrant known as Hiromoto Tanaka now sells his sword to the highest bidder.

When he was young, he guarded a great lord, but unwittingly betrayed him when he fell in love with a young woman of the household. One night, when he should have been guarding his master's chambers he instead enjoyed a secret assignation with his love. That night, assassins struck slaying the lord, his wife and young child. Hiromoto was the only guard to survive the attack and thus was implicated in his lord's death. To make matters worse, his love disappeared that night and he has not seen her since.



Personality: Morose, Hiromoto says very little unless ordering another drink. He is an honourable man, tortured by his past and does not make friends easily. He is particularly wary of women trying to become his friend and when drunk rambles on about assassins, death and betrayal.

An alcoholic, he seeks to redeem his honour through battle but only seems to fall further into darkness. Surpassingly brave, Hiromoto does not shirk from battle and always seeks out the enemy captain or other notable personality.

To his enemies, he is merciless; to his shipmates, he is indifferent.

Mannerisms: Hiromoto often clenches a piece of straw or unlit pipe between his teeth.

Distinguishing Features: Hiromoto sports an impressive drooping moustache and wears his jet-black hair long and unbound. His clothes – now much patched and travel worn – are of an outlandish style.

HIROMOTO TANAKA

CR 5 (XP 1,600)

This man wears a topknot streaked with gray, a curved sword at his side.

Male human samurai (ronin) 5/rogue 1
LE Medium humanoid (human)

Init +3; **Senses** Perception +3 (+4 vs. traps), Sense Motive +3

Speed 30 ft., **ACP** -1; Acrobatics +6, Climb +10, Escape Artist +6, Ride +10, Stealth +6, Swim +10

AC 19, touch 13, flat-footed 15; **CMD** 22

(+5 armour [+1 chain shirt], +3 Dex, +1 dodge [Dodge])

Fort +5, **Ref** +6, **Will** +0 (self reliant)

Self Reliant (Ex) When Hiromoto fails a Will save against an effect with a duration greater than 1 round, he can make another saving throw at the end of the second round of the effect. If it succeeds, it has the same effect as if he had made the original save. In addition, whenever he is brought below 0 hit points, on his next turn he can roll twice to stabilize, taking the better result.

hp 47 (6 HD); self reliant

Space 5 ft.; **Base Atk** +5; **CMB** +8

Melee +1 katana +10 (1d8+6/18-20)

Ranged composite longbow +2 (range 110 ft.) +8 (1d8+2/x3)

Atk Options Combat Reflexes, challenge (+5 damage), sneak attack (+1d6)

Challenge (Ex [swift; 2/day]) Whenever Hiromoto is the target of a challenge, a smite, a quarry or similar effect, and he issues a challenge against that character he receives a +1 morale bonus on attack rolls made against the target of his challenge and a +1 dodge bonus to his AC against attacks made by the target of his challenge.

Special Actions banner, mounted archer, resolve

Banner (Ex) All allies within 60 feet that can see Hiromoto gain a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge.

Mounted Archer (Ex) Hiromoto only takes a –2 penalty on attack rolls with ranged weapons while his mount takes a double move and –4 while his mount is running.

Resolve (Ex [3/day]) Hiromoto gains one daily use of his resolve when he defeats an opponent of his challenge. He can perform the following actions by spending one resolve:

Determined [standard]: Hiromoto can remove the fatigued, shaken or sickened condition. If the condition has a duration longer than 1 hour, it is removed for 1 hour.

Resolute [immediate]: Whenever Hiromoto must make a Fortitude or Will save, he can roll twice and take the best result. He must decide to use this ability before he rolls the saving throw.

Unstoppable [immediate]: When Hiromoto is reduced to fewer than 0 hit points but not slain, he stabilizes and remains conscious. He is staggered, but does not fall unconscious and begin dying if he takes a standard action. He falls unconscious if he takes additional damage.

Combat Gear arrows (20), *potion of cure moderate wounds* (2)

Abilities Str 16, Dex 16, Con 13, Int 10, Wis 8, Cha 11

SQ self reliant, trapfinding (+1), weapon expertise

Feats Combat Reflexes, Dodge^B, Weapon Focus, Weapon Specialization

Skills as above plus Appraise +4, Bluff +8, Disable Device +7, Intimidate +7, Knowledge (geography) +4, Knowledge (local) +4, Sleight of Hand +9

Languages Common

Gear as above plus 99 gp

HOJENA

The crew shifts nervously as a resplendent diva-headed bird of paradise flutters gracefully to the deck, her melodic voice fill all who hear it with wonder at its beauty.

Hojena the siren oracle travels the sea, attaching herself to ships by entrancing the captain and crew with her songs and presence. This arrangement often ends in mutiny, with the captain trying to restore discipline to his crew, while Hojena *charms* the weak willed into seeking a life of injudicious excess.

Background: Hojena is a pro-active monster, and instead of waiting for sailors to shipwreck themselves on her rocky shores like her sisters, she seeks crews that would treat her like a indolent queen.

HOJENA

CR 6 (XP 2,400)

Wheeling overhead is a long-tailed bird splashed with rainbow colours. The creature's head is that of a beautiful woman

Female siren oracle (nature) 2

CN Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +16, Sense Motive +3

Speed 30 ft., fly 60 ft. (good; Flyby Attack); **ACP** 0; Fly +21

AC 22, touch 18, flat-footed 14; **CMD** 26 **Miss Chance** 20% (Wind Stance)

(+7 Cha, +1 dodge [Dodge], +4 natural)

Immune mind-affecting effects

Fort +9, **Ref** +10, **Will** +8

hp 83 (10 HD)

Space 5 ft.; **Base Atk** +9; **CMB** +9

Melee 2 talons +13 (1d6)

Atk Options sneak attack (+2d6)

Special Actions bardic performance (4th-level; 11/day; countersong, distraction, fascinate, inspire competence, and inspire courage), prophetic visionary, siren's song

Natural Divination (Ex [10 minutes; 1/day]): Hojena can gain a +7 insight bonus on one saving throw, a +10 competence bonus on one skill check or a +4 insight bonus on one initiative check. These bonuses must be used during the next 24 hours and Hojena must declare she is using the bonus before the check or save is made.

Prophetic Visionary (Su [10 minutes; 1/day]) Hojena enters a trance. When she comes out of the trance, she knows if a particular action in the immediate future will bring good or bad results (as an *augury* spell with 70% chance of success).

Siren's Song (Su [standard; at will]) When Hojena sings, all non-sirens within a 300-foot spread must make a DC 21 Will save or become enthralled (see below). The effect depends on the type of song she chooses, and continues for as long as she sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of Hojena's songs for 1 hour. These are sonic, mind-affecting effects. Enthralled creatures behave in one of the following four ways, which Hojena chooses when she begins singing.

- **Captivation:** Hojena's song has the power to infect the

Personality: Hojena is pleasantly assertive, and impossibly sure of herself. She may have heard the word "no" once, but that was a long time ago. She is self-obsessed and demands the best of everything – wine, food, lovers and golden trinkets. She is superficial in the extreme, caring only for others if they are useful to her.

She is not particularly brave; if facing a foe her song cannot defeat she retreats – after all there are always other ships and other crews to bend to her will.

Mannerisms: When riled, Hojena raises her colourful tails up into a quivering display. Otherwise she is invariably preening.

Distinguishing Features: The siren's body is that of a vibrantly coloured bird of paradise complete with fine, ribbon-like gold and white feathers.

minds of those that hear it, calling them to her side. When she sings, all creatures aside from other siren's within a 300-foot spread must succeed on a DC 21 Will saving throw or become captivated. A victim under the effects of the captivating song moves toward Hojena using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, the creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of Hojena simply stands and offers no resistance to her attacks.

- **Fascination:** Affected creatures are fascinated.
- **Obsession:** An obsessed victim becomes defensive of Hojena and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defence. The victim is not controlled by Hojena, but views her as a cherished ally. This is a charm effect.
- **Slumber:** The victim immediately falls asleep, rendering the creature helpless. While Hojena is singing, no noise wakes the sleeping creature, though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after she stops singing, but can be awakened by loud noises or any other normal method.

Oracle Spells Known (CL 2nd; concentration +9)

1st—(6/day) *charm animal* (DC 18), *obscuring mist*, *sanctuary* (DC 18)

0—*create water*, *detect magic*, *light*, *ghost sound*, *mage hand*, *purify food and drink*, *resistance*

Spell-like Abilities (CL 7th; concentration +14)

3/day—*cause fear* (DC 18), *charm person* (DC 18), *deep slumber* (DC 20), *shout* (DC 21)

Abilities Str 10, Dex 19, Con 16, Int 16, Wis 17, Cha 25

SQ oracle's curse (haunted), revelation (natural divination, nature's whispers)

Feats Dodge, Extra Revelation, Flyby Attack, Prophetic Visionary, Weapon Finesse, Wind Stance

Skills as above plus Bluff +20, Perform (sing) +20, Profession (sailor) +16, Spellcraft +8

Languages Aquan, Auran, Common, Elven, Sylvan

Gear spell component pouch

IMBRETH CALAELEN

Imbreth Calaelen considers the ocean not a source of life, but a threat and one that needs to be destroyed.

Nicknamed the “Hunter of the Waves,” Imbreth sails aboard ships of dubious purpose, not for the plunder, but to inflict her hatred on all who live on or in the ocean.

Background: Imbreth hails from a community of elves that lives by the sea. At a young age, she learned to defend her brethren from the many predatory monsters emerging from the sea. When she slaughtered a peaceful group of merfolk seeking trade with her folk, her family cast her out.

IMBRETH CALAELEN

CR 5 (XP 1,600)

This elven woman is clothed in shades of sea green and blue.

Female elf ranger 6

NE Medium humanoid (elf)

Init +4 (+6 water); **Senses** low-light vision; Perception +12 (+14 vs. animals and water, +16 vs. humanoid [aquatic] or animals in water, +18 vs. humanoids [aquatic] in water), Sense Motive +2 (+6 vs. humanoid [aquatic], +4 vs. animals)

Speed 30 ft.; **ACP** 0; Climb +4, Stealth +12 (+14 water), Swim +7

AC 18, touch 14, flat-footed 14; **CMD** 20

(+4 armour [mithral shirt], +4 Dex)

Immune sleep

Fort +5, **Ref** +9, **Will** +4 (+6 vs. enchantments)

hp 43 (6 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +6

Melee mwk elven curve blade +7/+2 (1d10/18-20)

Ranged +1 longbow (range 100 ft.; Many Shot, Rapid Shot) +12/+7 (1d8/x3)

Atk Options favoured enemy (humanoid [aquatic] +4, animals +2)

Special Actions hunter's bond (companions; 2 rounds)

Ranger Spells Prepared (CL 6th; concentration +8; spell penetration +10)

1st—*hide from animals* (DC 13), *resist energy*

Combat Gear arrows (40), *elixir of swimming*, *potion of cure moderate wounds* (2)

Abilities Str 11, Dex 18, Con 11, Int 12, Wis 14, Cha 8

SQ combat style (archery), elven magic, favoured terrain (water +2), hunter's bond, track (+3), weapon familiarity (elven), wild empathy (+5; +1 magical beasts)

Feats Many Shot^B, Point Blank Shot^B, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills as above plus Bluff -1 (+3 vs. humanoids [aquatic], +1 vs. animals), Heal +9, Intimidate +6, Knowledge (geography) +8 (+10 water), Knowledge (local) +1 (+5 vs. humanoids [aquatic]), Knowledge (nature) +8 (+10 vs. animals), Spellcraft +8 (+10 vs. identifying properties of magic items), Survival +9 (+12 tracking, +14 tracking in water or animals, +16 tracking humanoids [aquatic] or tracking animals in water, +18 tracking humanoids [aquatic] in water)

Languages Aquan, Common, Elven

Gear as above plus spell component pouch

Now, she prowls the oceans, hunting the things that lurk below the waves, to satisfy her own sadistic desires to inflict pain and hurt.

Personality: Imbreth acts like one dead, only seeming to come alive when dealing death. She is utterly without remorse and single-minded in purpose. Her quest of death has utterly consumed her; she has none of the flightiness of her brethren.

Mannerisms: Imbreth cackles when slaying others. When not fighting she often stares off into the distance, reliving old battles and planning impending victories.

Distinguishing Features: Imbreth's facial features rarely, if ever, display emotion.

JESPAR MONADARE

Born into the life of a pirate, there isn't a sea that Jespar has not sailed.

A renowned helmsman, Jespar Mondare is sought by wise captains who wish to traverse the most dangerous of waters.

Background: The pirate life is in Jespar's veins and he proudly proclaims the numerous famous pirates he counts as ancestors. Most of it is a lie of course, but Jespar's father and grandfather were both pirates and taught him well.

Personality: Gregarious, Jespar is fond of telling tall tales of the many sights he has seen. His is very brave when confronting a storm but in combat he is a coward, valuing his own life above all others.

JESPAR MONDARE

CR 3 (XP 800)

This man – with eyes almost squinted shut set above a thick, dark beard – wears outlandish clothes.

Male human expert 5

LE Medium humanoid (human)

Init -1; **Senses** Perception +12, Sense Motive +9

Speed 30 ft.; **ACP** 0; Climb +7, Swim +7

AC 12, touch 9, flat-footed 12; **CMD** 11

(+2 armour [mwk leather], -1 Dex, +1 shield [mwk buckler])

Fort +1, **Ref** +0, **Will** +5

hp 26 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee mwk dagger +3 (1d4-1/19-20)

Ranged mwk dagger (range 10 ft.) +3 (1d4-1/19-20)

Combat Gear daggers (5), *elixir of swimming*, *potion of cure light wounds* (3)

Abilities Str 9, Dex 8, Con 11, Int 16, Wis 12, Cha 10

Feats Skill Focus (Knowledge [geography])^B, Skill Focus (Perception), Skill Focus (Profession [sailor]), Skill Focus (Survival)

Skills as above plus Appraise +5, Knowledge (geography) +14, Knowledge (local) +6, Knowledge (nature) +11, Linguistics +6, Profession (sailor) +12, Survival +9,

Languages Common, Elven, Goblin, Orc

Gear as above plus spyglass, 50 gp

Jespar claims to know the seas better than any man alive and while this is another of his exaggerations it isn't far from the truth. Jespar's travelled the oceans' far reaches and knows them well. He is highly intelligent for a mere pirate, possessing a depth of knowledge of navigation and is gifted with keen eyesight. He usually serves as ship's pilot and his skills are in high demand. His most treasured possession is an old and battered, but still functional, spyglass passed down through his family.

Mannerisms: Jespar strokes his beard when thinking or poring over a map.

Distinguishing Features: Jespar always appears to be squinting, as a result of long years staring at the stars or horizon.

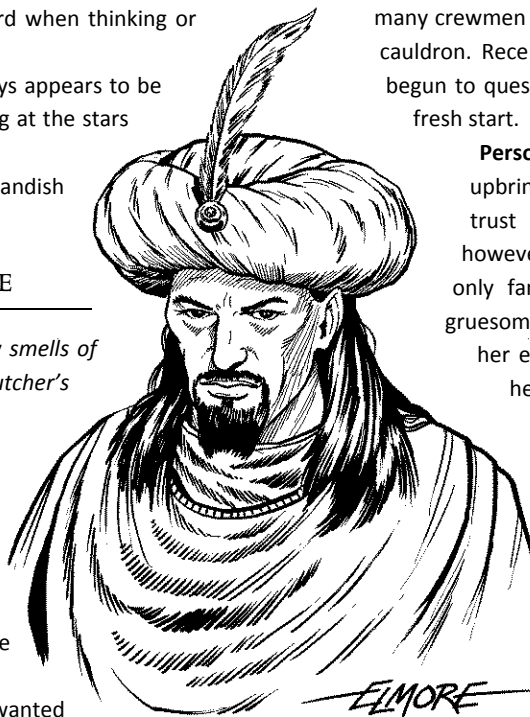
He prefers to wear expensive, outlandish clothing in bright, almost garish colours.

KHARMAINE FREEDIDDLE

The haze around the halfling apothecary smells of rotting cabbages, acrid sulphur and butcher's blood

Torn by the twin pulls of her duty and her desire for a new life, Kharmaine feels trapped in a life she no longer wants. While her crew don't love her, they rely on her excellent healing abilities and overlook her strange appearance and pet.

Background: Kharmaine's parents wanted so much more from their daughter. Their attempts to dominate her pushed the impressionable girl to flee



the family home. She ended up in the clutches of Arabess the hag, leader of the North Island Coven. Arabess lavished much attention on the girl – seeing her as a useful addition to the coven – and gave the halfling purpose, love and sisterhood in her new, twisted family.

Thoroughly indoctrinated, the secretive halfling witch rejoined society as a talented herbalist and spellcaster. Now armed with false treasure maps, Kharmaine has lured many crewmen back to North Island and into the Coven's cauldron. Recently, however, the unsettled halfling has begun to question her life, looking for a way out and a fresh start.

Personality: Antisocial thanks to her upbringing, Kharmaine inwardly cries out for trust and love in a decent relationship. But however much she regrets the traps she sets, her only family say they depend on her for their gruesome meals. Thus Kharmaine is in a quandary; her emotions conflicted, as she struggles with her duty and desires.

Mannerisms: Sitting in the shade dealing with the crew's various aches and sprains is how most people speak of Kharmaine.

Her centipede familiar skitters under her robes occasionally emerging for a witch's kiss.

Distinguishing Features: Kharmaine's teeth are blackened by the tobacco quid's she chews

constantly. Both her little fingers are topped by a black talon-like nail.

KHARMAINE FREEDIDDLE

CR 4 (XP 1,200)

Clad in voluminous robes with long sleeves, this halfling woman has long, unkempt hair.

Female halfling witch (deception) 5

NE Medium humanoid (halfling)

Init +3; **Senses** Perception +2 (+4 is familiar in arm's reach), Sense Motive +0 (+2 if familiar in arm's reach)

Speed 20 ft.; **ACP** 0; **Acrobatics** +5 (+1 jumping), **Stealth** +10

AC 19, **touch** 15, **flat-footed** 14; **CMD** 13

(+4 armour [*mage armour*], +3 Dex, +1 dodge [Dodge], +1 size)

Fort +3, **Ref** +5, **Will** +2; +2 vs. fear

hp 30 (5 HD)

Space 5 ft.; **Base Atk** +2; **CMB** -1

Melee mwk dagger +2 (1d3-2)

Ranged mwk sling (range 50 ft.) +7 (1d3-2)

Special Actions hexes (cauldron, coven, slumber [DC 15])

Witch Spells Prepared (CL 5th; concentration +8; familiar

[centipede]; share spells)

3rd—*clairaudience/clairvoyance*, *deep slumber* (DC 17),

2nd—*alter self*, *hold person* (DC16), *cure moderate wounds*, *invisibility*

1st—*cure light wounds*, *charm person* (DC15), *enlarge person*, *obscuring mist*, *ventriloquism*

0—*bleed*, *dancing lights*, *daze* (DC13), *mending*

Combat Gear *potion of invisibility*, *wand of ray of enfeeblement* (20 charges; CL 5), *wand of mage armour* (50 charges)

Abilities Str 6, Dex 16, Con 12, Int 16, Wis 10, Cha 15

Feats Alertness^B, Brew Potion^B, Dodge, Greater Spell Focus (enchantment), Spell Focus (enchantment)

Skills as above plus Bluff +6, Craft (alchemy) +10, Heal +7, Intimidate +10, Knowledge (local) +10, Spellcraft +10, Use Magic Device +9

Languages Common, Halfling, Orc, Sylvan, Undercommon; empathic link, speak with familiar

Gear as above plus 500 gp

Spellbook (familiar) as above plus as GM determined

LAMMESHIL

The sailor salutes the captain before dissolving into a cloud of sand and running down between the deck's planks.

Lammeshil is a sandman pirate, often used as a guard for the ship's brig.

Background: Called to the Material Plane to guard a pirate's buried treasure, Lammeshil broke the magic circle binding him to the site and joined the pirate's rivals.

Since then, he has enjoyed his life of plunder and casual violence.

Personality: Lammeshil is cruel and petty, enjoying the plundering life aboard. He is also extremely nosy and uses his abilities to sneak about the ship, learning his companion's secrets and schemes. He also takes great delight in shaping his body to mirror those of the folk he is fighting.

The sandman hates getting wet, however, and cowers below decks in a squall.

Mannerisms: Lammeshil makes his way to the beach as soon as possible after making landfall to wallow in the comforting sand. His companions know better than to disturb him when he is so engaged. While doing so, he also buries his newly acquired treasures; he has small caches of riches hidden on many islands.

Distinguishing Features: The sandman is made up of coarse coral sand, speckled with broken shells and pumice.



LAMMESHIL

CR 5 (XP 1,600)

A swirling cloud of fine sand forms a vague humanoid shape. The creature's face is twisted into a grimace of anger and hate.

Male sandman wizard (transmuter) 3

NE Medium outsider (earth, elemental, extraplanar)

Init +6; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +10

Speed 30 ft., burrow 30 ft.; compression; **ACP** 0; Acrobatics +12, Climb +13, Stealth +12 (+16 in sand)

Compression (Ex) Lammeshil can move through an area as small as one-quarter his space without squeezing or one-eighth his space when squeezing.

AC 20, touch 12, flat-footed 18; **CMD** 20

(+4 armour [mage armour], +2 Dex, +4 natural [amulet of natural armour +1])

Immune bleed, paralysis, poison, sleep, stunning, precision damage, critical hits, flanking

Fort +10, **Ref** +7, **Will** +7

hp 67 (7 HD); **DR** bludgeoning/10

Space 5 ft.; sleep aura (20 ft.); **Base Atk** +5; **CMB** +8

Sleep Aura (Su) Lammeshil radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must make a DC 19 Will save or fall asleep, as if affected by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice he can affect with this ability. A creature that successfully saves is immune to his sleep aura for 24 hours.

Melee slam +9 (1d6+4 plus sleep [DC 19 Will; *sleep*; CL 8th])

Ranged Touch telekinetic fist (range 30 ft.; 5/day) +7 (1d4+1)

Special Actions sand form

Sand Form (Su [standard; at will]) Lammeshil can cause his humanoid form to collapse into a pile of animated sand. In this form, treat him as if he were a small earth elemental made out of sand. He retains his compression and sleep aura abilities when in sand form, but loses his sleep attack and damage reduction, as his sandy body is much more compact and easier to scatter with solid weapon blows.

Wizard Spells Prepared (CL 3rd; concentration +7; arcane bond [amulet of mighty fists])

2nd—*bear's endurance*, *bull's strength*, *glitterdust* (DC 14)

1st—*expeditious retreat*, *mage armour*, *magic weapon*, *unseen servant*

0—*mage hand*, *mending*, *message*, *open/close*

Combat Gear scrolls of *bear's endurance* (3)

Abilities Str 16, Dex 15, Con 20, Int 14, Wis 11, Cha 8

SQ physical enhancement (+1 Con)

Feats Ability Focus (sleep), Ability Focus (sleep aura), Improved Initiative, Iron Will, Scribe Scroll^B

Skills as above plus Knowledge (arcana) +12, Knowledge (engineering) +12, Knowledge (planes) +10

Languages Common, Giant, Terran

Gear as above plus spell component pouch, spellbook

Spellbook (opposition schools abjuration and divination) as above plus 2nd—*make whole*, *rope trick*; 1st—*jump*, *obscuring mist*; 0—all

NAJI IBN SALAM

The blood of jinn in his veins, the magical thief Naji Ibn Salam dreams of becoming a pirate king.

Small and slight, those who underestimate Naji find him to be a far more dangerous foe than expected.

Background: Hailing from the lands where jinn mingle with mortals, Naji feels more at home at sea than on land.

Naji was forced to flee his homeland when his avarice and lust for gold and magic got him into serious trouble. He stole a rich merchant's prized jewels and the enraged merchant spared no expense searching for the thief.

After a series of increasingly desperate escapes from bands of armed investigators with an uncanny knack for finding him, Naji eventually returned the stolen items in the hopes of ending the matter. Sadly, the merchant – still enraged – continued to send hunters after him and so Naji was forced to flee, hiding aboard a departing merchant vessel.

The vessel was attacked several weeks into its long journey and Naji, seeing an opportunity to ingratiate himself with the pirates, slew the ship's master. Since then, he has been a pirate, taking what he wants when he wants it.

Personality: Mercurial and restless, Naji frequently changes crews and has a bit of a reputation as a troublemaker. He has caused more than one mutiny when serving under a weak-willed

captain, and he is finding it increasingly difficult to secure a berth.

Brave, to a point, Naji prefers to hang back from melee, using his spells and abilities from a safe location. He is an excellent archer and often targets the enemy's helmsmen or archers in the rigging. If enemies flee by trying to swim away, he takes great delight in hunting them down and drowning the poor unfortunates falling into his clutches.

The life of the pirate suits him, the plunder, the fighting and the freedom of the open seas. He enjoys being marked out as a special member of the crew – although truly he has no friends among them, he enjoys lording it over his lesser brethren.

He plans and schemes to one day have his own ship and believes he is eventually destined to become a pirate king with a whole fleet of ships at his command. He is not shy about letting everyone know of his destiny.

Mannerisms: Naji often has a sly smile on his lips as if enjoying some private joke.

He speaks very quickly, particularly when excited, and often overwhelms dissent through the sheer force of his personality and convictions that he is special.

Distinguishing Features: Naji's blue skin and hair set him apart from normal pirates. He is also very physically attractive, but looks slender and frail.

NAJI IBN SALAM

CR 6 (XP 2,400)

This slender, frail looking man has unusual blue skin and hair. His ears are fin-like and his hands and feet are webbed.

Male undine rogue 3/sorcerer (elemental [water]) 4
CE Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Perception +5 (+6 vs. traps; trapfinding), Sense Motive +5

Speed 30 ft., swim 30 ft.; **ACP** 0; Acrobatics +8, Climb +3, Escape Artist +8, Stealth +8, Swim +11

AC 15, touch 15, flat-footed 11; **CMD** 18 (+1 vs. traps); Mobility (+1 deflection [*ring of protection* +1], +3 Dex, +1 dodge [Dodge])

Resist cold 10

Fort +2, **Ref** +7 (+8 vs. traps; evasion), **Will** +5

hp 30 (7 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +3

Melee mwk short sword +4 (1d6-1/19-20)

Ranged +1 *shortbow* (range 60 ft.) +8 (1d6+1/x3) or

Ranged Touch elemental ray (range 30 ft.; 7/day) +7 (1d6+2 cold)

Atk Options bleeding attack (+2 bleed), sneak attack (+2d6)

Sorcerer Spells Known (CL 4th; concentration +7 [+11 casting defensively or grappling])

2nd (4/day)—*invisibility*

1st (7/day)—*burning hands* (DC 15), *mage armour*, *magic missile*, *silent image* (DC 15)

0—*bleed* (DC 14), *detect magic*, *mage hand*, *ray of frost*, *read magic*

Spell-like Abilities (CL 7th; concentration +10 [+14 casting defensively or grappling])

1/day—*hydraulic push*

Hydraulic Push (Sp [standard]) Naji can shoot a blast of water that knocks over and soaks one creature or square up to 40 ft. away. He can make a bull rush (that does not provoke an attack of opportunity) against any one creature or object at a +10 CMB. It extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Combat Gear arrows (20), *potion of cure moderate wounds* (2), *wand of colour spray* (50 charges)

Abilities Str 8, Dex 16, Con 10, Int 13, Wis 10, Cha 16

SQ bloodline arcane, elemental affinity (water), rogue talent (bleeding attack), trapfinding (+1), trap sense (+1)

Elemental Affinity (Ex) Naji's treats all sorcerer class abilities as if his Charisma score was 2 points higher.

Feats Combat Casting, Dodge, Eschew Materials^B, Improved Initiative, Mobility

Skills as above plus Appraise +7, Bluff +9, Diplomacy +8, Disable Device +9, Disguise +8, Intimidate +10, Knowledge (arcana) +8, Knowledge (local) +5, Sleight of Hand +8, Spellcraft +8, Use Magic Device +10

Languages Abyssal, Aquan, Common

Gear as above plus thieves' tools, 15 gp

OBAD YURFET

Nothing could change her ambition or drive, but her naivety and honour has been stolen.

Once a servant of light and justice, Obad now metes out her own warped sense of punishment to those she deems guilty.

Background: Obad always knew her duty. The first morning after her Holy Vigil, she started catching criminals by collaring a pickpocket. During the next decade Obad rose within the Watch,

OBAD YUREFT CR 5 (XP 1,600)
This female dwarf has a look of distaste on her face; spittle dribbles from her mouth.

Female dwarf antipaladin 6
 CE Medium humanoid (dwarf)
Init -1; **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework; stonecunning), Sense Motive +8
Speed 20 ft., **ACP** -3; **Acrobatics** -4 (-8 jumping), **Stealth** +5

AC 16, touch 9, flat-footed 16; **CMD** 16 (20 vs. bull rush or trip); +4 vs. giant types
 (+7 armour [+1 *breastplate*], -1 Dex)
Immune disease
Fort +10 (+12 vs. poison), **Ref** +3, **Will** +9; +2 vs. spells and spell-like abilities
hp 55 (6 HD)

Space 5 ft.; (aura of cowardice 10 ft.); **Base Atk** +6/+1; **CMB** +7
Aura of Cowardice (Su) While conscious, Obad radiates an aura of dread that causes enemies to take a -4 penalty on saving throws against fear effects. Creatures immune to fear lose their immunity within the aura.
Melee mwk glaive (reach 10 ft.) +9/+4 (1d10+1/x3) or
Melee Touch touch of corruption (5/day) +7 (3d6 damage plus fatigue or staggered for 3 rounds [DC 15 Fort negates])
Ranged mwk composite longbow (range 110 ft.) +6/+1 (1d8+1/x3)
Atk Options Vital Strike, +1 attack vs. orc- and goblin-type foes, smite good (2/day; +2 attack, +5 damage, +2 AC)
Special Actions channel negative energy (3d6; DC 15 halves), fiendish boon (1/day, *summon* CE crocodile, dire bat or shark), touch of corruption
Touch of Corruption (Su) see above; Obad can also touch an undead creature to restore 2d6 hp or can spend 2 uses to channel negative energy.
Anti-Paladin Spells Prepared (CL 3rd; concentration +6)
 1st—*death knell* (DC 13), *disguise self*
Spell-Like Abilities (CL 6th; concentration +8)
 At Will—*detect good*
Combat Gear *potion of cure moderate wounds*, *potion of enlarge person*, *potion of resist energy (fire)*

Abilities Str 12, Dex 8, Con 16, Int 10, Wis 15, Cha 14
SQ aura of evil (strong), plague bringer,
Feats Skill Focus (Bluff), Stealthy, Vital Strike
Skills as above plus Bluff +13, Intimidate +8, Profession (helmsman) +8
Languages Common, Dwarven
Gear as above plus 400 gp

in a city where no one liked her probity and nose for crime. Unable to be bought off, she took pride in her reputation. But she began to see through the officials; thanks to them, the biggest fish were set free, witnesses disappeared and victims did not receive justice. Obad's rancour slowly dripped acid onto her heart, and cynicism replaced her innate goodness.

Obad left the city by hiding on board the first ship out of port. She became a sailor and when was not enough she became a pirate.

Personality: Now Obad is acting as judge, jury and executioner. She is a manipulator and deceiver, someone who uses any method to right wrongs and if she destroys the wrong person by mistake, it is just a matter of balancing the past. Her current ambition is to get close to the captain and use her position to terrorise and punish wrongdoers among the crew by engineering an unsuccessful mutiny.

Mannerisms: Obad reads too many holy texts, spouting sacred aphorisms to her fellow crew members.

Distinguishing Features: Obad's shaved head and gold earrings are all part of her extreme disguise.

OB'KWANE CR 7 (XP 3,200)

Male hobgoblin monk 8
 LN Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +12
Speed 50 ft., base speed 30 ft.; **ACP** 0; **Acrobatics** +13 (+21 jumping), **Stealth** +17, **Swim** +13

AC 19, touch 19, flat-footed 15; **CMD** 30 (32 vs. grapple) (+1 armour [*bracers of armour* +1], +2 class, +3 Dex, +1 dodge [Dodge], +2 Wis)
Immune disease
Fort +8, **Ref** +9 (evasion), **Will** +8; +2 vs. enchantment spells and effects
hp 55 (8 HD)

Space 5 ft.; **Base Atk** +6/+1; **CMB** +12 (+14 grapple)
Melee mwk quarterstaff (Power Attack [-2/+4]) +9/+4 (1d6+10)
Ranged mwk shuriken (range 10 ft.; Deadly Aim [-2/+4]) +8/+3 (1d2+8)
Atk Options Spring Attack, Stunning Fist (8/day, DC 16, stunned for 1 round plus fatigued or sickened), flurry of blows (-0, 2 extra attacks), ki pool (6 points)
Special Actions wholeness of body (8)
Combat Gear mwk shuriken (20), *potion of mage armour*, *potion of owl's wisdom*

Abilities Str 18, Dex 16, Con 14, Int 10, Wis 14, Cha 8
SQ fast movement (+20 ft.), high jump, manoeuvre training, slow fall 40 ft., still mind
Feats Deadly Aim, Dodge, Improved Grapple, Improved Unarmed Strike, Mobility, Power Attack, Quick Draw, Spring Attack
Skills as above plus Craft (ships) +9
Languages Common, Goblin
Gear as above plus *belt of giant strength* +2, 210 gp

OB'KWANE

Few understand that simple pleasures fill every day.

Wrongly accused of theft, Ob'Kwane now wanders the world.

Background: The Snake Staff Dojo sends out masters to find new apprentice monks. The Uncle of Vipers came across Ob'Kwane wrongly hanging from a robber's tree; finding the hobgoblin ended his quest and he brought Ob'Kwane back to his dojo. The monkish rituals and battle techniques felt right to Ob'Kwane and ten years later he left the Dojo as a questing Adept of the Snake Staff. His first quest is to find the Orbanstaff, an artefact sacred to his order. Secondly, he must take to water, spread word of the dojo and find three new apprentices. Lastly, he must guard against the excesses of others by slaying the worst exemplars of such behaviour.

Personality: Ob'Kwane takes pleasure in performing his work to the best of his ability. Chaste, teetotal and a fussy eater, he accepts many ribald comments from his shipmates. They do not matter to him. He only cares about his quests.

Mannerisms: Ob'Kwane has a casual manner.

Distinguishing Features: Indecipherable, archaic tattoos cover Ob'Kwane's body. He has a deep, growling voice.

OGA OGATI

CR 7 (XP 3,200)

Many bone fragments pierce this woman's pale, putrid flesh.

Female human barbarian (invulnerable rager) 4/oracle (waves) 4
CE Medium humanoid (human)

Init +0; **Senses** Perception +5, Sense Motive +5

Speed 40 ft.; **ACP** -2; Acrobatics +7 (+11 jumping), Climb +6, Swim +6

AC 16, touch 10, flat-footed 16; **CMD** 20

(+5 armour [+1 *hide*], +1 natural [*amulet of natural armour* +1])

Resist cold 6

Fort +7 (+11 vs. disease), **Ref** +2, **Will** +5

hp 65 (8 HD); **DR** —/2

Space 5 ft.; **Base Atk** +7; **CMB** +10

Melee +1 *glaive* (reach 10 ft.) +12/+5 (1d10+5/x3) or

Melee Touch wintry touch (6/day) +10 (1d6+2 cold)

Ranged javelin (range 30 ft.) +7/+2 (1d6+3)

Atk Options Shatter Defences, rage

Special Actions Dazzling Display

Oracle Spells Known (CL 4th; concentration +7 [+11 casting defensively or grappled])

2nd (4/day)—*bull's strength*, *slipstream* (DC 15)

1st (7/day)—*cause fear* (DC 14), *command* (DC 14), *obscuring mist*, *touch of the sea*

0—*bleed* (DC 13), *detect magic*, *guidance*, *read magic*, *resistance*, *stabilize*

Combat Gear *potion of cure moderate wounds* (2), *potion of eagle's splendour* (2), *wand of cure light wounds* (50 charges)

OGA OGATI

The living goddess, Oga Ogati, searches the world for the missing artefact of her dark, malevolent gods.

A primitive from a far flung northern wasteland, Oga Ogati is a raging madwoman, both blessed and cursed by evil gods.

Background: Serving as a living goddess amongst a cannibalistic island tribe, Oga one day had a vision of a ship. The next day, when it appeared, she boarded it and did not look back. Now her visions are of an ancient artefact that was stolen from her people, an artefact associated with the vile gods of her frozen home. She now plies the oceans in the company of unscrupulous pirates searching for it. Her fellows put up with her only because of her a martial prowess.

Personality: Imperious, cruel and a touch mad, Oga Ogati believes she is a divine vessel of the gods. She has little respect for others.

Mannerisms: Oga sprays spittle when talking.

Distinguishing Features: The gods left their mark on Oga. Lesions and sores on her skin constantly ooze pus. Her teeth are sharpened to better devour flesh and a myriad of bone jewellery pierces her body.

Abilities Str 16, Dex 11, Con 14, Int 8, Wis 10, Cha 16

SQ extreme endurance, fast movement, invulnerability (DR —/2), oracle's curse (wasting), rage powers (intimidating glare, moment of clarity), revelations (icy skin, wintry touch)

Extreme Endurance (Ex) Oga is inured to the cold as if using *endure elements*.

Wasting (Ex) Oga's body is rotting away. She takes a -4 penalty to all Charisma checks except Intimidate.

Feats Combat Casting, Dazzling Display, Extra Rage, Shatter Defences, Weapon Focus^B (*glaive*)

Skills as above plus Heal +5, Intimidate +15, Knowledge (religion) +6, Spellcraft +6, Survival +5

Languages Common

Gear as above plus 177 gp

When raging, Oga Ogati has the following modified statistics:

Climb +8, Swim +8

AC 14, touch 10, flat-footed 14; **CMD** 22

(+5 armour [+1 *hide*], -2 class, +1 natural [*amulet of natural armour* +1])

Fort +9 (+13 vs. disease), **Will** +7

hp 81

CMB +12

Melee +1 *glaive* (reach 10 ft.) +14/+7 (1d10+8/x3) or

Melee Touch wintry touch (6/day) +12 (1d6+2 cold)

Atk Options Dazzling Display, rage (22 rounds, intimidating glare [+15]), Shatter Defences

Special Actions moment of clarity

Abilities Str 20, Con 18

OLD BENAZ

"Don't worry Old Benaz'll stop goin' through yer belongin's once he's worked out yer ain't got no tobacco."

Old Benaz, ineffectively haunts the ship he sails aboard.

Background: In life, Old Benaz served as a pirate and met his demise at the end of the cat after stealing rations. Pining after his long-suffering wife his soul rested uneasily, returning as a gruesome poltergeist. After three weeks of horror, the captain finally bribed the undead with his finest stash of smoking tobacco to resume his normal duties.

Personality: Old Benaz enjoys his immortal life, and has long stopped yearning for his wife, remembering belatedly she is a nagging shrew. Many captains learn to threaten the poltergeist with an unwelcome reunion with his wife, if he becomes insubordinate.

Mannerisms: Old Benaz gives new crew members a hazing for a week, frightening them at all hours. Long-serving crew ignore the shrieking poltergeist when he manifests.

Distinguishing Features: Old Benaz was an ugly, spindly man in life and is only marginally worse in death.

PUFTU

A four-armed monkey clammers effortlessly through the ship's rigging, occasionally screeching.

Puftu is a rare miniature girallon who serves as an agile seaman best suited to work in the rigging or crow's nest.

Background: A merchant crew lured Puftu from the steaming jungles with promises of food. She has spent the next ten years aboard various tubs living like a queen off her share of ship's rations.

Personality:

Puftu is playful and friendly, enjoying the company of humans. She communicates with the crew via a code of rhythmic screeches which spell



out simple words in Common, such as "ship seen," "give food" or "go away."

Mannerisms: Puftu enjoys physical contact, and unashamedly begins grooming or hugging PCs with a high Charisma score. An extended grooming from a four-armed girallon is very thorough.

Distinguishing Features: Puftu has a dull red coat of fur, rather than the white coat of her larger kin.

OLD BENAZ

CR 3 (XP 800)

Ropes curl into knots and crates shift about of their own accord, accompanied by a rollicking, disembodied sea shanty.

Male poltergeist bard (sea singer) 2

LE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2

Speed fly 20 ft. (perfect); **ACP** 0; Fly +18, Stealth +2 (incorporeal, natural invisibility)

AC 15, touch 15, flat-footed 13; **CMD** — (+3 deflection, +2 Dex)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +4, **Ref** +6, **Will** +6; +4 vs. air, water

hp 37 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** —

Special Actions bardic performance (distraction, fascinate, inspire courage [+1], sea shanty [30 ft.; Perform check replaces save vs. exhausted, fatigued, nauseated, or sickened conditions]), frightener, telekinesis (CL 5th, ranged attack +6, 125 pounds, Will DC 15)

Frightener (Su [standard; 1/minute]) All creatures within 30 feet must make a DC 17 Will save to avoid becoming frightened for 1d4 rounds. Old Benaz then resumes his invisibility at the end of his turn as a free action. A creature that successfully saves is immune to this ability for 24 hours. If Old Benaz's natural invisibility is negated via other methods, he cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect.

Bard Spells Known (CL 2nd; concentration +5)

1st (3/day)—*animate rope*, *hideous laughter* (DC 14), *remove fear*

0—*dancing lights*, *ghost sound*, *light*, *lullaby*

Abilities Str —, Dex 15, Con —, Int 9, Wis 14, Cha 16

SQ incorporeal, rejuvenation (2d4 days), sea legs, site bound (120 ft.), world traveller

Feats Ability Focus (frightener), Exotic Weapon Proficiency (catapult), Siege Engineer

Skills as above plus Knowledge (geography) +0, Knowledge (local) +0, Knowledge (nature) +0, Linguistics +0, Perform (sing) +11, Profession (siege engineer) +10

Languages Common

QUEUYON VALDEREAN

Unable to find a home with either humans or elves, Queuyon Valderean has taken up with pirates to ease his loneliness.

Queuyon combines the skills he learned on the tough streets of his home with his burgeoning magic powers.

Background: Queuyon was raised by his poor mother, a former adventurer crippled during the exploration of an ancient tomb.

When Queuyon joined a street gang and got into trouble with the law, his mother sent him to live with his father who took him in begrudgingly. From his father, Queuyon began to learn the arcane arts but his human nature caused him to rebel. Feeling as if he belonged to neither the human or elf world, Queuyon robbed his father and fled on the first ship that would take him.

From that inauspicious beginning, his career as a pirate was never far away. When the opportunity came to sign on with such a crew, Queuyon took the chance, embracing his new life with stoic resolve.

Personality: A melancholy individual, Queuyon keeps to himself whenever possible. He is a hard worker and carries out his duties diligently, but without enthusiasm.

He lives for the thrill of combat and the exhilaration of taking something that does not belong to him. As in life is he in combat – devious, deceptive and deadly.

Queuyon rarely tackles a problem head-on; rather he prefers to manipulate others to do his dirty work for him.

PUFTU CR 6 (XP 2,400)

This four-armed monkey is covered in red fur. Its eyes gleam with a watchful intelligence.

Female advanced young girallon

N Small magical beast

Init +13; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8, Sense Motive +3

Speed 40 ft., climb 40 ft.; **ACP** 0; Climb +15, Stealth +14

AC 24, touch 20, flat-footed 15; **CMD** 25 (+9 Dex, +4 natural, +1 size)

Fort +7, **Ref** +14, **Will** +5
hp 52 (7 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +15

Melee bite (Power Attack [-2/+4]) +17 (1d3+2) and 4 claws (Power Attack [-2/+4]) +17 (1d2+2 plus rend)

Atk Options Bloody Assault (-5 attack, 1d4 bleed), rend

Rend (Ex) If Puftu hits with two or more attacks, he deals an extra 1d2+3 damage.

Abilities Str 15, Dex 29, Con 14, Int 6, Wis 16, Cha 11

Feats Agile Manoeuvres, Bloody Assault, Power Attack, Weapon Finesse

Skills as above plus Linguistics -1

Languages Common (cannot speak)

He trades on his looks and is terrified of being scarred. His greatest fear is that he will end up like his mother – crippled and alone.

Mannerisms: Queuyon slouches, as if trying to hide, when talking with others. When angry or upset, he broods for hours and tolerates no company.

Distinguishing Features: Darkly handsome, Queuyon wears his facial hair in whatever manner is currently in fashion.

QUEUYON VALDEREAN CR 4 (XP 1,200)

This tall, brooding elf has eyes as dark as his long, black hair.

Male half-elf rogue 2/wizard (universalist) 3

NE Medium humanoid (half-elf)

Init +2; **Senses** low-light vision; Perception +7 (+8 vs. traps; trapfinding), Sense Motive +5

Speed 30 ft.; **ACP** 0; Acrobatics +7 (+11 jumping), Climb +4, Escape Artist +9, Stealth +12 (fast stealth)

AC 14, touch 12, flat-footed 11; **CMD** 15; +1 vs. traps (+1 deflection [*ring of protection* +1], +2 Dex, +1 dodge [Dodge])

Immune sleep

Fort +1, **Ref** +8 (+9 vs. traps; evasion), **Will** +3 (+4 vs. enchantments)

hp 23 (5 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee mwk short sword +2 (1d6-1/19-20)

Ranged mwk hand crossbow (range 30 ft.) +5 (1d4/19-20)

Atk Options hand of the apprentice, sneak attack (+1d6)

Hand of the Apprentice (Su [standard; 7/day]) Queuyon can cause his melee weapon (+7 attack, 1d6-1/19-20 damage) to strike a foe up to 30 ft. away before instantly returning to him. This ability cannot be used to perform a combat manoeuvre.

Wizard Spells Prepared (CL 3th; concentration +7 [+11 grappling or casting defensively]; spell penetration +9; arcane bond [ring])

2nd—*scorching ray*, *web* (DC 16)

1st—*burning hands* (DC 15), *colour spray* (DC 15), *mage armour*
0—*acid splash*, *detect magic*, *mage hand*, *read magic*, *resistance*

Combat Gear bolts (10), daggers (2), *potions of cure moderate wounds* (2)

Abilities Str 8, Dex 14, Con 10, Int 18, Wis 11, Cha 13

SQ cantrips, rogue talent (fast stealth)

Feats Combat Casting, Dodge, Scribe Scroll^B, Skill Focus^B (Stealth), Spell Penetration

Skills as above plus Appraise +10, Bluff +6, Diplomacy +6, Disable Device +7, Intimidate +6, Knowledge (arcana) +10, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (local) +9, Knowledge (nature) +10, Knowledge (planes) +10, Sleight of Hand +8, Spellcraft +10, Use Magic Device +6

Languages Common, Dwarf, Elven, Goblin, Halfling, Orc

Gear as above plus thieves' tools, 134 gp

Spellbook as above plus GM's choice

QULERAC

The sailcloth billows gracefully in the wind, before unfurling onto the closest pirate with a heavy clang. After a momentary, sickening tremble, the seaman's charred, bloodless body slumps to the deck.

Measuring over twenty feet in wingspan, Qulerac is a gigantic cloaker who imitates the sails of a ship to entrap his victims.

Background: Qulerac grew up aboard underground shipping, plying the great subterranean lakes on all manner of vessels. While he is still more commonly encountered underground, he does enjoy the fresh breeze of the surface world caressing his wings.

Personality: Qulerac, if hired as crew, is pleasantly chatty for a hideous monstrosity, enjoying bawdy banter with his crewmates. When combat approaches, he falls deathly silent as his imitation of a ship's sail becomes uncanny.

Mannerisms: Qulerac's ropey tail slowly coils and uncoils while the cloaker waits for its prey – the only telltale sign in an otherwise perfect disguise.

QULERAC

CR 7 (XP 3,200)

This huge ray-like creature has the appearance of a gigantic sail. It has a toothy maw and glaring red eyes

Male giant cloaker fighter 1

CN Huge aberration

Init +3; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +11

Speed 10 ft., fly 40 ft. (average); **ACP** -6; Fly +4

AC 31, touch 11, flat-footed 28; **CMD** 29 (can't be tripped); Body Shield, Deflect Arrows, (+10 armour [+1 *glamered spiked full plate*], +3 Dex, +10 natural, -2 size)

Body Shield (Ex [immediate; at will]) As an immediate action while he is grappling an adjacent creature, Qulerac can make a grapple combat manoeuvre check against that creature to gain cover against a single attack. If he is successful and the attack misses, that attack targets the creature he used as cover, using the same attack roll. He cannot use this feat against a creature grappling him, and the cover he gain ends after the attack he gained cover against is resolved.

Fort +12, **Ref** +5, **Will** +6

hp 89 (7 HD)

Space 15 ft.; **Base Atk** +5; **CMB** +16 (+20 grapple)

Melee bite (reach 10 ft.) +12 (1d8+9), tail slap (reach 15 ft.) +7 (1d6+4) or

Melee +1 *shock armour spikes* +13 (1d8+9 plus 1d6 electricity)

Attack Options Greater Grapple, engulf

Engulf (Ex [standard]) Qulerac can try to wrap a Large or smaller creature in his body. He attempts a grapple that does not provoke an attack of opportunity. If he wins the grapple check, he establishes a hold and bites the engulfed victim with a +4 bonus on his attack roll. Qulerac can still

Distinguishing Features: Qulerac's back is marked with a large, scarlet birthmark which resembles a jagged wound.

SAMAKH

This young aquatic elf has an unsettling demeanour and a hunter's eyes.

Samakh is a bloodthirsty killer determined to prove his worth.

Background: There are many fierce sahaugin hidden beneath the waves, some look like Samakh, mutations called malenti with the appearance of a sea elf. The undersea lord, Terrisark, has ordered several young malenti up to the surface world during their rites of passage. Samakh must bring back new magical knowledge from the surface world to help win the triton war.

Intelligent and well prepared, Samakh sought an apprenticeship aboard a pirate ship alongside a renowned mage and killer. That harsh training ended when Samakh took one too many beatings. His frenzied rage left little enough to feed the sharks following the ship. Now his reputation is assured, he is free to complete his mission.

use his whip-like tail to strike at other targets. Attacks that hit him while engulfing a target deal half their damage to the monster and half to the trapped victim.

Special Actions moan (DC 16), shadow shift

Moan (Ex [standard; at will]) Qulerac's moan has one of four effects.

- **Fear:** All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.
- **Nausea:** All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.
- **Stupor:** A single creature within 30 feet is affected by *hold monster* for 5 rounds (Will negates).
- **Unnerve:** Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Qulerac is immune to these sonic, mind-affecting attacks. A creature that successfully saves against his fear, nausea or unnerve moans cannot be affected by that same moan effect from him for 24 hours. Save DCs are Charisma-based.

Shadow Shift (Su [free; at will]) When in dim illumination, Qulerac can manipulate shadows to create one of three effects: *blur* (1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 16, CL 6th, save DC is Charisma-based).

Abilities Str 29, Dex 16, Con 27, Int 14, Wis 13, Cha 16

Feats Body Shield, Deflect Arrows, Greater Grapple, Improved Grapple, Improved Unarmed Strike

Skills as above plus Disguise +13 (+21 as sail), Knowledge (geography) +11, Knowledge (nature) +11

Languages Abyssal, Common, Undercommon

Gear *hat of disguise*

Personality: Samakh comes across as a haughty and rude elven wizard. He enjoys a good fight and struggles not to eat the eyes of the dead once victorious.

Mannerisms: Samakh manners are so terrible, it turns the stomach to watch him eat. His dishevelled bunk and cluttered desk keep people away similarly.

Samakh twirls his trident when bored or agitated.

Distinguishing Features: Samakh sweats profusely.

| SAMAKH | CR 3 (XP 800) |
|--|---------------|
| Male young sahaugin wizard (evoker) 3 LE Small monstrous humanoid (aquatic) Init +5; Senses blindsense 30 ft. darkvision 60 ft.; Perception +6 Speed 30 ft., swim 60 ft.; ACP 0; Ride +10, Stealth +15, Swim +14 | |
| AC 22, touch 14, flat-footed 18; CMD 18; (+4 armour [<i>mage armour</i>], +4 Dex, +3 natural, +1 size) Weakness light blindness Light Blindness (Ex) When exposed to bright light, Samakh is blinded for 1 round and dazzled thereafter while remaining in the area of bright light. Fort +9, Ref +10, Will +7 hp 38 (5 HD); blood frenzy Blood Frenzy (Ex) Once per day, when Samakh is injured in combat he can fly into a frenzy in the following round. He gains +2 Strength and +2 Constitution, but takes a -2 penalty to AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter. | |
| Space 5 ft.; Base Atk +3; CMB +4 Melee mwk trident +7 (1d4+2) Ranged mwk heavy crossbow (range 120 ft.) +10 (1d8/19-20) or Ranged force missile (range 130 ft.; 5/day) as <i>magic missile</i> (1d4+1 force) Wizard Spells Prepared (CL 3th; concentration +5 [+9 casting defensively or grappled]; arcane bond [trident], intense spells [+1]) 2nd— <i>flaming sphere</i> (DC 16), <i>protection from arrows</i> , <i>shatter</i> (DC16) 1st— <i>animate rope</i> , <i>burning hands</i> (DC 15), <i>magic missile</i> , <i>sleep</i> (DC 14) 0— <i>daze</i> (DC 12), <i>detect poison</i> , <i>light</i> , <i>prestidigitation</i> Combat Gear bolts (10), <i>potion of cure moderate wounds</i> , <i>screaming bolt</i> , <i>wand of mage armour</i> (30 charges). | |
| Abilities Str 14, Dex 20, Con 14, Int 16, Wis 11, Cha 9 Feats Combat Casting, Great Fortitude, Scribe Scroll ^B , Spell Focus (evocation) Skills as above plus Bluff +2, Knowledge (arcana) +9, Knowledge (geography) +9, Linguistics +7, Spellcraft +9 | |
| Languages Abyssal, Aquan, Common, Draconic, Elven, Infernal speak with sharks Speak with Sharks (Su) Samakh can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts such as “come here,” “defend me,” or “attack this target.” Gear as above plus spell component pouch, 12 gp Spellbook (divination, illusion) as above plus as GM determined | |

SEMELZA WERRIS

A vivacious smile from this winged beauty is regarded as lucky.

A reluctant pirate, Semelza’s innate goodness and conscience trouble her when she sails with pirates.

Background: Semelza was born on *The Orios* as it crossed the equator – a sign of fortune. She grew into a rare beauty, one that melted most sailor’s hearts; her innate goodness and joy of life brought something to love and respect into their lives. Even the more hard-bitten crewmen enjoy her good cooking and rough healing. An active and physical wench, Semelza has had her share of lovers; the break-up often causes her to change vessels for new company and fresh adventure.

Personality: Semelza is a free spirit filled with curiosity, wanderlust and a love of the sea. Above all, Semelza enjoys flying. When the crew’s piracy turns to excessive violence she leaves in disgust to find better friends.

Mannerisms: Every dawn she makes a smooth swan dive from the highest mast, levelling off just above the waves and heading for the new horizon. Some fortunate soul always receives a generous hug upon Semelza’s return.

Distinguishing Features: Her beautiful golden hair and white wings set Semelza apart from her comrades.

| SEMELZA WERRIS | CR 3 (XP 800) |
|--|---------------|
| <i>This beautiful woman has an welcoming smile and brilliant white angel wings growing from her back.</i> | |
| Female human half-celestial expert 4 CG Medium outsider (native) Init +2; Senses darkvision 60 ft.; Perception +8, Sense Motive +8 Speed 30 ft., fly 60 ft. (good); ACP 0; Fly +12, Swim +7 | |
| AC 18, touch 13, flat-footed 15; CMD 16 (+3 armour [mwk studded leather] +2 Dex, +1 dodge [Dodge], +1 natural, +1 shield [mwk light wooden]) Immune disease; Resist acid 10, cold 10, electricity 10 Fort +2 (+6 vs. poison), Ref +3, Will +5; SR 15 hp 24 (4 HD); DR magic/5 | |
| Space 5 ft.; Base Atk +3; CMB +3 Melee mwk morningstar +4 (1d8) Ranged mwk heavy crossbow (range 120 ft.) +6 (1d10) Special Actions smite evil (1/day; +4 attack, +4 damage) Spell-like Abilities (CL 4th; concentration +5) 3/day <i>protection from evil</i> 1/day 2nd— <i>aid</i> , <i>bless</i> , <i>detect evil</i> Combat Gear bolts (10), <i>wand of cure light wounds</i> (20 chgs) | |
| Abilities Str 10, Dex 15, Con 12, Int 14, Wis 13, Cha 18 Feats Dodge, Skill Focus (Fly) Skills as above plus Diplomacy +11, Heal +8, Knowledge (local) +9, Knowledge (planes) +9, Perform (dance) +11, Profession (cook) +8, Profession (sailor) +8, Use Magic Device +11 Languages Auran, Celestial, Common | |
| Gear as above plus healers kit and as GM determined | |

SKEWES

An uncouth mariner who laughs in the face of battle – or so it seems.

Seemingly a popular member of the crew, Skewes is in reality a serial murderer; although his crew mates are safe from his depredations even the most depraved pirate would recoil from the demon lurking within this tiefling's soul.

Background: Born of a powerful demon and its noble slave girl, the wilful tiefling boy soon ran away from his pampered upbringing. Skewes fled to the oceans where his abyssal physique won him the title "horny little monkey." He loves the freedom and chaos of nature at sea and rose to become an able seaman. Frustrated by his inner desires, Skewes began to kill animals in port. He graduated to beggars and then drunks. Skewes' lusts became a gruesome art form; he started planning the deaths in advance, trying to make a masterpiece of each corpse.

Personality: Outwardly boisterous and a popular sailor, Skewes seethes with passionate hatred. He loathes cowardice and tests everyone to see if they smell of fear. His manners worsen dramatically on a long voyage but when the ship approaches port, Skewes turns serious as he focuses on the hunt, especially now that one kill is not enough. It is noticeable how much calmer and satisfied Skewes becomes towards the end of a stay in port.

Mannerisms: He likes to keep the victim's eyes for his sea eagle, Hundal.

Distinguishing Features: Skewes keeps his horns clean and sharp.

SQALIM

This small tentacled monstrosity undulates servilely behind the ship's captain, leaving a thin trail of oily ink.

Sqalim is a sycophantic grindyflow who serves as a ship's repulsive "cabin boy." The grindyflow infiltrates enemy ships by water or by being flung by catapult (his slow fall ability plus Acrobatics sparing him too much damage), whereupon he sneaks around until the opportunity arises to cut a hole in the hull with his adamantine kama. His duty done, he escapes through the gaping hole in the hull, jetting away into the deep.

Background: Sqalim was dredged from the sea by a nefarious captain nearly six years ago, and has been beaten into submission many times since. Now he gladly serves under any captain.

Personality: Sqalim is a conniving coward when around anyone of authority, but insanely brave when following orders. Sqalim has no qualms in following orders, no matter how vile.

Mannerisms: The grindyflow salutes with both of his front tentacles simultaneously when acknowledging an order.

Distinguishing Features: Sqalim's sandy-coloured skin is covered in bright blue rings which swell when he is agitated.

SKEWES

CR 7 (XP 3,200)

Muscular and slender this human sports two small horns growing from his forehead.

Male tiefling ranger 5/assassin 3

CE Medium outsider (native)

Init +8 (+10 in aquatic terrain); **Senses** darkvision 60 ft., Perception +12 (+14 vs. elves, +16 vs. humans), Sense Motive +12 (+14 vs. elves, +16 vs. humans)

Speed 30 ft; **ACP** -1; Acrobatics +9, Climb +9, Escape Artist +7, Stealth +16 (+18 in aquatic terrain)

AC 21, touch 16, flat-footed 15; **CMD** 24; uncanny dodge (+5 armour [+1 chain shirt], +1 dodge [Dodge], +4 Dex, +1 shield [Two-Weapon Defence])

Resist cold 5, electricity 5, fire 5

Fort +5 (+6 vs. poison), **Ref** +10, **Will** +3

hp 53 (8 HD)

Space 5 ft.; **Base Atk** +7/+2; **CMB** +9

Melee +1 short sword +8/+3 (1d6+3/19-20) and mwk short sword +8 (1d6+2/19-20) or

Melee +1 short sword +10/+5 (1d6+3/19-20)

Ranged mwk light crossbow (range 80 ft.) +12 (1d8 plus poison)

Atk Options Improved Feint, death attack, favoured enemy (elf [+2], human [+4]), poison use, sneak attack (+2d6)

Death Attack (Ex [standard]) If Skewes studies his victim for 3 rounds and then deals damage with a melee sneak attack, the sneak attack has the additional effect of possibly either paralyzing (for 1d6+3 rounds) or killing the target (DC 15 negates; Skewe's choice).

Poison Use Skewes is trained in using poisons and cannot accidentally poison himself when applying it to a blade

Ranger Spells Prepared (CL 2nd; concentration +2)

1st—jump, resist energy

Spell-Like Abilities (CL 8th; concentration +7)

1/day—darkness

Combat Gear bolts (10), oil of keen edge, silversheen (2), potion of cure moderate wounds (2)

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

SQ hunter's bond (sea eagle), favoured terrain (aquatic [+2]), wild empathy (+4, +0 vs. magical beasts), track (+2)

Feats Combat Expertise Dodge, Endurance^B, Improved Feint, Two-Weapon Defence, Two-Weapon Fighting

Skills as above plus Bluff +10 (+12 vs. elves, +4 vs. humans), Disable Device +9, Disguise +4, Handle Animal +4, Knowledge (geography) +9 (+11 in aquatic terrain), Knowledge (local) +2 (+4 vs. elves, +6 vs. humans), Survival +9 (+11 tracking, +13 tracking elves or tracking in aquatic terrain, +15 tracking elves in aquatic terrain or humans, +17 tracking humans in aquatic terrain)

Languages Abyssal, Celestial, Common, Infernal

Gear as above plus 200 gp

TILELA ONMORO

A malicious she-devil, Tilela swings effortlessly through the ship's rigging as she searches for a foe to drop down on unexpectedly.

The rogue, Tilela Onmoro, delights in life on a ship, swinging and running along the rigging as she moves from mast to mast, relishing the freedom of the open sky.

Background: Orphaned at an early age and abandoned to

SQALIM

CR 4 (XP 1,200)

This sandy-coloured monstrous combination of goblin and octopus wears a sodden, tasselled waistcoat.

Male grindylow monk (flowing monk) 4

LE Small aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +2
Speed 15 ft., swim 30 ft., jet 200 ft.; Acrobatics +13 (+9 jumping), Climb +9, Escape Artist +13, Stealth +21, Swim +13

AC 21, touch 19, flat-footed 16; **CMD** 21; flowing dodge (+1 class, +5 Dex, +2 natural, +1 size, +2 Wis)

Flowing Dodge (Ex) Sqalim gains a +1 dodge bonus to AC for each enemy adjacent to him (maximum +2 bonus).

Fort +7, **Ref** +9 (evasion), **Will** +8 (+10 vs. enchantment)
hp 37 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +8 (+14 to trip)

Melee adamantine kama +10 (1d4+1) or

Melee unarmed strike +9 (1d6+1)

Atk Options Improved Trip, flurry of blows (+2/+2), redirection, tangling tentacles, unbalancing counter

Special Actions ki pool (magic, 4/day),

Redirection (Ex [immediate, 4/day]) Sqalim can attempt a reposition or trip combat manoeuvre against a creature that he threatens and that attacks him. If the combat manoeuvre succeeds, the attacker is sickened for 2 rounds (Reflex DC 14 halves). Sqalim gains a +2 bonus on the reposition or trip combat manoeuvre check and the save DC for redirection increases by 2 if the attacker is using Power Attack or is charging when attacking him. The benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply. Sqalim can use redirection against an opponent that he threatens and that attacks an ally with a melee attack. Sqalim can use this ability once per round.

Tangling Tentacles (Ex [swift; at will]) During Sqalim's turn, he can make a trip attack against any adjacent foe. He gains a +4 racial bonus on trip attacks made with tangling tentacles, and if he fails to trip a foe, that creature can't attempt to trip him in retaliation.

Unbalancing Counter (Ex) Sqalim's attacks of opportunity render a struck creature flat-footed until the end of his next turn (DC 14 Reflex negates).

Abilities Str 12, Dex 20, Con 16, Int 11, Wis 14, Cha 7

SQ amphibious, slow fall 20 ft., still mind

Feats Agile Manoeuvres, Go Unnoticed, Improved Trip, Improved Unarmed Strike, Weapon Finesse

Languages Aquan, Common

Gear as above plus *belt of incredible dexterity* +2

the streets, Tilela learned to steal to survive. Her natural nimbleness made her adept at traversing narrow alleyways and rooftops to escape pursuit. She also learned that to survive, you need to do whatever it takes and take it whenever you can get it. Bored of city life, Tilela searched for new adventures and took up with pirates. She dreams of owning a *ring of feather falling* and *boots of levitation*, so she can get airborne faster and experience the sensation of falling longer.

Personality: Tilela is impatient, with little tolerance for weakness. She has a cruel streak and enjoys, maybe unwisely, picking on those bigger than herself.

Mannerisms: Tilela often smiles but a dangerous glint in her eyes makes her expression unsettling.

Distinguishing Features: Her soft, red hair and freckled face have a cherubic quality that is at odds with her murderous nature.

TILELA ONMORO

CR 3 (XP 800)

This lithe halfling possesses uncanny grace and a murderous smile.

Female halfling rogue (acrobat) 4

CE Small humanoid (halfling)

Init +4; **Senses** Perception +9, Sense Motive +7

Speed 20 ft. Nimble Moves; **ACP** -1; Acrobatics +13 (+9 jumping; second chance), Climb +9 (second chance), Escape Artist +10, Stealth +15 (fast stealth), Swim +6

Second Chance (Ex [immediate; 1/day]) Tilela can reroll any Acrobatics, Climb or Fly skill check she has just made. This reroll is made at a -5 penalty. She must take the second result, even if it is worse.

AC 20, touch 15, flat-footed 15; **CMD** 17, uncanny dodge (+4 armour [mwk chain shirt], +4 Dex, +1 dodge [Dodge], +1 size)

Fort +3, **Ref** +9 (evasion), **Will** +2 (+4 vs. fear)

hp 25 (4 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +2

Melee mwk rapier +5 (1d4/18-20)

Ranged mwk short bow (range 60 ft.) +9 (1d4/x3)

Atk Options sneak attack (+2d6)

Combat Gear arrows (20), daggers (3), *elixir of tumbling*, *potion of cure light wounds* (2)

Abilities Str 10, Dex 18, Con 13, Int 14, Wis 10, Cha 10

SQ expert acrobat, rogue talent (fast stealth, ledge walker)

Expert Acrobat (Ex) Tilela does not suffer any armour check penalties on Acrobatics, Climb, Fly, Sleight of Hand or Stealth skill checks while wearing light armour. When she is not wearing armour, she gains a +2 competency bonus on Acrobatics and Fly skill checks.

Feats Dodge, Nimble Moves

Skills as above plus Disable Device +10, Knowledge (local) +9, Sleight of Hand +11, Use Magic Device +7

Languages Common, Dwarf, Halfling, Orc

Gear as above plus mwk thieves' tools, silk rope (50 ft.), 1,033 gp

UVEES THE SPLEENWIFE

Gossamer cobwebs obscure the aft hold from where strange chittering sounds emanate.

Feared by her crewmates, but respected for her ability to break any prisoner, Uvees is a valued crew member.

Background: Uvees the torturer inhabits the dank depths of the vessel. Originally she came to the ship in search of a missing mate (who didn't wait around to be eaten after their bonding). At first, her vicious claws and fangs intimidated many opponents into surrender, but her growing talent for administering poisons and pain proved even better at revealing much information before her victims die. Recently, Uvees has learnt the value of manners and a friendly demeanour from an engaging (but ultimately doomed) triton captive.

Personality: Uvees enjoys being alone in the creaking hold. The prisoners are surprised by her kind treatment and willingness to listen, not realising she has a good memory for conversation and that such conversations are but a prelude to horrific pain and suffering.

Mannerisms: Her cabin holds many spiders, which Uvees uses as servants and threats. They are her family and protectors; she loves them and often allows them to run all over her body.

Distinguishing Features: The acrid stench of the acidic poison dripping from her fangs cloaks the air around Uvees.

UVEES THE SPLEENWIFE

CR 6 (XP 2,400)

This hideous purple creature stands upright like a man, but it has the face of a spider and sickle-shaped claws for hands.

Female ettercap barbarian 4

NE Medium aberration

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +12, Sense Motive +2

Speed 40 ft., **ACP** 0; Climb +16, Stealth +12

AC 21, touch 14, flat-footed 17; **CMD** 25; +1 vs. traps (+4 armour [+1 studded leather], +4 Dex, +3 natural)

Fort +12, **Ref** +6 (+7 vs. traps), **Will** +5

hp 84 (8 HD)

Space 5 ft.; **Base Atk** +7/+2; **CMB** +11

Melee bite (Power Attack [-2/+4]) +9/+4 (1d6+8 plus poison [DC 17 Fort [2 saves]; *freq.* 1 rd./10 rds.; *effect* 1d2 Dex]) and 2 claws (Power Attack [-2/+4]) +9 (1d4+8)

Ranged mwk cold iron throwing axe (range 10 ft.) +12/+7 (1d6+4)

Atk Options rage (15 rounds)

Combat Gear mwk cold iron throwing axes (2), *potion of haste*

Abilities Str 18, Dex 19, Con 20, Int 10, Wis 13, Cha 8

SQ fast movement, rage powers (intimidating glare, superstition), spider empathy (+7), trap sense (+1)

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save Uvees can only use this ability on spiders.

VARAUM

The ship's grotesque figurehead slowly turns its head towards the swarthy captain, relaying what transpired during his absence ashore.

Varaum is a mutant kapoacanth, bearing skin the colour of timber, marred with knotholes and wood grain. He rides aboard a ship as its figurehead.

Background: Varaum's tribe shunned the mutant from birth, exiling the infant from the sea's depths to the surface world. The young kapoacanth soon fell in with a pirate crew when he sneaked aboard to steal rations.

Personality: Varaum is cruel, and enjoys hunting humans in dark alleyways during his nights at port. Varaum, like most gargoyle-kin, is patient, and only reveals himself to trusted crew members. The kapoacanth is at his happiest beneath the bowsprit when the seas are high and the wind is pushing his ship through the heaving swell.

Mannerisms: While talking, Varaum absentmindedly picks at the splinters sprouting from his skin, casting them over the ship's side to be lost to the sea.

Distinguishing Features: Varaum is a horrific-looking bug-eyed gargoyle with wood-grain skin. His features are rough and angular, like a poorly crafted carving.

Feats Great Fortitude, Improved Initiative, Power Attack, Improved Natural Armour

Skills as above plus Craft (trapmaking) +17, Intimidate +6, Linguistics +3

Languages Aquan, Common, Dwarven, Elven

Gear as above plus *feather token* (swan boat) and 218 gp

When raging, Uvees has the following modified statistics:

ACP 0; Climb +18

AC 19, touch 12, flat-footed 15; **CMD** 27; +1 vs. traps

(-2 rage, +4 armour [+1 studded leather], +4 Dex, +3 natural)

Fort +14, **Will** +5; +5 vs. spells and spell-like abilities, +3 vs. supernatural abilities

hp 100; renewed vigour

Renewed Vigour (Ex [standard; 1/day]) Uvees heals 1d8+7 hp.

CMB +13

Melee bite (Power Attack [-2/+4]) +11/+6 (1d6+10 plus poison [DC 19 Fort [2 saves]; *freq.* 1 rd./10 rds.; *effect* 1d2 Dex]) and

2 claws (Power Attack [-2/+4]) +11 (1d4+10)

Ranged mwk cold iron throwing axe (range 10 ft.) +12/+7 (1d6+6)

Atk Options rage (15 rounds, superstition)

Abilities Str 22, Con 24

WUKA

“Look at the size of that bolt in Captain Wenham! How did they hit him from so far away?”

This cunning goblin sniper uses an unfeasibly large crossbow.

Background: It took several attempts for the privateer Sveinsar to find the right goblin from the Crabhunter tribe to wield one of his heavy crossbows. During boarding actions, Wuka capers in the crow’s nest firing down into the enemy ship killing anyone he fancied. The murder and mayhem he caused more than made up for the odd mistake. With practise and education, he learnt to shoot the leaders and helmsmen, making his contribution even more important. Recently, his captain invested in a larger (more dire!) crossbow and paid the tribe for a pair of female loaders and concubines.

Wuka’s Nest is now an arsenal of bolts and tools from which he can shoot at targets over 1,000 feet away with astonishing accuracy. Sveinsar’s reputation and wealth has grown greatly. Wuka is a valued crew member and has his own cabin. His

VARAUM

CR 6 (XP 2,400)

This ship’s wooden figurehead, a gruesome winged monster, unfolds itself from beneath the bowsprit.

Male kapoacanth rogue (chameleon) 4

CE Medium monstrous humanoid (aquatic, earth)

Init +4; **Senses** darkvision 60 ft.; Perception +11, Sense Motive -1

Speed 40 ft., swim 60 ft.; Climb +12, Stealth +21 (+23 in wooden areas; effortless sneak, freeze, misdirection), Swim +25

Effortless Sneak (Sp) While Varaum is in aquatic terrain, he can take 10 on any Stealth check.

Freeze (Ex [continuous]) Varaum can hold himself so still he appears to be a statue. Varaum can take 20 on his Stealth check to hide in plain sight as a wooden statue.

Misdirection (Ex [stealth, 9 stealth points/day]) Before making a Stealth check, Varaum can choose to put stealth points into the roll, gaining a bonus on Stealth checks equal to the number of stealth points he puts into the roll.

AC 18, touch 14, flat-footed 14; **CMD** 27; uncanny dodge (+4 Dex, +4 natural)

Fort +5, **Ref** +12 (evasion), **Will** +4

hp 76 (9 HD); **DR** magic/10

Space 5 ft.; **Base Atk** +8; **CMB** +13

Melee 2 claws +13 (1d6+5), bite +13 (1d4+5) and gore +13 (1d4+5)

Atk Options Rending Claws (+1d6), sneak attack (+2d6)

Abilities Str 20, Dex 18, Con 16, Int 8, Wis 9, Cha 7

SQ rogue talents (fast stealth, nimble climber, surprise attack)

Feats Extra Rogue Talent, Improved Initiative, Rending Claws, Run, Skill Focus (Stealth)

Skills as above plus Bluff +10, Disguise +4

Languages Aquan, Common

Gear as above plus 45 gp

loaders have been replaced several times as Wuka gets bored with his personal goblin harem.

Personality: Wuka is a fat bundle of energy with a prodigious appetite and a typically goblin respect for his own survival. His biggest fear is enemy magic, so mages draw his attention before all others. Thanks to his success, he has become ever more greedy and materialistic. Wuka is fed up with his messy goblin mates and wants to try out a female halfling or gnome. To keep him happy, Captain Sveinsar is planning to pressgang suitable victims in the near future.

Wuka always wants to improve his effectiveness, and so he often talks shop with other ranged experts such as soldiers, engineers and mages.

Mannerisms: Wuka and his loaders high five every hit and boo every miss in combat.

Distinguishing Features: Wuka is obese. He wears extravagant clothes as a sign of wealth.

WUKA

CR 5 (XP 1,600)

This goblin wears a fine chain shirt and carries a massive crossbow.

Male goblin rogue (sniper) 6

NE Small humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft; Perception +8, Sense Motive -1

Speed 30 ft.; **ACP** -1; Acrobatics +13, Climb +8, Escape Artist +11, Stealth +21

AC 21, touch 16, flat-footed 16; **CMD** 18; uncanny dodge (+5 armour [+1 chain shirt], +5 Dex, +1 size)

Fort +4, **Ref** +10 (evasion), **Will** +1

hp 42 (6 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +3

Melee mwk rapier +6 (1d4/18-20)

Ranged mwk Large heavy crossbow (range 120 ft.; Point Blank Shot, Precise Shot, accuracy, deadly aim) +8 (2d8/19-20)

Accuracy (Ex) Wuka halves all ranged penalties with his crossbow.

Deadly Aim (Ex) Wuka can makes sneak attacks with his crossbow against targets up to 50 ft. away.

Atk Options sneak attack (+3d6)

Spell-Like Abilities (CL 6; concentration +8)

3/day—*detect magic*

2/day—*true strike*

Combat Gear bolts (40), *potion of cure light wounds*, *potion of shield of faith*, *wand of true strike* (30 charges)

Abilities Str 10, Dex 20, Con 13, Int 14, Wis 8, Cha 8

SQ rogue talents (major magic [*true strike*], minor magic [*detect magic*])

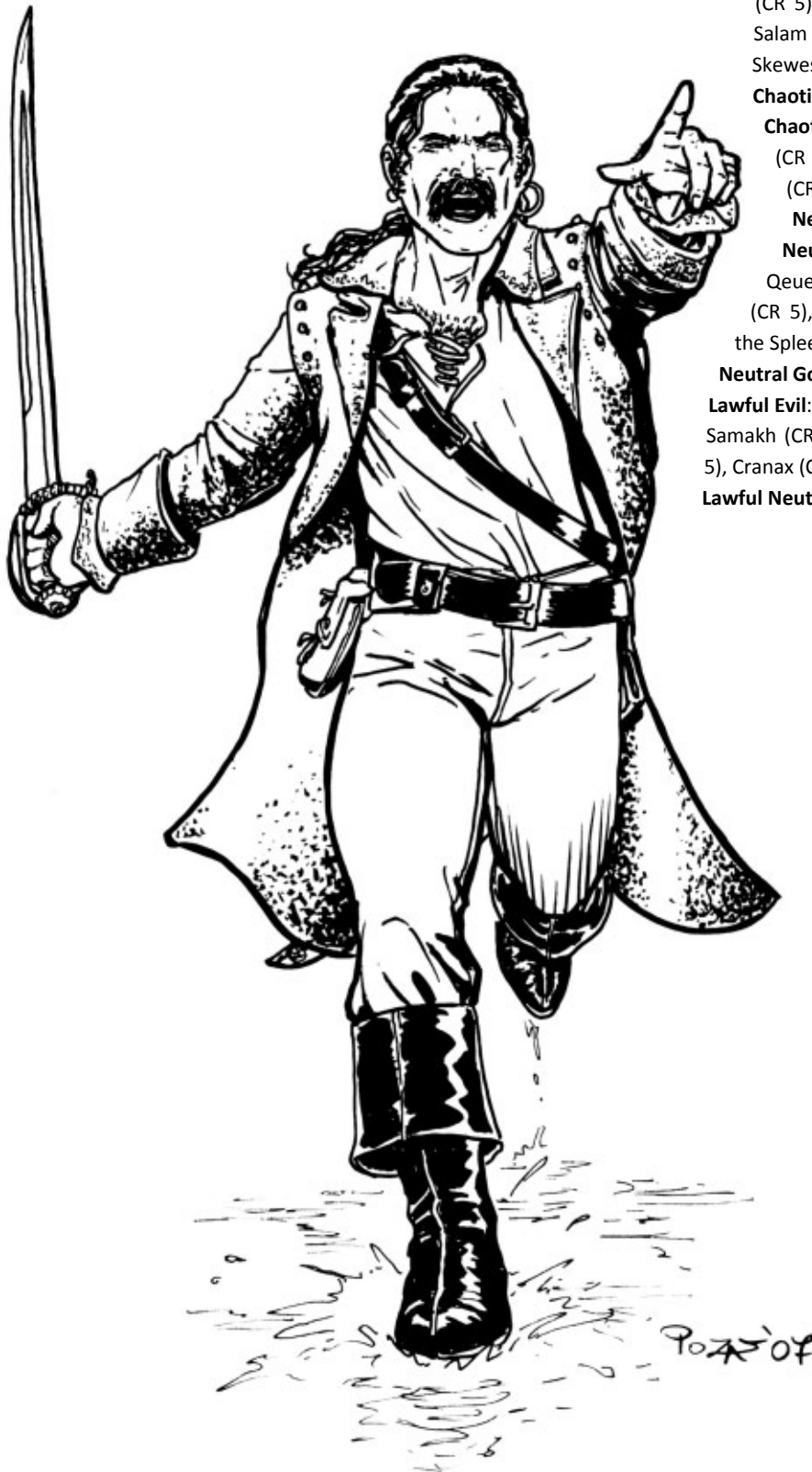
Feats Martial Weapon Proficiency (heavy crossbow), Point Blank Shot, Precise Shot, Weapon Focus (heavy crossbow)

Skills as above plus Appraise +11, Craft (weapons) +11, Knowledge (arcana) +8, Knowledge (local) +11, Use Magic Device +8

Languages Common, Dwarven, Goblin

Gear as above plus 450 gp

PIRATES OF NOTE BY ALIGNMENT



Chaotic Evil: Tilela Onmoro (CR 3), Obad Yurfet (CR 5), Gormash Bonebreaker (CR 6), Naji Ibn Salam (CR 6), Varaum (CR 6), Oga Ogati (CR 7), Skewes (CR 7)

Chaotic Good: Semelza Werris (CR 3)

Chaotic Neutral: Green Risskar (CR 4), Hojena (CR 6), Cinnigan Pennywhistle (CR 7), Qulerac (CR 7), Jessa Wavechaser (CR 9)

Neutral: Hacamabavan (CR 4), Puftu (CR 6)

Neutral Evil: Kharmaine Freediddle (CR 4), Queeyon Valderean (CR 4), Imbreth Calaelen (CR 5), Lammeshil (CR 5), Wuka (CR 5), Uvees the Spleenwife (CR 6)

Neutral Good: Aelethafel (CR 3)

Lawful Evil: Jespar Mondare (CR 3), Old Benaz (CR 3), Samakh (CR 3), Sqalim (CR 4), Hiromoto Tanaka (CR 5), Cranax (CR 7)

Lawful Neutral: Ob'Kwane (CR 7)

PIRATES OF RENOWN

CYLLAV BELLCROAKER

A youthful captain leads his crew by fear – the fear that he knows everything that occurs on his ship. However, he is not the real power onboard...

Although Banneus is ostensibly the captain, in fact it is his “familiar,” the quasit sorcerer Cyllav, that controls the vessel.

CYLLAV BELLCROAKER

This spectacularly arrogant and depraved quasit is convinced he is the greatest of his kind ever to exist.

Background: Cyllav arrived from the Abyss over 300 years ago commanded by the elven mage, Ghelleane Sassophalis, to serve him. Eventually, the careful wizard became an archmage. Skilled in conjuration and summoning he developed delusions of grandeur believing he could summon and control one of the greatest balors of them all – Gahlgax Atarrith.

Eventually the archmage made a mistake; he found an imperfect summoning ritual of great power and after much research believed he had corrected its imperfections. But, unfortunately for him, he has forgotten Cyllav. The hate-filled quasit sneakily smudged one protective rune and switched a blood candle for a mundane facsimile. The furious balor arrived in a blaze of murderous hatred, but soon spotted the obvious errors in the archmage’s protections. Moments later, he was Gahlgax’s doomed plaything. In rare good humour, Gahlgax allowed Cyllav to participate in the resultant feeding, gifting him a portion of the archmage’s soul. Cyllav had never felt such arcane power and afterwards Gahlgax ordered him to find a way to make an Abyssal Gate. The quasit spent several weeks studying his dead master’s works before leaving the island.

Disastrously, a storm wrecked his ship leaving Cyllav alone to await rescue. When a crew landed to investigate the shipwreck, Cyllav picked out the young magus, Banneus, and whispered in his sleeping ear the secrets to gaining a powerful familiar – himself! But the ritual was flawed as Banneus soon found out, he was not to become the master, but the servant!

Cyllav replaced Banneus’ toad familiar and set about using his divinations to learn about the crew. He enjoyed the paranoia his whisperings caused below decks and took great delight orchestrating sadistic accidents. Eventually, he killed Captain Tovun and Banneus took the ship.

Now Cyllav started the next phase of his plan: capturing wizards at sea and raiding ports for more arcane knowledge. Some captured wizards would join the crew; the rest would be interrogated before becoming parts for the Abyssal Gate. *The Whirlmaw* became a ship feared by all magicians, while its crew barely whispered among themselves as the screams of torture echoed through the hull.

Personality: Cyllav knows he is the greatest of quasits. The ecstasy and possibilities in service of Gahlgax intoxicate him. He cannot think in straight lines but uses cunning and convoluted plots to spread his poisonous malice and hate. Cyllav never sleeps, instead spending hours poring over magical texts.

Mannerisms: In toad form, Cyllav sits next to the ship’s bell, croaking to the nearest sailor whenever he wants Banneus summoned from his cabin.

Distinguishing Features: Cyllav’s scales are bone white – a legacy of his compact with Gahlgax Atarrith.

CYLLAV BELLCROAKER

CR 10 (XP 9,600)

Male quasit sorcerer (arcane) 8

CE Tiny outsider (augmented, chaotic, demon, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft; Perception +8

Speed 20 ft., fly 50 ft. (perfect); **ACP** 0; Acrobatics +4 (+0 jumping), Fly +22, Stealth +18

AC 27, touch 17, flat-footed 23; **CMD** 18

(+4 armour [*mage armour*], +1 deflection [*ring of protection* +1], +4 Dex, +6 natural, +2 size)

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Fort +5, **Ref** +9 (improved evasion), **Will** +11; **SR** 13

hp 66 (11 HD); fast healing 2; **DR** cold iron or good/5

Space 2-1/2 ft.; **Base Atk** +7/+2; **CMB** +3

Melee 2 claws (reach 0 ft.) +13/+8 (1d3-2 plus poison [DC 13 [2 saves]; *freq.* 1 rd./6 rds.; *effect* 1d2 Dex]) and bite (reach 0 ft.) +13 (1d4-2)

Atk Options deliver touch spells

Special Actions change shape (bat or toad)

Sorcerer Spells Known (CL 8th; concentration +10 [+14 casting defensively or grappling], Still Spell; bonded item [*ring of protection* +1]; share spells, ranged touch +13)

4th (4/day)—*dimension door*, *summon monster IV*

3rd (6/day)—*clairaudience/clairvoyance*, *dispel magic*, *summon monster III*

2nd (7/day)—*glitterdust* (DC 17), *invisibility*, *scorching ray* (2 rays), *touch of idiocy*

1st (6/day)—*grease* (DC 16), *identify*, *mage armour*, *protection vs. good*, *ray of enfeeblement* (DC 14), *unseen servant*

0—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *prestidigitation*, *read magic*

Combat Gear *bead of force*, *brooch of shielding*, *wand of water breathing* (10 chgs.), *wand of ray of exhaustion* (20 chgs.)

Abilities Str 6, Dex 18, Con 14, Int 11, Wis 14, Cha 16

SQ augmented familiar

Feats Augment Summoning, Combat Casting, Greater Spell Focus (conjuration), Eschew Materials^B, Improved Initiative, Spell Focus (conjuration), Still Spell, Weapon Finesse

Skills as above plus Bluff +17, Intimidate +17, Knowledge (arcana) +6, Spellcraft +11

Languages Abyssal, Common; empathic link, speak with master, telepathy (touch)

Gear as above

BANNEUS POLLAR

Terrified by his familiar, Banneus desperately seeks a way out of the nightmare in which he finds himself.

Background: Before becoming a pirate, Banneus was apprenticed to the Aquamarines (a guild of shipmages), but after completing his training the dark, sadistic side of his personality manifested itself. His maiden voyage was a disaster after his vessel stopped to investigate a shipwreck. (Refer to Cyllav's background for the ensuing events). After putting down the mutiny triggered by Captain Tovun's death, he warned the survivors that the ship was possessed by spirits now under his command. It talked to him. It wanted to be called *The Whirlmaw*.

BANNEUS POLLAR

CR 6 (XP 2,400)

Male human magus 7

CE Medium humanoid (human)

Init +5; **Senses** Perception +1, Sense Motive +1

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -2 (-6 jumping), Climb +5, Fly +8, Swim +9

AC 23, touch 12, flat-footed 21; **CMD** 19; Mobility (+7 armour [+1 *breastplate*], +1 Dex, +1 dodge [Dodge], +4 shield [*shield*])

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

hp 49 (8 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +7

Melee +1 *longsword* +9 (1d8+3/19-20)

Ranged dagger (range 10 ft.) +6 (1d4+2/19-20)

Atk Options arcane accuracy, arcane pool (7 points), spell combat, spell strike

Arcane Accuracy (Su [swift; 1 arcane point]) Banneus gains a +4 insight bonus on all attack rolls until the end of his turn.

Spell Combat (Ex) Banneus can cast spells and wield his weapons at the same time like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, he must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a -2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. Banneus can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

Spellstrike (Su) Whenever Banneus casts a magus spell with a range of "touch", he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the

His ship has taken four merchantmen in the last months. The generous treasure and successful leadership have put his crew in their place as have the savage killing of several mutineers and the ease at which Banneus seemingly avoided a recent assassination attempt. No pirate rushes to join *The Whirlmaw* but the down and desperate do sign papers with Banneus.

Personality: Once brave, orderly and intelligent, Banneus now believes (correctly) that the crew want him dead. He is also afraid of Cyllav and wants to end his service to the capricious demon. However, he secretly enjoys the title "Captain."

Mannerisms: Banneus lurks in his cabin most of the day, coming out only at night to give orders.

Distinguishing Features: Banneus has a thick, carefully tended moustache.

spell, he can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If Banneus makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range, but the spell effect only deals ×2 damage on a critical hit, while the weapon damage uses its own critical modifier.

Magus Spells Prepared (CL 7th; concentration +8 [+12 casting defensively or grappling]; knowledge pool, spell recall)

3rd—*fly, slow* (DC 17), *vampiric touch*

2nd—*cat's grace, invisibility, mirror image, web* (DC 16)

1st—*burning hands* (DC 15), *colour spray* (DC 15), *magic missile, ray of enfeeblement* (DC 15), *shield*

0—*dancing lights, detect magic, mage hand, read magic*,

Knowledge Pool (Su) When Banneus prepares magus spells, he can expend 1 or more points from his arcane pool, up to seven. For each point he expends, he can treat any one spell from the magus spell list as if it were in his spellbook and can prepare that spell as normal that day. If he does not cast spells prepared in this way before the next time he prepares spells, he loses those spells. He can also cast spells added in this way using his spell recall ability, but only until he prepares spells again.

Spell Recall (Su [swift; 1 arcane point per spell level]) Banneus recalls one magus spell that he has already prepared and cast that day by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

Combat Gear daggers (2), *wand of expeditious retreat* (30 chgs.)

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

SQ magus arcane (arcane accuracy, familiar), medium armour

Feats Combat Casting, Dodge, Mobility, Improved Familiar, Improved Initiative, Weapon Focus (longsword)

Skills as above plus Intimidate +6, Knowledge (arcana) +14, Knowledge (dungeoneering) +14, Knowledge (planes) +14, Spellcraft +14

Languages Abyssal, Celestial, Common, Elven, Infernal

Gear as above plus *cloak of resistance* +1, 231 gp

Spellbook as above and as determined by the GM

INSAELT

Sentients for sale! Fifty gold or nearest offer! Your choice of labour or breeding stock! My stock will be beaten, but my prices won't!

The red-skinned mercane, Insaelt, is a slaver by trade, plying the seas and capturing crews for sale in the manifold slave auction houses across the planes.

Background: Insaelt was born on the Material Plane during a tour by his parents searching through eclectic markets for magical bric-a-brac. The young mercane returned to the Material Plane soon after adulthood, fleeing charges of murdering his own father.

Personality: Insaelt, unlike other mercane, enjoys the visceral thrill of close combat, preferring to capture his own prey. The mercane is a generous employer, but treats his prisoners with contemptuous disdain. However, as a practical creature, Insaelt keeps his slaves well fed and in good condition (only to bump up their price in the sale yards, of course).

Insaelt, while preserving his racial penchant for acquiring magical items, enjoys the thrill of capturing exotic magical creatures, and his ship is inevitably stuffed with dangerous monsters and outlandish humanoid slaves.

Mannerisms: Insaelt never stands still for an extended period of time, and often wanders the decks of his ship.

Distinguishing Features: Apart from his striking red skin, Insaelt speaks in a voice two octaves higher than one would expect from a creature of his size.

TACTICS

In combat, Insaelt uses Dimensional Savant to strike enemies from all sides, receiving additional flanking bonuses from Outflank and inflicting a barrage of non-lethal sneak attack damage. When his *dimension door* uses are expended, he reverts to alternating attacks with *invisibility*.

Insaelt fights until his hit points drop below 20, at which point he uses *plane shift* to escape to the Ethereal Plane.

ADVENTURE SEEDS

A zelekhut hunts Insaelt for the murder of his father. The mercane's brother, Helesto, accompanies the indefatigable construct on the quest, providing information on the fugitive's nature. The PCs could be involved, either as hunters or defenders of Insaelt, depending on their existing relationship with the slaver.

Alternatively, the PCs may be captured by some sinister force, and eventually sold to the mercane slave master.

INSAELT

CR 10 (XP 9,600)

This red-skinned giant has two shrewd, vertically aligned eyes set above a rotund face. His clothes are bedecked with colourful feathers and shining jewels.

Male mercane rogue (swashbuckler) 7

LE Large outsider (extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +19, Sense Motive +12

Speed 30 ft.; **ACP** -1; Acrobatics +15, Climb +14, Escape Artist +13, Swim +11

AC 23, touch 14, flat-footed 19; **CMD** 32

(+5 armour [+1 *chain shirt*], +1 deflection, +4 Dex, +4 natural, -1 size)

Fort +10, **Ref** +11, **Will** +10 (+12 vs. fear); **SR** 20

hp 116 (13 HD)

Space 10 ft.; **Base Atk** +11; **CMB** +17

Melee +1 *sap* (reach 10 ft.) +16/+11/+3 (1d8+5 nonlethal) or

Melee +1 *sap* (reach 10 ft.) +14/+9/+1 (1d8+5 nonlethal) and +1 *sap* (reach 10 ft.) +14 (1d8+5 nonlethal)

Atk Options Outflank, sneak attack (+4d6+8 or 8d6+8 nonlethal; offensive defence [+1])

Spell-like Abilities (CL 9th; concentration +11)

3/day—*dimension door*, *invisibility* (self only)

1/day—*plane shift*

Dimension Door (Sp [standard; 3/day]) When using dimension door, Insaelt can take actions after using the ability. He can also (as a full-round action) use *dimension door* to teleport 60 ft. and attack. Alternatively, using a full attack action he can teleport up to 60 ft., dividing up the movement so he can move between attacks. When using *dimension door*, Insaelt provides a flanking bonus from every square he attacked from until the start of his next turn.

Combat Gear *potion of bull's strength* (2), *potion of cure serious wounds* (2), *potion of heroism* (2)

Abilities Str 20, Dex 18, Con 18, Int 18, Wis 17, Cha 17

SQ daring (+2), martial training, rogue talents (combat trick, offensive defence, underhanded), secret chest

Secret Chest (Sp [standard]) Insaelt can retrieve or store an extradimensional storage chest as *secret chest* (CL 5). He does not need an expensive replica chest to use this ability; any chest will do.

Feats Dimension Agility, Dimensional Assault, Dimensional Dervish, Dimensional Savant, Outflank, Sap Adept, Sap Master, Two-Weapon Fighting

Skills as above plus Appraise +20, Bluff +19, Diplomacy +19, Intimidate +19, Knowledge (arcana) +13, Knowledge (local) +14, Knowledge (planes) +13, Linguistics +14, Profession (slaver) +19, Sleight of Hand +19 (+23 to conceal a weapon)

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Orc; telepathy 100 ft.

Gear as above plus *ring of protection* +1, 5,000 gp worth of jewellery

IRIM GRIMSON

CR 10 (XP 9,600)

This white-skinned man wears jet black armour and his red eyes blaze with malevolence.

Male tiefling cleric 11

NE Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3**Speed** 20 ft. base speed 30 ft.; **ACP** -3; Acrobatics -2 (-6 jumping), Stealth +0**AC** 20, touch 11, flat-footed 19; **CMD** 21

(+7 armour [+2 breastplate], +1 Dex, +2 shield [+1 light steel])

Resist cold 5, electricity 5, fire 5**Fort** +10, **Ref** +5, **Will** +11**hp** 86 (11 HD); death's embrace**Death's Embrace (Ex)** Irim heals damage from channelled negative energy targeting undead.**Space** 5 ft.; **Base Atk** +8; **CMB** +10**Melee** +1 *human bane heavy mace* (Power Attack [-3/+6]) +12/+7 (1d8+3 plus 2d6 vs. humans) or**Melee Touch** bleeding touch (7/day) +10 (1d6 rd./5 rds.)**Melee Touch** touch of evil (7/day) +10 (sickened [5 rounds])**Ranged** dagger (range 10 ft.) +9/+4 (1d4/19-20)**Special Actions** channel negative energy (4/day, 6d6, DC 14, Alignment Channel, Selective Channelling)**Scythe of Evil (Su [standard; 1/day])** Irim gives a touched weapon the *unholy* weapon quality for 5 rounds.**Cleric Spells Prepared** (CL 11th; concentration +14 [+18 casting defensively or grappling]; spontaneous cast [*inflict* spells]; Death, Evil)6th—*blade barrier* (DC 20), *create undead*^D, *harm* (DC 20)5th—*flame strike* (2; DC 19), *slay living*^D (DC 19), *unhallow*4th—*divine power*, *poison* (DC 18), *spell immunity*, *summon monster IV*, *unholy blight*^D (DC 18)3rd—*animate dead*^D, *bestow curse* (DC 17), *dispel magic*, *water breathing*, *water walk*, *wind wall*2nd—*bull's strength*, *death knell*^D (DC 16), *desecrate*, *hold person* (DC 16), *owl's wisdom*, *silence* (DC 16)1st—*bane* (DC 15), *cause fear* (DC 15), *divine favour*, *doom* (DC 15), *protection from good*^D, *obscuring mist*0—*bleed* (DC 14), *detect poison*, *detect magic*, *read magic*, *resistance***Spell-like Abilities** (CL 11th, Concentration +10 [+14 casting defensively or grappling])1/day—*darkness***Combat Gear** *wand of inflict light wounds* (50 charges), *wand of inflict moderate wounds* (8 charges)**Abilities** Str 14, Dex 13, Con 14, Int 10, Wis 18, Cha 8**Feats** Alignment Channel, Combat Casting, Extra Channel, Power Attack, Selective Channelling, Weapon Focus (heavy mace)**Skills** as above plus Bluff +1, Knowledge (planes) +8, Knowledge (religion) +14, Linguistics +6, Spellcraft +6**Languages** Abyssal, Common**Gear** as above plus *cloak of resistance* +1, *headband of inspired wisdom* +2, 80 gp*Captain of an unliving crew, the dark cleric, Irim Grimson, searches the oceans for more victims to drown.*

Irim Grimson works to create a world where the undead reign supreme. Invoking dark powers, he victimizes hapless ships, offering their crews up to his god by throwing the chained sailors into the sea. The strongest, he offers a new life as mindless undead at the oars of his rotting ship.

Background: An ancient pact with demons manifested in the blood of poor Irim. Born with the knobs of horns upon his forehead, pale skin and unusual red eyes, he spent his childhood an outcast. Unable to bear the shame, Irim's father attempted to drown the boy, weighing him down with chains and throwing him into the sea. As Irim futilely struggled and the world around him grew blacker, he saw in front of him the fish-eaten remains of a corpse hovering in a copse of seaweed. A pinprick of light flared in the corpse's empty eye sockets. Irim felt a strong presence fill him with vitality and voice spoke to him promising him power. Washed up on the beach the next day and armed with new powers, Irim dragged his wild-eyed father from his bed and drowned his first sacrifice to his new benefactor.

Now Irim sails the sea in a ship piloted by the undead created from those drowned in horrible rituals. For that is the mission given to him by his god, to turn the ocean that is a source of life and bounty into an altar of death for each drowned soul only makes his god stronger.

Personality: The long years spent with his undead minions has leached any sense of joy or happiness from Irim. Grim, he has few words for the living.

Mannerisms: Irim's eyes blaze like fire when conversing with the living.

Distinguishing Features: Irim's demonic heritage is apparent in the small, sharp horns sprouting from his forehead. Deep red eyes and white skin complete his unnatural appearance.

ADVENTURE SEEDS

A sailor found adrift in the ocean tells a horrible tale of a ghost ship filled with the dead and led by a demon. That night, the shredded sails of a rotted ship appear on the horizon.

The survivors of a small port town tell of the dead rising from the sea and carrying off townsfolk to a black ship waiting at the harbour's mouth. The attack happened only a night ago and survivors are seeking heroes to track down the ship and rescue their kin.

JESSA WAVECHASER

Possessing a mystical bond with the ocean, Jeesa Wavechaser searches its vastness for her lost brother.

While merchant ships keep a sharp eye out for the infamous Jeesa Wavechaser, it is slavers that have the most to fear from her depredations. Jeesa ruthlessly chases down and boards any such ships she finds. She is known to free the slaves and leave the captain to suffer their tender mercies and is much feared

by such immoral folk. Always when questioning a captured crew, she asks after a ship with red sails. Captured slavers never find a berth among her crew; the best such mariners can hope for is to be cast adrift in a longboat to suffer the sea's tender mercy.

Background: As a child living in a small community by the ocean, Jeesa showed a strange connection to the sea and had an uncanny ability to predict weather or find the best fishing spots.

Then one day, the ship with the red sails came. The red sailed raiders killed her father and mother and kidnapped her little brother. Only Jeesa escaped, her strange

abilities emerging once again to save her from a life of slavery and misery. That day, over her parents' grave Jeesa swore an oath to find the ship with the red sails and save her brother who she believes is still alive.

Many years have passed since she made her oath and Jeesa's powers have grown. Jeesa recently became captain of her own ship, *Revenge*. Now she plunders the seas, particularly preying on slavers (who she hates with a passion) searching for any rumour of a ship with red sails.

Personality: Jeesa's mood changes as quickly as the weather; merry one moment, tempestuous the next. She often has bouts of melancholy that she hides from others. Keen observers note the monkey constantly by her side usually betrays her true emotions.

Jeesa loves parrots – she loves their colourful plumage and apparent intelligence. Several such birds nest on her ship.

Mannerisms: Jeesa gives hearty slaps to the back or good natured punches to the arm when greeting people.

Distinguishing Features: Jeesa wears her dark hair long and has many piercings in her ears. She wears tight-fitting clothes and always has a colourful sash at her waist.



ADVENTURE SEEDS

Jeesa Wavechaser isn't picky about the company she keeps – she cares not for her companions' intrinsic good or evil, rather only caring that they help her in her quest.

Those looking for a quick escape in port can often find refuge on her ship for the right amount of coin. Where Jeesa chooses to take them is another matter as if she receives word of her prey she immediately abandons her current commission.

It's known that Jeesa is willing to pay a large amount of gold for any information concerning a ship with red sails. She has been duped several times, though, by those promising the ship's

location. She insists that any individual with such information sail with her. Those that try to cheat her are normally keelhaunched or strung from the rigging to die a slow death from exposure.

Once the red-sailed ship is found, Jeesa promises riches to any who would aid her. She cares nothing for such wealth in the face of revenging herself upon those responsible for stealing away her brother.

Stumbling upon the aftermath of a raid on a small coastal town, the PCs spot Jeesa's ship on the horizon. Hot in pursuit of the red sailed ship, Jeesa has arrived too late. In her fury, she believes the PCs are allies of her enemy and seeks to capture, question and then execute them.

JEESA WAVECHASER

CR 9 (XP 6,400)

This slender woman's muscles are taut beneath her clothing, her skin browned by the sun.

Female human fighter (free hand) 5/witch (water) 5
CN Medium humanoid (human)

Init +7; **Senses** Perception +1 (+3 if familiar within arm's reach, Sense Motive +2 (+4 if familiar within arm's reach))

Speed 30 ft., **ACP** 0; Acrobatics +11 (+15 jumping), Swim +10

AC 20, touch 14, flat-footed 16; **CMD** 24 (+28 vs. disarm) (+5 armour [+2 *studded leather*], +1 class [elusive], +1 deflection [*ring of protection* +1], +3 Dex)

Elusive (Ex) When wearing no or light armour and not carrying a medium or heavier load, Jeesa gains a +1 dodge bonus to AC.

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

hp 64 (10 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +9 (+14 disarm)

Melee +1 *frost short sword* +13/+8 (1d6+6/19-20 plus 1d6 cold)

Ranged mwk light crossbow (range 80 ft.) +11 (1d8/19-20)

Atk Options Improved Disarm, Combat Expertise (-2 attack, +2 AC), deceptive strike,

Deceptive Strike (Ex) Jeesa gains a +2 bonus to CMB and CMD on disarm checks and on Bluff checks to feint or create a diversion to hide.

Special Actions hex (disguise, healing, misfortune [DC 15])

Disguise (Su [standard]) Jeesa can change her appearance for up to 5 hours as if using *disguise self*. These hours need not be consecutive, but must be spent in one-hour increments.

Healing (Su [standard]) With a touch, Jeesa heals 2d8+5 hp. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours.

Misfortune (Su [standard]) Jeesa can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will DC 15 save negates this hex. A creature cannot be the target of this hex again for 1 day.

Witch Spells Prepared (CL 5th; concentration +8 [+12 casting defensively or grappling]; share spells)

3rd—*lightning bolt* (DC 16), *water walk*

2nd—*enthrall* (DC 15), *hold person* (DC 15), *slipstream* (DC 15)

1st—*bless water*, *chill touch* (DC 14), *mage armour*, *obscuring*

mist

0—*detect magic*, *mending*, *message*, *read magic*, *stabilize*

Combat Gear bolts (10), *potion of cure moderate wounds* (2), *scroll of fly* (2), *scroll of fog cloud*, *wand of shield* (50 charges)

Abilities Str 14, Dex 16, Con 10, Int 16, Wis 8, Cha 11

SQ singleton

Singleton (Ex) Jeesa gains a +1 bonus on attack and damage rolls when wielding a melee weapon in one hand and leaving her other hand free. This is included above.

Feats Combat Casting, Combat Expertise^B, Eschew Materials, Improved Disarm, Improved Initiative, Toughness, Weapon Finesse^B (short sword), Weapon Focus^B (short sword), Weapon Specialization^B (short sword)

Skills as above plus Bluff +5, Heal +7, Intimidate +13, Knowledge (arcana) +11, Knowledge (nature) +6, Spellcraft +11, Survival +7, Use Magic Device +8

Languages Aquan, Common, Elven, Dwarven; empathic link

Gear as above plus 24 gp

Spellbook (familiar) as above plus 3rd—*fly*, *guiding star*; 2nd—*cure moderate wounds*, *false life*, *levitate*; 1st—*burning hands*, *ray of enfeeblement*, *unseen servant*; 0—all

KRELL (MONKEY FAMILIAR)

CR — (XP 0)

This small monkey has brown fur and regards you with both a look of intelligence and curiosity.

N Tiny animal

Init +2; **Senses** low-light vision; Perception +6, Sense Motive +3

Speed 30 ft., climb 30 ft.; **ACP** 0; Acrobatics +18 (+22 jumping), Climb +10, Swim +4

AC 17, touch 14, flat-footed 15; **CMD** 13 (+2 Dex, +3 natural, +2 size)

Fort +5, **Ref** +4 (improved evasion), **Will** +6

hp 32 (10 HD)

Space 2 1/2 ft.; **Base Atk** +7; **CMB** +1

Melee bite (reach 0 ft.) +11/6 (1d3-4)

Atk Options deliver touch spells

Abilities Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5

Feats Weapon Finesse (bite)

Skills as above plus

Languages empathic link, speak with master

KALAZABUIL

The deck of this ship is cluttered with thousands of bleached skulls. A giant throne of lead and gnawed bones replaces the vessel's aftcastle.

The unthinkable massive barghest, Kalazabuil the Insatiable, hunkers on his makeshift throne, a malicious entity craving a never-ending supply of delectable souls. His galleon – the very stuff of nightmare itself – is known simply as the *Bleeding Edge*. Its appearance on the horizon is enough to turn the courage of even the most ferocious corsair to water.

Background: Kalazabuil depopulated a small fishing town soon after spawning on the Material Plane, eating many and *charming* the rest to serve as crew on board his ship. Since his arrival, Kalazabuil has sunk scores of ships, consumed hundreds of souls and despoiled entire islands.

Personality: Kalazabuil has eaten thousands of pathetic prisoners on his rampage across the oceans, and now only seeks the most piquant and flavoursome souls to sup on. Kalazabuil is a remarkable genius, and treats his underlings as chattels to be expended when required. Despite this, his crew always receive full shares of the plunder, thanks to their captain's disdain for material belongings. His generosity in this matter goes some way to offsetting his frequent *charms* and "discipline-enhancing" public eviscerations.

The barghest is impressed by anyone who displays an intellect equal to his own, and may quell his ravenous hunger in favour of philosophical debate.

Mannerisms: Kalazabuil hates the smell of flowers, and recoils from any fragrant blossoms if surprised by their presence (treat the fiend as shaken for 1d4 rounds).

THE SIX FEASTS OF KALAZABUIL

*Kalazabuil sailed the seas and rollin' ocean waves
Searching for creatures rare that 'is belly always craves
For no matter how large or horned the frightful beast
It becomes another course of the barghest's Sixfold Feast!*

*On day one his crew pulled in a thrashing Great White Shark
He bit the fish, and it bit him, but it didn't leave a mark*

*On day two
Sahuagin
Hydra
Whale
Dragon Turtle
Water Elemental
Sea serpent*

Phoenix (treat /always light meat)

*On the final day of his culinary safari
Up rose the kraken, and he dined on calamari!*

When feeding, he delights in ripping the limbs from his still living victims and drinking their yet warm blood before their very eyes.

Distinguishing Features: Kalazabuil is thirty feet tall, and his infernal eyes glow brilliant orange. His void-black coat of fur is marred by a bare, scarred patch the size of a fist at his shoulder where he was temporarily impaled by a ballista bolt.

ADVENTURE SEEDS

Kalazabuil now seeks out the most powerful souls to savour, and any Diplomacy checks to employ the fiend receive a +5 circumstance bonus if the PCs offer the soul of a very powerful (CR 10 or greater) enemy as reward for his efforts.

Kalazabuil is despised by every settlement and ship which has heard of his exploits. A significant bounty would be due to any brave enough to end his decades-long rampage.

KALAZABUIL

CR 9 (XP 6,400)

This huge, heavily-muscled snarling canine stands on two legs and has a look of malevolent evil and hunger upon its face.

Advanced giant greater barghest

LE Huge outsider (evil, extraplanar, lawful, shapechanger)

Init +3; **Senses** darkvision 60 ft., scent; Perception +18, Sense Motive +18

Speed 40 ft.; **ACP** 0; Acrobatics +15 (+19 jumping), Climb +22, Stealth +15, Swim +22

AC 25, touch 11, flat-footed 22; **CMD** 34 (38 vs. trip); **Miss Chance** 50% (*blink*)

(+3 Dex, +14 natural, -2 size)

Fort +11, **Ref** +9, **Will** +12

hp 121 (9 HD); **DR** magic/10

Space 15 ft.; **Base Atk** +9; **CMB** +21 (+25 grapple)

Melee bite (reach 15 ft.; Power Attack [-3/+6]) +18 (2d6+10/19-20 plus Snatch [grab]) and
2 claws (reach 15 ft.; Power Attack [-3/+6]) +17 (1d8+10 plus Snatch [grab])

Atk Options Snatch, *ghost touch*

Special Actions change shape (goblin or wolf, *polymorph*)

Ranged mwk sling (range 80 ft.) +11 (1d8+10)

Spell-like abilities (CL 9th; concentration +15)

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*

1/day—*charm monster* (DC 20), *crushing despair* (DC 22),
dimension door, *mass bull's strength*, *mass enlarge person*

Combat Gear lead-dipped skulls (20), *amulet of mighty fists* (*ghost touch*)

Abilities Str 31, Dex 17, Con 27, Int 22, Wis 22, Cha 22

Feats Ability Focus (*crushing despair*), Improved Critical (bite), Power Attack, Snatch, Weapon Focus (bite)

Skills as above plus Bluff +18, Diplomacy +18, Intimidate +15, Profession (sailor) +18, Survival +18, Use Magic Device +18

Languages Abyssal, Aklo, Aquan, Common, Draconic, Gant, Goblin, Infernal, Worg

RANAL

This half-orc is as fat as a whale and as powerful as a shark.

Tortured by a denied love, Ranal plots a terrible revenge.

Background: Ranal's early childhood was unremarkable, but it did give him a deep love of the ocean. When he left home, he swam downriver to the sea to explore the nearby island. Eventually, he discovered the rugged coastline of Growler Bay and fell in love with its pristine beauty and plentiful wildlife. He had to share the bay with the folk of a small fishing village and ate and drank weekly in the local tavern – the Gaping Gar. Ranal was a quiet presence and no one noticed the way that problems at sea mentioned one week were solved the next. He even gained a measure of respect among the insular fishermen by saving three men from their wrecked fishing smack.

Then he met the delicate young barmaid, Helgahilde, and her caustic words tickled his heart. Ranal fell in love with his mousy "Hel" despite their physical differences because she saw his true nature. Her father, the Laird, disapproved of the pair and so began sending Helgahilde on various trips to avoid the half-orc. Matters came to a head after a few weeks but her father won the argument. Ranal would have waited for the

headstrong Hel nevertheless, but tragedy struck when a savage storm sank Hel's fishing boat, and washed her body ashore.

Ranal offered her family the opportunity to reincarnate their daughter, but her father refused his offer. Angry and frustrated, Ranal gave the village an ultimatum, either hand Hel over or watch their fishing fleet (and livelihood) destroyed.

Personality: Ranal hates the way older folks ignore others with more common sense. He appears as a lout and a monstrous glutton, but holds an enduring love of the sea.

Mannerisms: Ranal is a fine trencherman; he loves his food and eats like he swims – rarely surfacing to drawing breath.

Distinguishing Features: Ranal is almost seven foot tall and weighs over 300 lbs.

ADVENTURE SEEDS

Ranal has begun to sink his enemies' fishing boats and has summoned pirates to help him utterly destroy the village. Hel's father has used his contacts among the pirates to call for aid in destroying the grief-stricken half-orc. Offering great reward, he hopes the situation will be swiftly resolved.

RANAL

CR 11 (12,800)

Immensely fat, this huge half-orc looks simple and uncouth.

Male half-orc druid (aquatic) 12

N Medium humanoid (aquatic, human, orc)

Init -1 (+5 in aquatic terrain); **Senses** darkvision 60 ft.; Perception +17 (+19 in aquatic terrain), Sense Motive +4

Speed 30 ft., base speed 30 ft., swim speed 20 ft.; **ACP** -6; Fly +6, Swim +19

AC 26, touch 9, flat-footed 26; **CMD** 21

(+9 armour [mwk black dragonhide full plate], -1 Dex, +5 natural [*barkskin*], +3 shield [+1 *heavy ironwood*])

Fort +10 (*endure elements* [cold climate]), **Ref** +5, **Will** +12; +4 vs. water spells or the exceptional and supernatural abilities of aquatic and water subtype creatures.

hp 93 (12 HD); orc ferocity

Orc Ferocity (Ex [1/day]) When brought below 0 hit points (but not killed) Ranal can fight on for one round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious.

Space 5 ft.; **Base Atk** +9/+4; **CMB** +12

Melee +1 *scimitar* +13/+8 (1d6+4/18-20)

Ranged mwk sling (range 50 ft.) +9 (1d4+3)

Ranged Touch storm burst (7/day; range 30 ft.) +8 (1d6+6 nonlethal; foe buffeted by winds and rain [-2 attack/ 1 rnd.])

Atk Options Lunge

Special Actions lightning lord, wild shape (4/day; Huge animal, Large elemental; Natural Spell)

Lightning Lord (Sp [standard; 12 bolts/day]) Ranal can call down up to 12 bolts (as *call lightning*), but no creature may be targeted by more than one bolt and no two creatures

targeted may be more than 30 feet apart. Target suffer 3d6 electricity damage (DC 17 Reflex halves), however outdoors in a stormy area the damage increases to 3d10.

Druid Spells Prepared (CL 12th; concentration +14; nature bond [weather])

6th—*control winds*^D, *dispel magic*, *greater, fire seeds*

5th—*animal growth*, *baleful polymorph* (DC 19), *call lightning storm* (DC 20), *ice storm*^D

4th—*air walk*, *control water*, *flame strike* (DC 19), *freedom of movement*, *sleet storm*^D

3rd—*call lightning*^D (DC 18), *poison* (2), *cure moderate wounds*, *magic fang*, *greater* (+3), *protection from energy* (fire, 144 points),

2nd—*animal messenger*, *barkskin*, *flaming sphere* (DC 17), *fog cloud*^D, *summon swarm*, *warp wood* (DC 16)

1st—*calm animals*, *cure light wounds*, *longstrider*, *magic stone*, *obscuring mist*^D, *speaking with animals*

0—*create water*, *mending*, *read magic*, *stabilise*

Combat Gear bullets (10), *scroll of reincarnate*, *wand of bull's strength* (36 chgs.), *wand of cure light wounds* (40 chgs.)

Abilities Str 16, Dex 8, Con 14, Int 10, Wis 19, Cha 12

SQ aquatic adaption, nature sense, resist ocean's fury, seaborne, wild empathy (aquatic; +12 [+8 magical beasts])

Feats Heavy Armour Proficiency, Lightning Reflexes, Lunge, Natural Spell, Spell Focus (evocation), Toughness

Skills as above plus Handle Animal +14, Knowledge (geography) +8 (+10 in aquatic terrain), Knowledge (nature) +15, Survival +19

Languages Common, Druidic, Orc

Gear as above plus *headband of inspired wisdom* +2, spell component pouch, holy symbol, 677 gp, 9 sp

REXAL UREXIN

The scourge of the seas, Rexal is an unrelentingly vicious pirate captain who spends his ill-gotten gains in orgies of booze-fuelled gambling and whoring as quickly as he seizes them.

In recent years, Rexal's reputation for butchery and daring has grown and this vicious pirate captain now commands three vessels operating from a hidden cove. His small fleet is a constant threat to merchant shipping; he has even led his pirates in daring raids against several coastal towns and sacked the estates of four minor nobles.

Some pirates make monies from ransoming prisoners – but Rexal considers this a sign of weakness. Not a man, woman or child is left alive when Rexal's cut-throats board a vessel. The minotaur's pursuit of plunder is boundless because he has a supreme knack for quickly squandering any wealth he acquires on booze, whores and at the gambling tables.

Background: Sailor, brawler and mercenary for hire, Rexal is a warrior-born. As at home on a ship as he is on dry land, the minotaur is a colossal, intimidating figure – large even by the standards of his own race. As a low-born youth, Rexal was destined for a life of back-breaking graft but abandoned his kin

at a young age to join the crew of a merchant ship.

A fast-learner, extremely strong and surprisingly agile, he excelled at the art of seamanship and rose quickly to become the first mate of *The Squall*. When pirates captured his ship, Rexal threw his lot in with them. This was the moment the young warrior had been waiting for. No more a mere sailor, he was free to battle, plunder and grow rich.

For seven years, Rexal cut a bloody swathe through the oceans as second mate on the pirate vessel *The Scourge*. During that time, he became known as the most savage pirate under the command of captain 'Gentleman' Jandiz. Always first into the fray, Rexal revelled in the chaos of battle – being happiest when surrounded by enemies. His favoured weapon is the greataxe, the blade of which he licks clean after combat. Having amassed a small personal fortune, Rexal slipped into Jandiz's cabin one night, trussed his doomed captain to the mast and subjected him to two days of horrific, savage torture before staking his claim to *The Scourge*.

Personality: Rexal is a beast, plain and simple. He has no redeeming features. He is uncouth, smelly and driven by the pursuit of personal gratification. He has no concept of planning

| REXAL UREXIN | CR 13 (XP 25,600) |
|---|-------------------|
| Male advanced minotaur barbarian 8 CE Large monstrous humanoid | |
| Init +7; Senses darkvision 60 ft.; Perception +24, Sense Motive +3 | |
| Speed 50 ft., base speed 40 ft. | |
| ACP -1; Acrobatics +18 (+26 jumping), Climb +25, Stealth +3, Swim +19 | |
| AC 28, touch 13, flat-footed 28 (natural cunning); CMD 38; improved uncanny dodge, uncanny dodge, +2 vs. traps (-1 size, +3 Dex, +8 armour [+2 mithral breastplate], +1 deflection [ring of protection +1], +7 natural) | |
| Immune maze | |
| Fort +17, Ref +10 (+12 vs. traps), Will +10 | |
| hp 191 (14 HD); DR -/1 | |
| Space 10 ft.; Base Atk +14; CMB +24(+26 bull rush) | |
| Melee +2 greataxe (reach 10 ft.) +25/+20/+15 (3d6+15/19-20 x3) and gore (reach 10 ft.) +17 (1d6+4) | |
| Ranged heavy crossbow (range 120 ft.) +16 (1d8/19-20) | |
| Atk Options Improved Bull Rush, Power Attack (-4 attack, +8 damage [+4 gore, +12 greataxe, powerful charge]), powerful charge (gore +24, 2d6+13 damage), rage (31 rounds) | |
| Powerful Charge (Ex) When Rexal makes a charge, he deals extra damage with his gore attack. | |
| Combat Gear bolts (10), <i>potion of cure serious wounds</i> (2), <i>potion of fly</i> | |
| Abilities Str 28, Dex 16, Con 24, Int 11, Wis 16, Cha 10 | |
| SQ fast movement, improved uncanny dodge, natural cunning, rage powers (powerful blow +2, quick reflexes, renewed | |

vigour 2d8+7, unexpected strike), trap sense (+2), uncanny dodge

Natural Cunning (Ex) Rexal possess innate cunning and logical ability that gives him immunity to *maze* spells and prevents him from becoming lost or flat-footed.

Feats Extra Rage, Great Fortitude, Improved Bull Rush, Improved Critical (greataxe), Improved Initiative, Power Attack, Weapon Focus (greataxe)

Skills as above plus Linguistics +1, Profession (sailor) +9, Survival +12

Languages Common, Giant

Gear as above plus *boots of striding and springing*, 12 gp

When raging, Rexal has the following modified statistics:

ACP -1; Climb +27, Swim +21

AC 26, touch 11, flat-footed 26 (natural cunning); **CMD** 40; improved uncanny dodge, uncanny dodge, +2 vs. traps (-1 size, -2 class, +3 Dex, +8 armour [+2 mithral breastplate], +1 deflection [ring of protection +1], +7 natural)

Fort +19, **Will** +12

hp 219

CMB +26(+28 bull rush)

Melee +2 greataxe (reach 10 ft.) +27/+22/+17 (3d6+18/19-20 x3) and gore (reach 10 ft.) +19 (1d6+5)

Atk Options powerful charge (gore +26, 2d6+16 damage), rage (31 rounds; powerful blow +2), quick reflexes, unexpected strike)

Special Actions renewed vigour (2d8+7)

Abilities Str 32, Con 28

for the future – living only for the next kill, pay-day or tavern. He has a drinking problem – although he doesn't understand it – and is even more dangerous and unpredictable when drunk.

Possessed of a violent temper, Rexal is anything but a gracious loser and rarely leaves a den of ill-repute without having started (and ended) a brawl.

Mannerisms: A boastful individual who likes to shock people, Rexal is not averse to biting the heads off small animals, drinking incredible amounts of ale without taking a breath or demonstrating his immense strength – such as lifting full barrels over his head and then throwing them at incredulous onlookers. Rexal has a saying, taken from the motto of his favourite brewery, which he is fond of repeating when in melee. "Life is short" he roars, before laughing maniacally as he hurls himself into the slaughter.

Distinguishing Features: Rexal's body odour could fell an ox. The only time he spends on his own appearance is devoted to sharpening his weapons. His broad upper-body is a mesh-work of old scars – most of which are on his front – which is testament to the fact that the minotaur has a flagrant disregard for his personal safety and is quite content to soak up blows, safe in the knowledge that his remarkable strength and constitution will ultimately prevail.

REXAL'S CREW

Over the last seven years, Rexal has gathered a fearsome band of hard-bitten pirates under his banner. Notable followers include:

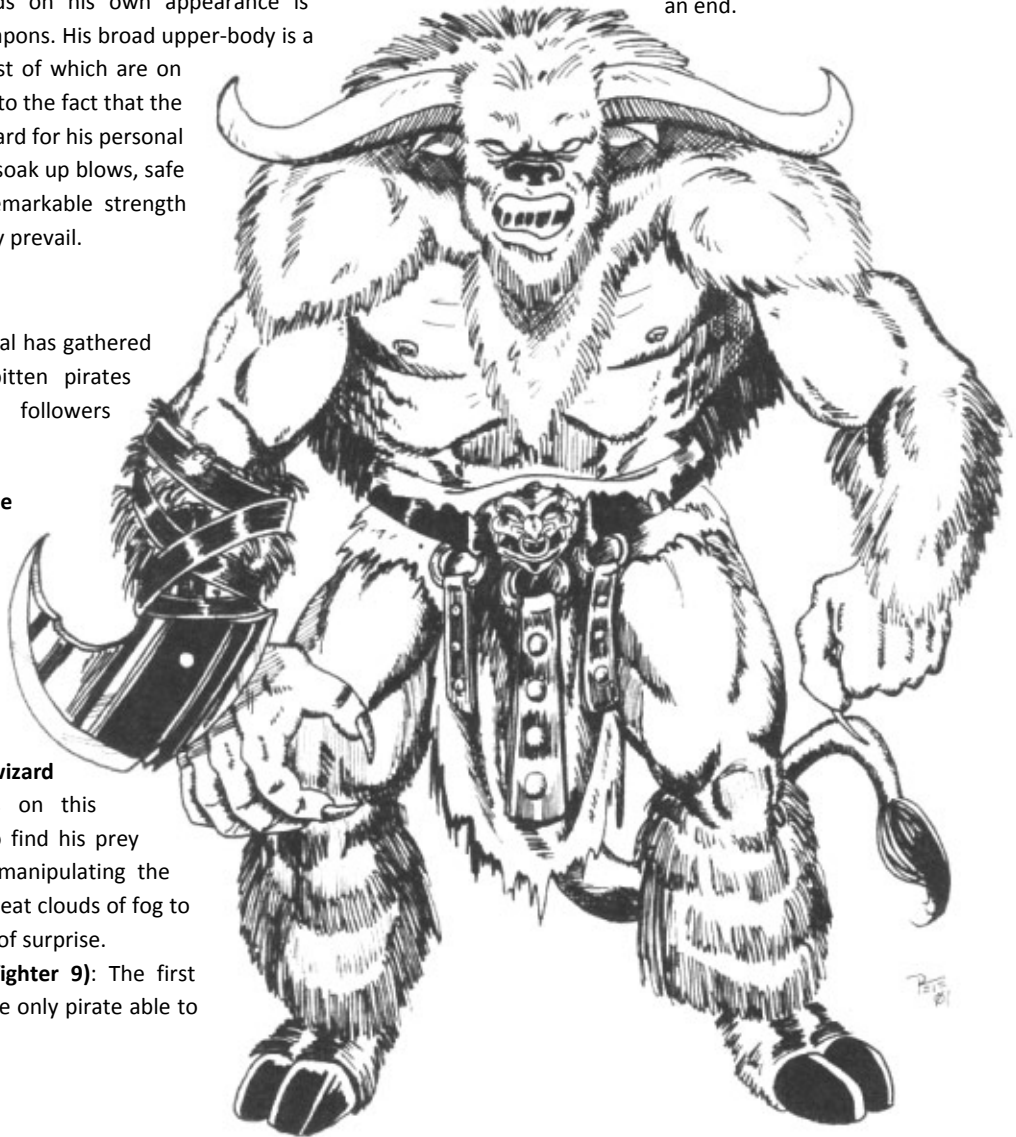
- **Alley the Sneak (NE male human bard 4/rogue 6):** A consummate spy and ladies man, Alley moves from port to port garnering information on the rich pickings to be had from merchant ships.
- **The Eye (CE male drow wizard [diviner] 11):** Rexal relies on this powerful dark elf diviner to find his prey and to aid his attacks by manipulating the elements and summoning great clouds of fog to give his vessels the element of surprise.
- **Tusker (CE male half-orc fighter 9):** The first mate on *The Scourge* and the only pirate able to

keep up during Rexal's legendary drinking sessions, Tusker is as depraved as his captain. While a capable pirate and driven by his desire to possess his own crew, he is not suicidal and therefore harbours no desire to challenge Rexal for *The Scourge*.

ADVENTURE SEEDS

PCs could encounter Rexal during one of his wrecking sprees in a tavern or whorehouse and attempt to capture, knock-out or kill the brute. If they succeed, Alley the Sneak rallies Rexal's crews and the party could be in for a very tough fight.

Alternatively, the PCs may be aboard a vessel attacked by *The Scourge* or one of Rexal's other ships. As the minotaur captain's villainy escalates, the authorities may, of course, see fit to equip a vessel carrying a band of experienced adventurers for the specific purpose of bringing Rexal's reign of terror to an end.





Feared as a ruthless pirate, Rothsus cares little for plunder, seeing it only as a means to an end in his quest for the restoration of his race.

Rothsus remembers a time when the serpentfolk race ruled the world and he wishes to restore his race to its rightful supremacy. To this end, he plies the oceans of the world, searching for places of power now sunken beneath the waves. He raids ships, using the plunder to buy forbidden lore.

Background: Rothsus slumbered deep below the earth with the rest of his race. When foolhardy adventurers woke him from his ageless sleep, Rothsus quickly slew them. Finding the world changed, Rothsus began to plot his race's return to power. To do this, he needed to find the hidden places of his people and recover long lost artefacts of power, many now drowned beneath the waves.

Using his magical might, Rothsus quickly dominated a weak-willed captain and took control of his ship. Gradually, the crew was killed or eaten and replaced with nefarious rogues easily bought with gold and dire threats.

Rothsus now sails the ocean, searching for the hidden realms of the serpentfolk, using the ill-gotten wealth from his pillaging to finance his plans.

Personality: Arrogant, Rothsus believes other races are less than worms. Those that displease him often end up as his next meal. His crew tries to avoid him as much as possible, for this reason.

Rothsus is wholly focused on restoring the greatness of his fallen race and he sacrifices anything, but his own life, to achieve that goal. Obsessed with his quest, he is particularly interested in finding maps showing the location of ancient serpentfolk holds; he also dreams of finding other enclaves of survivors and leading them in a righteous crusade to cleanse the world of the lesser races now infesting it.

He is also infinitely patient, and able to wait months or years to assuage his lusts.

Rothsus reserves a particularly hatred for elves, their creations and magic; such foes falling into his hands endure gruesome deaths and objects of obvious elven manufacture are destroyed before their shattered pieces are hurled overboard.

Mannerisms: Rothsus's forked tongue flickers out of his mouth when angry. He never blinks and can stare at the same object or person for hours.

Distinguishing Features: Black stripes run through Rothsus's deep red scales. Rothsus often wears voluminous robes – particularly when moving secretly in seaports or other civilised locales where his appearance may lead to unwanted attention.

ADVENTURE SEEDS

Having obtained an ancient map, the PCs are exploring a deserted ruin on an island when they sight Rothsus's ship on the horizon. Rothsus is searching for something in the ruins and the PCs are in his way.

ROTHSUS

CR 11 (XP 12,800)

Glistening scales cover the serpentine body of this tall, slender humanoid.

Male serpentfolk magus 7

NE Medium monstrous humanoid

Init +11; **Senses** darkvision 60 ft., scent; Perception +12, Sense Motive +8

Speed 30 ft.; **ACP** 0; Climb +15, Escape Artist +25, Fly +20, Swim +15

AC 26, touch 15, flat-footed 21; **CMD** 27

(+8 armour [+2 mithril breastplate], +5 Dex, +3 natural)

Immune mind-affecting effects, paralysis, poison

Fort +12, **Ref** +13, **Will** +11; **SR** 22

hp 114 (12 HD)

Space 5 ft.; **Base Atk** +10; **CMB** +12

Melee +2 *bastard sword* (reach 5 ft.) +15/+10 (1d10+4/19-20), bite +10 (1d6+2 plus poison [DC 20 Fort {2 saves}; *freq.* 1 rd./6 rds.; *effect* 1d2 Sr])

Ranged *wand of scorching ray* (range 30 ft.; 25 charges) +17 (4d6 fire)

Atk Options spell combat, spellstrike

Spell Combat (Ex) Rothsus can cast spells and wield his weapons at the same time like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, he must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a –2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. Rothsus can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

Spellstrike (Su) Whenever Rothsus casts a magus spell with a range of “touch”, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, he can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If Rothsus makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range, but the

spell effect only deals ×2 damage on a critical hit, while the weapon damage uses its own critical modifier.

Word spreads of a pirate captain named Rothsus seeking a specific map that the PCs possess. Regardless of whether the PCs sell it to him or try to hide it, Rothsus won't let anyone with knowledge of the map live.

Special Actions arcane pool (6/day), magus arcana (arcane accuracy, wand wielder), spell recall

Arcane Accuracy (Su [swift; 1 arcane point]) Rothsus grants himself a +6 insight bonus on all attack rolls until the end of his turn.

Spell Recall (Su [swift; 1 arcane point per spell level]) Rothsus recalls one magus spell that he has already prepared and cast that day by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

Wand Wielder (Su) Rothsus can activate a wand or staff in place of casting a spell when using spell combat.

Magus Spells Prepared (CL 7th; concentration +13 [+17 casting defensively or grappling]; spell penetration +15)

3rd—*fireball* (DC 19), *haste*

2nd—*acid arrow* (DC 18), *flaming sphere* (DC 18), *scorching ray*, *web* (DC 18)

1st—*chill touch* (DC 17), *grease* (DC 17), *ray of enfeeblement* (DC 17), *shocking grasp*, *true strike*

0—*acid splash*, *daze* (DC 16), *detect magic*, *ghost sound* (DC 16), *read magic*, *ray of frost*

Spell-like Abilities (CL 12th, concentration +14 [+18 casting defensively or grappling])

At will—*disguise self* (DC 13), *ventriloquism*

1/day—*blur*, *dominate person* (DC 17), *major image* (DC 15), *mirror image*, *mirror image*, *suggestion* (DC 15)

Combat Gear *potion of cure moderate wounds* (3), *wand of fly* (15 charges)

Abilities Str 14, Dex 24, Con 18, Int 22, Wis 14, Cha 14

SQ knowledge pool, medium armour

Knowledge Pool (Su) When Rothsus prepares magus spells, he can expend 1 or more points from his arcane pool, up to six. For each point he expends, he can treat any one spell from the magus spell list as if it were in his spellbook and can prepare that spell as normal that day. If he does not cast spells prepared in this way before the next time he prepares spells, he loses those spells. He can also cast spells added in this way using his spell recall ability, but only until he prepares spells again.

Feats Brew Potion, Combat Casting, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Scribe Scroll^B, Spell Penetration, Weapon Focus (bastard sword)

Skills as above plus Intimidate +15, Knowledge (arcana) +19, Knowledge (planes) +19, Spellcraft +19, Use Magic Device +15

Languages Aklo, Common, Draconic, Undercommon, telepathy 100 ft.

Gear as above plus 175 gp

Spellbook as above plus GM's choice

VERDAN CALANAPHON

A strange ship, its three masts usurped by ancient trees, wrestles against the raging sea. The enduring oaks stand fast against the screaming gale, their leaf-burdened branches dancing and bending to catch the wind.

The mainmast of this extraordinary ship is Verdan Calanaphon, a fierce treant bent on revenge. The mizzenmast and foremast are animated trees under the oaken raider's control, each working in harmony with the winds to propel the vessel onwards.

Background: The fire giant clan of Salacamor unleashed a volcano on Verdan's great forest of oak, yew and willow nearly twenty years ago, burning it to ash. Verdan lost one of his primary limbs in the explosion, before claiming bloody vengeance on the giants. Without his forest, Verdan wandered, eventually coming across loggers hewing down ancient oak trees to craft ships. Verdan smashed their mills and sank all their ships except one, which he now uses to scour the seas for more rank atrocities.

VERDAN CALANAPHON

CR 11 (XP 12,800)

This huge tree-creature looms above the deck, its leaves blushing from green into a conflagration of orange and scarlet. One limb bears a flayed, bleeding humanoid hand.

Treant barbarian (elemental kin) 3

N Huge plant

Init +1; **Senses** low-light vision; Perception +21, Sense Motive +9

Speed 45 ft.; Acrobatics +19 (+23 jumping), Stealth -7 (+9 in forests), Swim +17

AC 23, touch 9, flat-footed 22; **CMD** 36 (38 vs. trip); uncanny dodge

(+1 Dex, +14 natural, -2 size)

Immune mind-affecting effects, paralysis, poison, polymorph, sleep, stun; **Weakness** vulnerability to fire

Fort +17, **Ref** +6, **Will** +8

hp 166 (15 HD); **DR** slashing/10

Space 15 ft.; **Base Atk** +12; **CMB** +25 (+29 to trip)

Melee 2 slams (reach 15 ft.; Improved Vital Strike [9d6+11], Power Attack [-4/+8]) +21 (3d6+11 plus 1d6 fire)

Ranged rock or barrel (range 180 ft.) +12 (2d6+16)

Atk Options Combat Expertise (-4,+4); Combat Reflexes, Greater Trip, rage (14 rnds./day), trample (2d6+16; DC 29)

Animate Trees (Sp [standard; at will]) Verdan can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If Verdan terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Personality: Verdan is hard-hearted, preferring to loot and sink enemy vessels with all hands on board. Verdan sees ships as hideous things, crafted from the flensed corpses of his kin, and is enraged by the touch of sawn wood.

Mannerisms: During his frequent rages, Verdan's leaves turns from green to fiery autumnal colours. If he ever becomes exhausted from his rages, he loses his leaves until he recovers.

Distinguishing Features: Verdan, after slaying the fire giant's leader, grafted the creature's smouldering, skinless right hand onto his charred limb like a seedling onto a mature vine. The hand is the source of the treant's barbarous powers.

ADVENTURE SEEDS

Verdan gathers treasure from plundered vessels to purchase numerous *tree feather tokens*, in order to replant his lost forest. PCs can secure his services with a steady supply of the tokens, or with a substantial effort to replant his despoiled forest.

Double Damage Against Objects (Ex [full-attack; constant])

When Verdan makes a full attack against an object or structure he deals double damage.

Abilities Str 33, Dex 12, Con 23, Int 14, Wis 16, Cha 11

SQ fast movement, rage power (swift foot)

Feats Combat Expertise, Combat Reflexes, Greater Trip, Improved Natural Attack (slam), Improved Trip, Improved Vital Strike, Power Attack, Vital Strike

Skills as above plus Knowledge (nature) +17, Profession (sailor) +9, Survival +18

Languages Common, Giant, Sylvan, Treant; treespeech

Treespeech (Ex [free; constant]) Verdan converses with plants as if subject to a continual *speak with plants* spell, and most plants greet him with an attitude of friendly or helpful.

Gear as above plus *fire giant's hand* (as *amulet of mighty fists [flaming]*), *tree feather tokens* (3)

When raging, Verdan has the following, altered statistics:

Swim +19

AC 21, touch 7, flat-footed 20; **CMD** 38 (40 vs. trip); uncanny dodge

(-2 class, +1 Dex, +14 natural, -2 size)

Fort +19, **Will** +10

hp 166 (15 HD); elemental fury

Elemental Fury (Ex [free; constant]) When Verdan takes 3 or more energy damage, he adds 1 to the total number of rounds that he can rage that day.

CMB +27 (+31 to trip)

Melee 2 slams (reach 15 ft.; Improved Vital Strike [9d6+13], Power Attack [-4/+8]) +23 (3d6+11 plus 1d6 fire)

Ranged rock or barrel (range 180 ft.) +12 (2d6+19)

Atk Options trample (2d6+17; DC 31)

Abilities Str 37, Con 27

VESSA, THE SHAMAN QUEEN

This lizardfolk priest stands head and shoulders above her flock and their skeletal slaves.

Devastated by her husband's death, Vessa fights for revenge and the very survival of her tribe.

Background: The lizardfolk have inhabited their home, a river delta, for centuries living peacefully among the teeming wildlife and bountiful glades. However the arrival of the unfeeling Mercantile Consortium, led by Arbitus Warleggan, destroyed their idyllic but primitive lifestyle.

Armed only with spears, the lizardfolk tribes suffered badly as their hunting grounds emptied and the surrounding forests fell. Worse came when one desperate tribe, the Redscaled, started working for the Consortium, in return for food.

Vessa's tribe, the Greytongues, fought back and their leader, King Daktha, rallied much support, with his guerrilla tactics and clever use of his mate's magic, but vetoed her use of her burgeoning undead army to ensure the influx of support from the other tribes. With so many warriors, Daktha began devastating night attacks on the Consortium's shipping lanes. Vessels simply disappeared, their precious cargos carried away to the lizardfolks' stilted villages. Unbeknownst to the honourable lizardfolk King, Vessa kept the dead crews' bodies, hiding them in deep pools where razorfish quickly flensed their bones.

In the end, Arbitus called for parley with King Daktha, but it was a trap. In the ensuing ambush both Daktha and Arbitus fell. Vessa now believes someone else within the Consortium wanted the leaders dead.

Since then, the Consortium's methods have become more extreme, using the appearance of Vessa's undead army as a pretext to wipe out the lizardfolk. Vessa is not alone, though; the other tribes may not approve of her necromancy but they see it as a necessary evil to ensure their race's survival. Also many young shamans have joined Vessa, keen to share her power.

Personality: Vessa wants to see the old ways return, but until then she protects the tribes by destroying the encroaching threat of civilisation. She seethes with lust for revenge for her husband's death. Wise enough to use any means to hand, the clever Queen has Redscale agents trying to discover who poisoned Daktha.

Mannerisms: The taste and smell of rotting flesh offends her tongue so Vessa only uses clean skeletons. She sunbathes at dawn for an hour to re-energise before she spends the morning planning attacks and patrols around the Delta. Each afternoon she tends to her followers' needs.

Distinguishing Features: Vessa wears ornate bone white armour. However, unless it is cleaned regularly, the etched surface quickly becomes mildewed.

ADVENTURE SEEDS

The Consortium has placed a large bounty on Vessa's head. To combat this threat, Vessa seeks pirate allies. Ships – in ever increasing quantities – have begun to go missing in the waters surrounding the Greytongue's home.

VESSA, THE SHAMAN QUEEN

CR 9 (XP 6,400)

This muscular lizardfolk carries herself with regal grace.

Female lizardfolk cleric 8

NE Large humanoid (reptilian)

Init +0; **Senses** Perception +6, Sense Motive +10

Speed 20 ft., base speed 30 ft., swim 15 ft.; **ACP** -6; Acrobatics -4 (-10 jumping), Swim +7

AC 25, touch 9, flat-footed 25; **CMD** 22

(+9 armour [+1 half-plate], +5 natural, +2 shield [heavy mithral], -1 size)

Fort +11, **Ref** +3, **Will** +8

hp 71 (11 HD); death's embrace

Death's Embrace (Ex) Vessa heals damage from channelled negative energy, if the channelled energy targets undead.

Space 10 ft.; **Base Atk** +7/+2; **CMB** +12

Melee +1 heavy mace (reach 10 ft.) +11/6 (2d6+4) or

Melee Touch bleeding touch (5/day) +11 (1d6 bleed [4 rds.])

Ranged javelin (range 30 ft.) +6 (1d8+4)

Special Actions calming touch, channel negative energy (5/day; DC 18; 4d6; Command Undead, Improved Channel, Selective Channelling [2]), unity

Calming Touch (Sp [standard; 5/day]) Vessa heals 1d6+8 nonlethal damage and removes the fatigued, shaken and sickened conditions.

Unity (Su [immediate; 1/day]) One or more allies within 30 feet can use Vessa's saving throw against a spell or effect. The ally must choose before the rolls are made.

Cleric Spells Prepared (CL 8th; concentration +10 [+14 casting defensively or grappling]; community, death)

4th—*death ward*^P, *freedom of movement*, *summon monster IV*

3rd—*animate dead*^P, *cure serious wounds*, *dispel magic*, *speak with dead*

2nd—*death knell*^P, *resist energy*, *shatter* (DC 14), *zone of truth*

1st—*bless*^P, *cure light wounds*, *divine favour*, *obscuring mist*, *protection from good*, *shield of faith*

0—*bleed*, *detect poison*, *light*, *stabilise*

Combat Gear *potion of blink*, *potion of detect thoughts*, *transparent elemental gem (air)*

Abilities Str 18, Dex 10, Con 15, Int 11, Wis 15, Cha 14

SQ aura of evil (strong), hold breath (60 rounds)

Feats Combat Casting, Command Undead, Improved Channel, Multiattack, Selective Channelling

Skills as above plus Diplomacy +8, Heal +10, Knowledge (religion) +10, Linguistics +4

Languages Common, Draconic

Gear as above plus *hand of the mage*, spell component pouch, holy symbol, 54 gp

PIRATES OF RENOWN BY ALIGNMENT

Chaotic Evil: Banneus Pollar (CR 6), Cyllav Bellcroaker (CR 10),
Rexal Urexin (CR 13)

Lawful Evil: Kalazbuil (CR 9), Insaelt (CR 10)

Neutral: Ranal (CR 11), Verdan Calanaphon (CR 11)

Neutral Evil: Vessa The Shaman Queen (CR 9), Irim Grimson (CR
10), Rothsus (CR 11)



READING STAT BLOCKS

Villainous Pirates includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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