

PATHFINDER[®] MODULE[™]



PLUNDER & PERIL

A PATHFINDER RPG ADVENTURE FOR LEVELS 4, 5, AND 6



LILYWHITE

PATHFINDER MODULE

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ON THE COVER



Kiki Moch Rizky's fearsome karkinoi sends Lem flying as a shot from Lirianne's pistol careens off the beast's chitinous shoulder.



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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, though these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Pirates of the Inner Sea</i>	POTIS	<i>Ultimate Equipment</i>	UE



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PATHFINDER MODULE

PLUNDER & PERIL

ADVANCEMENT TRACK

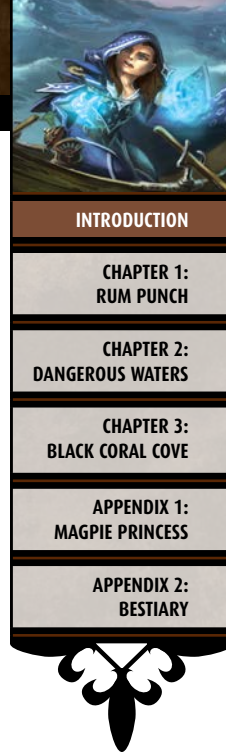
Plunder & Peril includes three adventures, all designed for four characters and using the medium XP track.

- 4** The PCs begin "Rum Punch" at 4th level.
- 5** The PCs should be 5th level before beginning "Dangerous Waters."
- 6** The PCs should be 6th level before beginning "Black Coral Cove."

The PCs should be 7th level by the end of the adventure.

ADVENTURE SUMMARY

Pathfinder Module: *Plunder & Peril* includes three separate, linked adventures. In Alex Greenshield's "Rum Punch," the PCs arrive in Lilywhite to enjoy the Rum Punch festival and find themselves racing to join the crew of Captain Varossa Lanteri as she seeks a legendary treasure. In Matt Goodall's "Dangerous Waters," the PCs go island hopping in search of a lost relic, but are betrayed and stranded by their erstwhile allies. In Steven T. Helt's "Black Coral Cove," the PCs finally find the location of the treasure of Jemma Redclaw in the ruins of the cyclops stronghold of Ghoral-Rey, and have a chance to settle the score with Varossa Lanteri. All three adventures draw on material from Appendix 1 by Ben McFarland, which presents details on the *Magpie Princess* (as well as its crew and captain) and a short gazetteer on the Shackles.



BACK TO THE SHACKLES

Pathfinder Module: Plunder & Peril takes the PCs to the Shackles, and gives them an opportunity to enjoy a taste of the pirate life. It works best for characters who desire to become wealthy and famous masters of the high seas, and are willing to bend the rules to achieve those goals. On the other hand, while the PCs have plenty of opportunities to act like pirates, at no point are they asked to raid towns, board merchant ships, or force anyone to walk the plank. The goal is to create a fun and fast-paced experience full of pirate flavor without going so far as to give good-aligned characters serious moral qualms.

The organization of this book is also a bit of a departure for the Pathfinder Module line. Rather than present a single adventure, we offer three separate short adventures written by three different authors, all connected by common plot threads (and references to a common set of appendices). These adventures can be run back to back as a full-length adventure, but if your group doesn't want to be immersed in the piratical themes of the Shackles for that long, any of these adventures can also be run as a standalone experience.

It's also possible to use the adventures in *Pathfinder Module: Plunder & Peril* as part of the Skull & Shackles Adventure Path. If you want to do so, follow *Pathfinder Adventure Path #55: The Wormwood Mutiny* with "Rum Punch," followed by "Dangerous Waters" and "Black Coral Cove," then move to *Pathfinder Adventure Path #57: Tempest Rising*. In this case, *Plunder & Peril* essentially replaces *Pathfinder Adventure Path #56: Raiders of the Fever Sea*, giving the PCs an alternative way to earn the fame and fortune needed to win respect as Free Captains of the Shackles. This may be preferable for groups who dislike ship-to-ship combat, which is common in *Raiders of the Fever Sea*.

To move from *The Wormwood Mutiny* to "Rum Punch," the PCs could take the *Man's Promise* (the ship gained at the end of *The Wormwood Mutiny*) to Lilywhite to refit the ship's profile, rather than to Rickety's Squibs, and encounter Varossa while waiting for the work to be done. While the PCs' exact Infamy score is not tracked during *Plunder & Peril*, if the PCs complete all three adventures, you can grant them an Infamy score of 20. This makes them respected—and possibly even feared—pirates of the Shackles, and gives them the reputation needed to be taken seriously by the Pirate Council. Thus, it's easy to go directly from the end of "Black Coral Cove" to the beginning of *Tempest Rising*, even if you didn't begin with *The Wormwood Mutiny*.

Of course, none of the material from the Skull & Shackles Adventure Path is necessary for *Plunder & Peril*. The two sets of adventures complement each other well, but hopping back and forth between them is entirely optional. This flexibility allows GMs to use *Plunder & Peril* however they wish, from using the adventures within to boost the PCs' experience before moving to the next adventure in the Adventure Path to using it as the beginning of their own sandbox adventures set in the Shackles.

WHERE ON GOLARION?

THE SHACKLES



All of the adventures in *Pathfinder Module: Plunder & Peril* take place within the Shackles. "Rum Punch" begins in the town of Lilywhite on Motaku Isle, the biggest island in the Shackles. "Dangerous Waters" takes the PCs island hopping throughout the Shackles. "Black Coral Cove" takes place on Brightglass Island, on the edge of the archipelago.

ADDITIONAL RULES

The adventures within *Plunder & Peril* can use the rules for plunder, Disrepute, and Infamy found in "The Life of a Pirate" in *Pathfinder Adventure Path #55: The Wormwood Mutiny*. These rules are entirely optional, though including them is useful if you intend to follow *Plunder & Peril* with *Tempest Rising*. *Plunder & Peril* also references the rules for ship stat blocks presented in the *Skull & Shackles Player's Guide*, which is available as a free download at paizo.com, though they're not necessary to play these adventures.

Pathfinder Adventure Card Game

Several elements of the adventures in *Pathfinder Module: Plunder & Peril* showed up first in *Pathfinder Adventure Card Game: Skull & Shackles Base Set*. Most importantly, the *Magpie Princess*, its original captain, the secret of a lost treasure, and the mutiny led by Captain Varossa Lanteri all come from the card game. These elements form the backbone of *Pathfinder Module: Plunder & Peril*.

Since the format of the card game limits how much backstory can be included on any one card, the adventures in *Plunder & Peril* give us an opportunity to go into greater detail about these characters. Some of the characters from *Skull & Shackles Base Set* are just too interesting not to build adventures around them!

That said, you don't need to play the Pathfinder Adventure Card Game to use *Pathfinder Module: Plunder & Peril*. While the card game and the roleplaying game module describe the same campaign world, each is independent of the other. Interested players can gain extra details or backstory by checking out the card game as well as these adventures, but the gameplay experience of both is complete without doing so.



CHAPTER I

RUM PUNCH

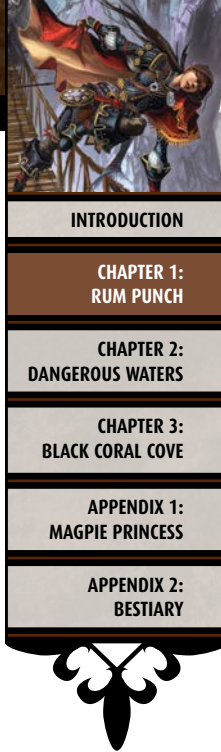
Captain Varossa Lanteri of the *Magpie Princess* has problems. She's shot her husband and cocaptain, Warvil Lanteri, then put down a mutiny led by Hyrix Snowfeather (the ship's former jinx eater and an original member of Warvil's crew) and barely managed to keep her ship and crew together. But as a result of killing her husband, she has a lead on what she hopes is the plunder of a lifetime—the legendary treasure of Captain Jemma Redclaw. This lead takes the form of one-third of a magic item called the *Three Reasons to Live*, which Warvil split with comrades of his before he met Varossa. All she needs is to find a way to locate the other two pieces, and she's sure to gain vast fame and wealth.

Unfortunately for Lanteri, the mutiny has left her ship too damaged and her crew too sparse to risk pursuing the

treasure just yet. She needs to repair her ship, resupply, hire more muscle, and prove to her remaining crew that she is totally in command. To make matters worse, Hyrix and some of his allies escaped the mutiny and Lanteri suspects the tengu will be back to make another attempt on her ship. (See page 49 of Appendix 1 for details on the history of the *Magpie Princess* and the fabled treasure of Captain Jemma Redclaw.)

In the hope of overcoming these issues, Lanteri sailed the *Magpie Princess* to a hidden cove on Motaku Isle, and took part of the crew and two of the ship's launches to the nearest port: the town of Lilywhite. As it happens, she arrived during the town's Rum Punch festival.

The town of Lilywhite is famed for this elaborate celebration, a local religious holiday honoring Cayden



Cailean that also commemorates a successful slave escape in Sargava (see the sidebar on page 7). Travelers come from throughout the Shackles to enjoy the festival, try their hands at various contests, and drink to the honor of the Lucky Drunk. Lanteri is hoping to recruit some strong crew from the visitors in town and spread the word that she's now the sole captain of the *Magpie Princess*—as well as to draw out Hyrix so she can deal with him once and for all.

GETTING STARTED

The PCs could be in town for any number of reasons: they could Shackle natives here for the festival, or they might have been stranded in town or trying to join a pirate crew. Once the PCs are in Lilywhite and discover there's a celebration, they can enjoy the town's amusements until Captain Lanteri makes her very public appearance and tries to recruit more pirates for her ship.

LILYWHITE LOCATIONS

The town curves along the shoreline of Motaku Isle, spreading across bridges to a few small islands sitting in the deep-blue bay. Small, well-made wooden buildings ring the harbor. Festive flower and palm-frond garlands hang from various buildings, bridges, and statues. Vessels of varying shapes and sizes jam nearly all the town's long piers, and the great number of ocean-going ships lying at anchor render the outer harbor nearly impassible. Throngs of revelers, many wearing masks, carouse through the town while singing and drinking from frothing tankards.

Most of Rum Punch takes place in the town of Lilywhite, a pirate-friendly settlement constructed around two small islands sitting in the only deep-water cove on Motaku Isle. The sections of Lilywhite away from the mainland are connected to each other and the mainland with numerous wooden bridges. The water in the inner and outer harbors is deep enough that even larger ocean-going vessels can safely dock along the town's piers.

Serving as a refuge for followers of Cayden Cailean, the town is known for being a bit less cutthroat than most other settlements in the Shackles, and because of this it often attracts those just starting out in their buccaneering careers. Lilywhite has avoided being sacked by ruthless captains who might take the town for an easy mark thanks to a well-known myth: any captain who pillages the town disappears, along with her ship and crew, never to be seen again.

In the course of Rum Punch, the PCs may well venture to locations within Lilywhite that aren't detailed here. You can use Table 7–39: Shop Names and Table 7–40: 100 City Locations in the *Pathfinder RPG GameMastery Guide* as the basis for describing areas the PCs choose to explore, and the Lilywhite random encounters on page 59 to spice up their time in town.

PLAYING "RUM PUNCH" AS A STAND-ALONE ADVENTURE

"Rum Punch" can easily be played as a stand-alone adventure, and is well suited for PCs who are looking to enter a life of piracy, or who lack a ship with which to pursue their careers. If this is the case, remove or downplay any mention of the *Three Reasons to Live* and Captain Redclaw's fabled treasure, and simply have Captain Lanteri be seeking to replenish her crew after the fight with her mutinous jinx eater. You may wish to play up rumors of the wealth and success of Captain Lanteri during the Rum Punch Festival, to encourage PCs to join her crew without the lure of Captain Redclaw's treasure.

LILYWHITE

CN small town

Corruption +2; **Crime** +0; **Economy** +1; **Law** +1; **Lore** +1; **Society** –2

Qualities notorious, tourist attraction

Danger +10

DEMOGRAPHICS

Government overlord

Population 780 (612 humans, 69 half-elves, 46 half-orcs, 23 halflings, 11 gnomes, 7 elves, 12 others)

Notable NPCs

Delemona Burie (CG female human bard 6)

Duwella Morin (CG female old human cleric of Cayden Cailean 7)

Iatho Taryn (N male old half-elf aristocrat 6)

Little Shaggard (CG male human rogue 5)

MARKETPLACE

Base Value 1,500 gp; **Purchase Limit** 7,500 gp;

Spellcasting 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

EVENT 1: WELCOME TO LILYWHITE

Assuming the PCs arrive at Lilywhite by ship sometime during the Rum Punch Festival, they are likely to be met by **Anyabwile Saabwa** (CG male cleric of Cayden Cailean 2), a tall Mwangi man with close-cropped graying hair wearing a large orange mask that depicts a laughing man's face. He can be recognized as a cleric of Cayden Cailean with a successful DC 10 Knowledge (religion) check. As he addresses the PCs, his voice is cheerful and boisterous.

"Welcome to the town of Lilywhite, favored home of Cayden Cailean! You find us in the midst of our annual Rum Punch Festival—a truly blessed time for all! If there is any way that I can help you, please let me know."

Anyabwile greets all new arrivals to Lilywhite during the festival and explains Rum Punch to them (since it's in honor of his god), and remains friendly unless he is treated rudely. Anyabwile is happy to accept any well-

meaning invitation to show PCs around. He is well liked in town, so traveling in his company gives the PCs a +2 circumstance bonus on any skill checks to improve an NPC's attitude in Lilywhite. Anyabwile is not a violent man, and is unlikely to involve himself in any fights the PCs get into unless they seem badly outnumbered.

If treated well, Anyabwile is a great font of useful information about the town, pointing out the numerous sights (see the map of Lilywhite on the inside front cover) and talking a bit about the town's history. He can also provide background information on the Rum Punch festival itself (see the sidebar on page 7), and suggests the PCs attempt the "Lucky Drunk's Challenge" in Cailean's Keg (a temple-bar), and watch the parade and fireworks (the Festival's final event), which occurs that evening beginning at Taryn's Planks.

A. FOUNDERS' SQUARE

Four bridges, one in such disrepair it can't be safely traversed, connect the southern point of this small island to both the shore and one of the bay's other small islands. Its hard-packed earthen paths are obviously heavily traveled by townsfolk. At the center of the area is a fifteen-foot-tall wooden statue of a grinning man armed with a rapier, hoisting a mug into the air. To the east, a similar stone statue stands on an outcropping of rock in the bay, though it is closer to twenty feet tall.

The Founders' Square is one of the common meeting places of Lilywhite, and often serves as an open market and site for town meetings. The statue here is a fair rendering of Cayden Cailean, and was used as the model for the larger stone statue of the god on the small island nearby. While Founders' Square is crowded during the festival, if PCs return there in the days afterward, it's largely empty except for some scattered refuse and hungover vagabonds.

B. CAILEAN'S KEG

This large building is clearly marked as both a temple of Cayden Cailean and a functioning tavern. It is well maintained and freshly painted. The doors of its broad doorway are held open with wooden pegs hammered into the ground. There's no sign the doors have closed anytime recently.

The most prominent building in town is the boisterous temple-bar of Cayden Cailean, referred to as "Cailean's Keg" by the locals. It is owned and operated by the chief cleric of the Accidental God in Lilywhite, Duwella Morin. Born into a wealthy, landed Sargavan family, Duwella

rebelled against her upbringing and fled to the Shackles looking for freedom and adventure. Much to everyone's surprise, she soon thereafter heard the call of the Lucky Drunk and became a priestess in Lilywhite. She has since become the spiritual leader of the town, and is among its most respected citizens. Though she's nearing her sixty-fifth birthday, she has not slowed her daily schedule at all. In addition to running Cailean's Keg, she is a member of the town council and spends at least a day each week adjudicating local disputes.

During the festival, Cailean's Keg is packed with revelers. All seem to be in exceedingly good spirits, though as is proper, none are falling-down drunk. Regardless of when they enter, all are welcomed by Duwella Morin and invited to try one of the god's brews—the first mug of the day is always free.

EVENT 2: THE LUCKY DRUNK'S CHALLENGE (CR 2)

As part of the Rum Punch celebration, Cailean's Keg hosts a drinking game known as the Lucky Drunk's Challenge. The game combines drinking, bravely facing the unknown, and entertaining other carousers. All are invited to play, though no one is pressured to do so.

During the challenge, a group of three to six people gather around a table and Duwella puts down a tray with twice as many drinks as participants. The drinks vary from mugs of ale, mead, and hard cider to glasses of wine, shots of distilled spirits, and cups of absinthe. Half the drinks are of typical strength, one is amazingly potent (counting as three alcoholic drinks), and the rest are double-strength (counting as two alcoholic drinks). PCs who wish to identify a beverage and how strong it is can do so by succeeding at either a DC 15 Knowledge (local) check or an alcohol-related Profession check such as Profession (brewer). Characters who worship Cayden Cailean receive a +2 bonus on this check because of their great familiarity with alcohol.

Characters who have identified the drinks can select what strength of drink to grab each round. (The same selection of drinks is offered each round, so a single successful check allows a character to pick a preferred drink in each subsequent round). Each time a PC who has not made a successful check to identify the beverages drinks, roll a d20. A result of 1 means the character has taken the triple-strength drink, a 2–9 means he's taken a double-strength drink, and an 11–20 means he's taken a standard-strength drink. If two or more PCs happen to each roll a 1, they each get a triple-strength drink—everyone here is tipsy already, and mistakes happen.



ANYABWILE SAABWA



INTRODUCTION
CHAPTER 1: RUM PUNCH
CHAPTER 2: DANGEROUS WATERS
CHAPTER 3: BLACK CORAL COVE
APPENDIX 1: MAGPIE PRINCESS
APPENDIX 2: BESTIARY



In general, a character can consume a number of alcoholic beverages equal to 1 + double his Constitution modifier. Drinks consumed in excess of this total cause the character to become sickened for 1 hour per drink above the maximum. If a character keeps drinking after being sickened, each additional drink requires the character to attempt a Fortitude save with a DC of 15 + the number of drinks consumed since becoming sickened. On a failed save, the character is (messily) nauseated for 1 round and disqualified from further play; his is likely doused with a bucket of water and then shoved outside the church to sleep off his inebriation.

The last character at the table to take a drink without being nauseated wins the challenge. Rather than attempting checks for every NPC in a challenge, you can roll 1d4+4 to see how many rounds a PC must endure in order to out-drink all other challengers. Any characters who stop before getting sickened are cheered by Duwella for knowing their limits. Anyone who wins the challenge gains a +1 bonus on all skill checks attempted to improve the attitude of an NPC in Lilywhite for the next week. The record for the number of rounds of the Lucky Drunk's Challenge endured without getting nauseated is 11, set several years ago by a sailor named Thal Thagolis. If a PC manages to beat that record, she's hailed as a hero and gets free drinks and cheers whenever she visits Cailean's Keg.

Treasure: Duwella awards anyone who wins a match of the Lucky Drunk's Challenge a beautiful engraved silver stein worth 250 gp. She gives anyone who beats the 11-round record a gem-encrusted gold stein worth 1,000 gp. In both cases, she makes sure the recipient knows these are prizes, not holy relics. If the winners want to sell the items, neither Duwella nor her god begrudges the characters for wanting to make a profit. If you are using the plunder rules from *Skull & Shackles*, a gold stein counts as 1 point of plunder, as do four silver steins, should the PCs manage to win four separate matches. See page 61 of *Pathfinder Adventure Path #55: The Wormwood Mutiny* for more information on plunder.

Story Award: The party earns 250 XP for each match of the Lucky Drunk's Challenge a PC wins, and an additional 1,000 XP if a PC beats the 11-round record.

C. TARYN'S PLANKS

Taryn's Planks is Lilywhite's only lumberyard. Its wood products are the town's primary and most lucrative export, which is one reason why its owner, Iatho Taryn, has been appointed mayor of the town for the past 2 decades by Lilywhite's two pirate lords. Originally from Andoran, Iatho lived as a pirate and Free Captain until he retired to Lilywhite roughly 30 years ago and discovered he had a knack for business and politics. The lumberyard provides wood for nearly every carpenter in town and ship at dock, and can perform repairs on smaller sailing ships (though it's not a fully equipped shipyard).

HISTORY OF THE RUM PUNCH FESTIVAL

The Rum Punch Festival is an annual religious tradition honoring Cayden Cailean that is celebrated primarily along the western coast of Garund. It commemorates a Sargavan slave escape that occurred in 4686 AR at the port of Crown's End. The escape involved three large slaver ships crammed full of slaves captured from Sargavan docks and the Bandu Hills, bound for sale at the slave markets of Bloodcove. Prior to setting sail, the crews of the ships gathered for a celebratory drink, each consuming a few mugs of rum. Surprisingly, the crews of all three ships got roaringly drunk despite consuming no more rum than usual. Many slavers fell unconscious in positions that left their key rings dangling within reach of the slaves in the ships' holds. As the slaves freed themselves, five small seabirds flew past the ship. A few worshipers of the Lucky Drunk among the escapees took the amazing potency of the rum as a sign that Cayden Cailean had intervened to give them a chance to free themselves, and believed the five birds had been sent by his herald Thais. As a result, the escaped slaves followed the birds and eventually found a small beached ship that they managed to launch and sail to the Shackles.

The story spread, and Cayden's faithful began celebrating the anniversary of the escape a few years later. As the tradition grew, it came to be named for the power of the rum that had given the escapees their chance at freedom. The festival is still most common in the Shackles, though it has begun to slowly spread elsewhere in the Inner Sea.

While no one spends much time in the lumberyard until the end of the festival, nearly everyone gathers there (and encourages the PCs to do the same) as the culmination of the town's festivities approaches.

EVENT 3: MAD DASH (CR 4)

The final event of the Rum Punch Festival is a costumed parade through town, with participants dressed as slavers (often wearing masks with comically ugly faces), escapees (wearing masks of grinning or cheering faces), Cayden Cailean, or his herald Thais. The parade starts at Taryn's Planks (area C) and moves to the town's Founders' Square (area A), where it is followed by a reenactment of the original escape attended by almost everyone in town. This inevitably devolves into a loud party that fills Lilywhite with music, drinking, and dancing, and ends with fireworks over the outer harbor. Encourage the PCs to join in the event, or have them carried along by the crowd to the location of this event.

Around sunset, the festivities are interrupted by Captain Lanteri of the *Magpie Princess*. Read or paraphrase the following.

The Rum Punch Festival concludes this evening with a parade through town, a reenactment of the escape to freedom the festival commemorates, and finally, fireworks. The lumberyard

is abuzz with hundreds of workers, revelers, and actors, all gathered before a small wooden stage.

Suddenly, a gunshot rings across the crowded square, and attention snaps to the sharp-dressed woman standing on the stage, holding a still-smoking pistol.

Now certain she has the attention of all present, she addresses the crowd. "I'm Captain Varossa Lanteri of the *Magpie Princess* and I have a business proposition. I've recently discovered the secret to finding the lost treasure of Captain Jemma Redclaw, and I'm looking for a few strong hands to help me secure it. The first to reach my bosun's table on the second floor of the God's Revel Inn down by the harbor will have the opportunity to receive an officer's share of old Captain Redclaw's gold. If you've been waiting for your chance at fame and fortune, it's finally here!" She fires her pistol over the heads of the crowd a second time, and shouts, "Now hop to!"

A moment of shocked silence is followed by a riot of shouts as dozens of people rush out of the lumberyard.

The race toward the God's Revel Inn uses a variant of the chase rules detailed on pages 232–233 of the *Pathfinder RPG GameMastery Guide*. Since this is an abstraction of a race and not an actual chase, only the PCs participate in the chase mini-game; the other competitors are not represented. The point is to complete the race as fast as possible, rather than to pursue another character.

Creatures: As the PCs race to be the first to the inn so they can learn more about Captain Lanteri's claim, their competitors will be trying to slow them down. Initiating combat with these people is ill advised, as fighting takes up valuable time. If a PC insists on getting into a fight with another racer, use the statistics for a shipmate (*Pathfinder RPG GameMastery Guide* 294) for that PCs opponent.

Obstacles: The race consists of six sets of obstacles scattered across town along the most direct route from Taryn's Planks to the God's Revel Inn (area D). Each set of obstacles is encountered in a specific order (see the diagram on page 9). For a graphic representation of the race, you should transfer the information for each pair of obstacles to a slip of paper or sticky note to create "chase cards," laying them out in numerical order to create the chase "track." Everyone begins on the Taryn's Planks card. The PCs must try to overcome obstacles and advance through the cards by attempting various types of checks. As a standard action, a PC can attempt to overcome one of the two obstacles on the card the character is currently on. If successful, the character exits the card and moves on to the next one. Failing a check to overcome an obstacle means that a character stops moving for that round and must face the obstacles on the same card again on the next round. As a full-round action, a PC can attempt both obstacles on his card. If the PC successfully overcomes both obstacles, the character can exit to the next card and attempt one of its obstacles immediately (allowing the PC to potentially exit two cards in 1 round). If the PC fails either of the

obstacles on the initial card, the character stops moving for that round.

The town's crowded streets keep the faster racers from being able to push their advantage too much, and characters with base speeds of 20 feet to 40 feet are all on even footing. A character with a base speed slower than 20 feet takes a –1 penalty on all checks attempted to exit a card, while characters with a base speed of 50 feet or faster gain a +1 bonus on such checks.

Winning the Race: The race ends when all of the PCs have exited the last card, which places them just inside the God's Revel Inn (but not yet at the bosun's table). The PCs win the race if at least one PC completes the race in 6 rounds. If they take longer, other racers have beaten them to the inn.

Story Awards: If one of the PCs finishes the race in 6 or fewer rounds, the party gains 1,600 XP.

D. GOD'S REVEL INN

The God's Revel Inn is a two-story building made of old but sturdy wood and the occasional bit of tarnished brass. The interior is brightly lit with oil lamps and smells strongly of unwashed bodies and smoky fires.

Benches are scattered around mismatched tables and crates. In the center of the main room's floor is a recessed circle of hard-packed earth, ringed by a series of heavy posts connected by fraying rope. A second-floor balcony overlooks the ring and part of the main floor. A wide stairway leads up to a small landing near the earthen ring, then continues up to the second floor.

The God's Revel Inn used to be the most popular drinking and entertainment establishment in Lilywhite, a position that has been recently overtaken by Cailean's Keg. Its proprietor, **Larkem Thene** (NG male human expert 3), has become worried about his eternal reward as he grows older, and has been spending more of the inn's profits on donations to the local church than on maintaining his inn. The main thing that sets it apart from other inns and taverns in Lilywhite, however, is its fighting pit.

The pit is just 2 feet deeper than the wooden floor of the main room around it, with a rope railing that rises 2 feet above the wood floor. Most nights, two or three fighting matches are held in the pit using local "Lilywhite Rules," which forbid the use of lethal weapons, permit anyone who surrenders to exit the pit, and require all fighters to have one alcoholic drink before starting. The same rules are sometimes used when a strong difference of opinion arises among citizens of Lilywhite and all parties decide the best way to resolve it is beating on each other.

EVENT 4: BEAT TO THE PUNCH (CR 7)

Having no interest in trying to keep up with anyone who accepted her race challenge, Captain Lanteri left her bosun **Yamtisy** (N female half-orc expert 4, see page 55) at the inn to confirm who wins the race. When Lanteri's gunshot went



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1. Taryn's Planks

So many hopeful pirates begin running that a crowd immediately forms and blocks the route.

Bellow and Push Through: Intimidate DC 12

Duck through a Gap: Reflex DC 10

4. Founders' Square

Brawlers try to eliminate the competition.

Sense an Ambush: Sense Motive DC 16

Knock Them into the Bay: Bull Rush CMD 16

5. Running along the Cliff

Competitors try to push each other into the harbor.

No, You First!: Trip CMD 14

Look behind You!: Bluff DC 13

2. Choke Point

Narrow streets form a choke point in the race.

Notice a Shortcut: Perception DC 14

Make Your Own Shortcut: Strength DC 13

3. Bridges

The racers must choose to either push through the crowded main bridge or try to span the gap of a broken bridge.

Crowded Bridge

Scramble over the Railing: Climb DC 14

Everybody Move!: Bluff DC 14

Broken Bridge

Jump It!: Acrobatics DC 15

Swim It!: Swim DC 14

6. Final Sprint to the Inn

The entrance to the God's Revel Inn is a short ramp packed with drunken patrons.

Dodge the Drunks:
Acrobatics DC 12

Scale the Ramp:
Climb DC 14

RACE PROGRESSION

off at the lumberyards, the echo could be heard within the tavern, and several patrons expressed curiosity about what was happening. Yamtisy explained what Captain Lanteri had planned and, as a result, several patrons decided that despite missing the race, they want to hire on to Captain Lanteri's crew. The bosun's decided to put these eager scrappers to use.

Creatures: If the PCs are the clear winners of the race, before they can reach the stairs, they are confronted by Heavy Huldren, a burly and scarred human, and his two half-orc compatriots. Huldren is a long-time favorite in the fighting pit at the God's Revel Inn, and his compatriots are all past champions of pit fights. All three feel they have outgrown Lilywhite, and have been seeking an opportunity to take to life at sea in the hope of attaining glory and wealth. Huldren wishes to earn a space on Lanteri's crew and plans to tell the captain he won the race. Since that story works best if the real winners aren't conscious to dispute it, Huldren tells anyone who rushes into the Inn that he's the last challenge in Captain Lanteri's race, and anyone who wants to go upstairs has to go through him. This isn't true, but Lanteri isn't present yet to clear things up and Yamtisy doesn't much care. Huldren challenges the PCs to a "friendly" match in the fighting pit using Lilywhite Rules, hoping to beat them unconscious, and then lie to Lanteri and claim he won the race.

If the PCs aren't the first to arrive, they find Heavy Huldren and his allies loudly arguing with 1d4+2 racers who arrived first. Huldren is challenging the winning racers to prove

themselves in the pit, and when the PCs enter, he shouts, "I'll take you all on!"

Yamtisy likes watching a good fight, so even if the PCs manage to get around Huldren, she suggests they fight Huldren and his allies (if there are other winning racers, she urges the PCs to fight them as well) in the fighting pit to see who "deserves" to win the race. If the PCs delay or refuse, the situation remains unresolved until the arrival of Captain Lanteri a few minutes later.

Upon hearing that there's a disagreement about who won the race, Lanteri asks Yamtisy to clarify who made it into the inn first. The bosun shrugs and says, "You know all these land rats look the same to me." The answer annoys Lanteri, but she returns the shrug and turns to address the PCs, Huldren, and any other racers.

"Well, what I need are people who can win a fight, and *apparently* who can pay attention to their surroundings. So you lot can fight it out for the post, but I don't want anyone getting killed!" Her prohibition convinces Huldren and the other NPCs to use nonlethal attacks, but if the PCs resort to lethal weapons and kill someone, the captain just compliments them for "doing what needs doing to get a thing done."

HEAVY HULDREN

CR 7

Male human constable commoner 9

XP 3,200

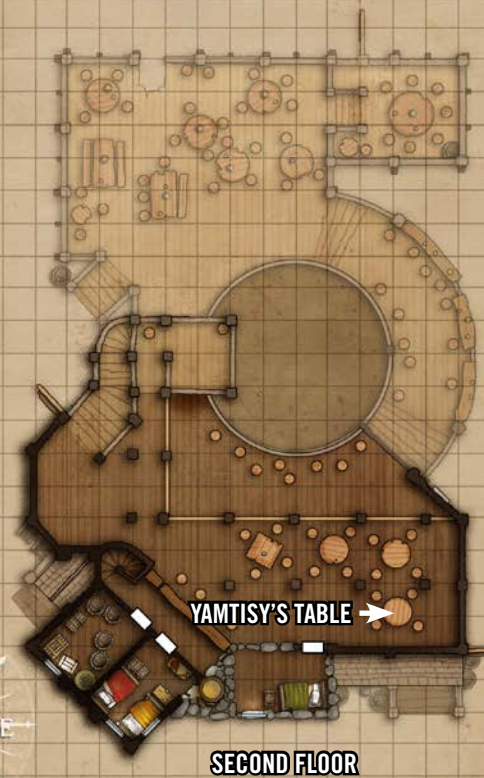
hp 49 (*Pathfinder RPG NPC Codex* 259)

D. GOD'S REVEL INN

1 SQUARE = 5 FEET



FIRST FLOOR



SECOND FLOOR

TACTICS

During Combat Huldren attacks the biggest or most heavily armored PC, restricting himself to nonlethal attacks unless someone makes a lethal attack against him.

Morale Huldren fights until unconscious as long as he takes only nonlethal damage. If he is reduced to fewer than 25 hit points by lethal damage, he yields.

TAVERN CHAMPIONS (2)

CR 5

Half-orc warrior 5

XP 800 each

hp 37 each (*Pathfinder RPG NPC Codex* 268)

TACTICS

Morale Any champion who takes 20 or more points of damage (nonlethal or lethal) yields.

RACERS (1d4+2)

CR 4

Male human pickpockets

XP 200 each

hp 14 each (*Pathfinder RPG GameMastery Guide* 264)

TACTICS

Morale Each racer who takes 10 or more points of nonlethal damage, or any lethal damage, yields.

Treasure: By the end of the fight, Captain Lanteri has discovered that Huldren claimed to be a test she had

arranged for, and is furious that he falsely claimed to be an agent of hers. She demands that he hand over his gear to atone for invoking her name. If Huldren was the winner of the fight, she keeps these goods and offers the PCs a contract despite their loss (because she can deal with second-rate combatants, but not with people she doesn't trust).

If the PCs beat Huldren, Lanteri gives them the gear Huldren and his allies carried as loot for their first battle under her flag.

Development: If the PCs return to the inn after fighting Heavy Huldren, most of its patrons return to their homes or ships, so the God's Revel is a significantly less boisterous place. If the PCs beat Heavy Huldren in the fighting pit, they have a bit of a reputation and while they are in the tavern, people give them a wide berth. Huldren and his allies don't return to the inn until they've heard the PCs are no longer in Lilywhite.

Story Award: The PCs receive 500 XP if they win the pit fight without dealing any lethal damage.

Signing On with Captain Lanteri

Once the PCs have convinced Lanteri they are the right folks for her crew, she buys them drinks and invites them to join her at Yamtisy's table (forcing Yamtisy to relocate, much to the bosun's annoyance). The captain is friendly at this point, commending PCs on a race well run and a fight well fought.



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Lanteri assumes that the PCs will have questions before joining forces with her, and tells them that now is the time to ask. Some common questions and likely answers follow.

Who is Captain Redclaw? What is her treasure? “A scourge of the seas from years past. She was a relentless fighter—she even replaced her arm with a claw of red metal. Her ship, the *Fearsome Tide*, seemed able to sail indefinitely and was never seen in port. They say she amassed quite a trove of gold, art, and even magic. Once she disappeared, most assumed her treasure was lost. But now I know how to find it.

So where is the treasure? “There’s plenty to be done before anyone sets sail for the treasure. I have the secret to finding it, but not its exact location yet. And even if I knew exactly where it was, I’m not fool enough to blather about that at a dockside inn! I need extra muscle for the journey, and I want that to be you. I’m prepared to offer a 1/16th share of all the loot we find, to split among yourselves however you wish. Even without a fabled pile of loot at the end of our journey, that’s a worthwhile offer.”

Is anyone trying to stop you from getting the treasure? “You don’t make captain of any ship without making a few enemies. My husband he told some friends about Captain Redclaw’s treasure before he met me. Now that he’s passed, his so-called friends, or whatever scum they’ve told about it, may well come to take what’s rightfully mine! Not to mention that even though the *Magpie Princess* was already half mine, a few argued I shouldn’t take it upon my husband’s death. Some argued... strenuously. We’ve dealt with most of them, but there’s a featherbrain or two who still mean me harm.”

Where is your ship? “Safely anchored in a cove not far from here. It’s undergoing repairs, most of which can be handled by the crew I left on board. We’ll need to pick up a few supplies here in town, but then we’re ready to sail.”

Why hold a race to find new crew members? “I am not a patient woman. I want to find the crew I need, get supplies, and get back on the sea! Seemed fitting to me.”

Lanteri is happy to talk into the night, but she’s not likely to offer much more information. She’s willing to give details on the death of her husband if a PC succeeds at a DC 20 Diplomacy check. She emphasizes that while she’s sorry he’s gone, she’ll never regret putting down someone who drew a firearm on her. She also describes Hyrix Snowfeather in greater detail if pressed about her enemies. She does not, however, say anything about the *Three Reasons to Live*, or the fact that she only has one of the three things she needs to actually find Captain Redclaw’s treasure.

If the PCs show interest in details of her offer, Captain Lanteri presents them with a contract to sign. It states that the PCs are being hired as “boarders and repellers” on the *Magpie Princess* for the duration of the recovery of Captain Redclaw’s treasure. They will receive quarters, grub, and grog in compensation, along with a 1/16th share of all booty. If the PCs negotiate for a better rate the Captain offers them a 1/14th share, or 1/12th if a PC succeeds at a DC 25 Diplomacy check.

As long as all the PCs sign, Captain Lanteri welcomes them to the crew of the *Magpie Princess*. She pays Larkem for a private room for the PCs to share, and tells them she’s made arrangements to stay at a nearby hostel called the Sturdy Seawall for the night. She encourages the PCs to skip the rest of the festival and turn in early, because they must meet her at dawn on the short piers at the northeast corner of the larger island to get to work.

Story Award: The PCs receive 1,250 XP if they sign Captain Lanteri’s contract.

EVENT 5: RUNNING ERRANDS (CR 2)

If the PCs aren’t at the short piers at dawn the next day, Captain Lanteri rouses them herself, clearly angry, and tells them to be sure to pay attention to her orders in the future. If any of the PCs object, she reminds them that they signed a contract with her so her words are law.

The *Magpie Princess* isn’t currently at the docks, and neither the captain nor any of the crew is willing to discuss its whereabouts beyond “not far away.” Instead the captain focuses on supplies needed to repair her ship. Two ship’s boats with the *Magpie Princess*’s markings (a crow’s head with a delicate crown above it) are tied up to one of the short piers, and a considerable number of the ship’s crew are on hand. In addition to the captain and 12 crew members, “Heartbreak” Hinsin (the steward) and Iulia Antoninia (the foul-mouthed Chelish quartermaster) have joined Lanteri on the docks. The statistics, descriptions, and starting attitudes of Captain Lanteri and her crew appear in Appendix 1.

The PCs are handed over to quartermaster Iulia Antoninia, who grumpily informs them they are to assist in getting the supplies needed to make repairs to the ship as quickly as possible. Iulia expects it will take a few days to make all the arrangements, but she doesn’t consider that any excuse to slack off. She tells the PCs they need to acquire a new carved wooden masthead for the *Magpie Princess*, and gives them 250 gp to accomplish this task. Iulia makes it clear the PCs are expected to manage without needing any more money. Once the PCs have accomplished this task, they’re free until the crew is ready to depart. Before letting them go, Iulia also tells the PCs to keep an eye out for anyone tailing them in Lilywhite—especially a tengu. If questioned, she admits that the *Magpie Princess*’s jinx eater, a tengu named Hyrix Snowfeather, led a mutiny against Captain Lanteri less than a week ago, but neither Iulia nor anyone else will discuss the matter in any more detail.

The PCs can attempt to fulfill their supply run in any way they wish, but the item they have been tasked with acquiring is available from only one place in town: Hartha’s Headstones. With a successful DC 10 Knowledge (local) check or Diplomacy check to gather information, a character determines that is the most likely place to find what they need. If the PCs ask what the masthead should look like, any member of the crew that is at least neutral toward the PCs notes the captain is fond of crows and crowns.



EVENT 6: SENDING A MESSAGE (CR 5)

It turns out that Iulia is correct: Hyrix Snowfeather is observing the PCs' actions in town. For every day they spend in Lilywhite, there is a cumulative 20% chance that the Hyrix has his sea hag ally, Mother Grund, send a pair of werecrocodiles to attack the PCs while they are near the water. If the party has not encountered the creatures by the final day they are in town, run the encounter as the PCs look for Iulia to load the last boat with supplies.

WERECROCODILES (HYBRID FORM) (2)

CR 3

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary 4* 189)

TACTICS

During Combat The werecrocodiles assume their hybrid forms before attacking if time permits, or in the first round of combat otherwise. If possible, they sprint from concealment to attack the PCs from surprise.

Morale If any werecrocodile is reduced to 15 or fewer hit points, it flees.

Treasure: The werecrocodiles each have two bulbs harvested from a seaweed leshy. If a bulb is consumed as a standard action, it grants *water breathing* (as the spell) for 10 minutes. The lycanthropes offer these as bribes to escape if they are prevented from fleeing.

E. HARTHA'S HEADSTONES

This small square building has no sign advertising its name or type of business, but the door and support posts are heavily carved with images of gravestones, religious symbols, sea monsters, and sailing ships.

The only person in Lilywhite with the skill to carve a decent masthead is **Hartha** (NG female dwarf expert 5), and she ends up employing her talents to create wooden headstones and fancy coffins for local burials far more often than decorative sculptures or mastheads. If approached, she agrees to carve a new masthead of the *Magpie Princess* for 250 gp, but insists that she can't have it ready for at least 2 weeks. If Hartha's attitude toward a PC becomes friendly or better, she adjust the time needed to 1 week.

In either case, Hartha admits she *could* do the piece in a couple of days. She has a few rough humanoid mastheads that are already partially carved, requiring only the finishing details to make each one unique, and she could adapt one of these pieces to suit the PCs' needs. However, doing so would require her to delay all her other projects and put in long hours of extra work. She's not willing to do this for any reasonable amount of money, but would do so for free if the PCs will take care of an ongoing problem she



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has. Hartha buys high-quality wood from Taryn's Planks for specialty projects like figureheads, but recently she has not been able to get the quality of wood she wants. The lumberyard's owner, Taryn, says this is because his loggers have been attacked by small dragons in the jungle, making it impossible for them to cut the types of trees she prefers. If the PCs deal with the lumberyard's supply problem for her, she'll give them a masthead in 2 days, free of charge (see Event 7 for more information).

If the PCs want to buy a partially finished masthead, she sells them one for 200 gp. A PC with Craft (sculptures) can attempt to finish the masthead to any specification the PCs desire. Finishing the masthead is treated as creating a 25 gp high-quality item (Craft [sculptures] DC 15).

Story Award: Successfully acquiring a new masthead for the *Magpie Princess* in a week or less garners the party 1,600 XP. If the head is somehow made to look like a crowned magpie, the PCs can attempt a Diplomacy check with a +4 circumstance bonus to improve Captain Lanteri's attitude toward them by one step.

EVENT 7: DRAKE HUNTING (CR 6)

If the PCs go to Iatho Taryn at Taryn's Planks and ask about hunting the drakes, he's happy to have the help. Any lumber crew that travels deep into the forest is attacked, and the PCs need only to wait with such a group for 1d4 hours before the drakes attack. If the PCs search the forest on their own, they can find signs of drakes with a successful DC 15 Survival check. For each hour they spend stumbling around the island looking for drakes, the PCs have a 15% chance of a random encounter (use the Island Encounters table on page 53), and a 10% chance of encountering the drakes.

Creatures: The three river drakes that have been attacking Taryn's workers never get within sight of the walls of Lilywhite, but they attack any loggers who venture too deep into the woods.

RIVER DRAKES (3)	CR 3
XP 800 each	
hp 34 each (<i>Pathfinder RPG Bestiary</i> 3 107)	
TACTICS	
Morale The drakes are territorial, and fight to the death.	

Treasure: If the PCs follow the signs left by the drakes back to the creatures' nest, they find two masterwork hand axes, a masterwork composite longbow (+4 Str), and a 100-pound carved wooden statue of a river drake worth 600 gp. If you're using the alternate plunder rules from *Skull & Shackles*, the treasure here counts as 2 points of plunder.

F. HIDDEN COVE

Once the PCs bring Captain Lanteri a masthead, she decides she wants it taken to the *Magpie Princess* immediately so it can be attached to the ship. If the PCs do this in less than a week, the other supplies aren't ready yet, and Lanteri sends

the PCs ahead anyway. If it takes the PCs a week or more to get a new masthead, the rest of the crew has gathered all the other materials needed to repair the *Magpie Princess* and Captain Lanteri is ready to leave Lilywhite. However, she has only one piece of the *Three Reasons to Live*, and doesn't know where to begin looking for the other two. To solve this riddle, she intends to take a launch and most of her senior crew to the nearby town of Bogsbridge to consult a well-known diviner.

In either case, Lanteri sends the PCs and a few crew members to the hidden cove that holds the *Magpie Princess* to get the masthead attached. The PCs are then to guard the ship until her return, which will be at least a few days even if she just needs to make the round-trip to Bogsbridge. Since she plans to be back before the *Magpie Princess* is seaworthy, she has no concerns about anyone stealing her ship, but she has grown increasingly convinced Hyrix is looking for an opportunity to make her life difficult.

Julia loans the PCs one of the ship's launches to make the trip back to the hidden cove, and tells them how to navigate to that location. Should none of them have a rank in Profession (sailor), she curses the PCs as land rats and assigns them two rowers (use the statistics for old sailors; *Pathfinder RPG NPC Codex* 260). When the PCs arrive, first mate **Horemheb** (N male human ranger 5) informs the PCs that they are to deliver their supplies to the beach camp at the hidden cove, but they themselves are to stay on guard duty aboard the *Magpie Princess*. Horemheb isn't sure which crew members are truly loyal to Captain Lanteri following the mutiny, and knowing that the PCs are the only crew aboard the ship keeps him from worrying about someone loyal to Hyrix sabotaging the vessel.

What Lanteri doesn't realize is that Hyrix Snowfeather and his remaining loyalists found the *Magpie Princess* and are hiding in the jungle waiting for Lanteri to return so they can strike. Hyrix knows that Lanteri is in possession of one of the *Three Reasons to Live*, and aims to take it and seize control of the ship. When the PCs arrive with no sign of Captain Lanteri, Hyrix decides to put his plan into action immediately. He sends most of his followers back to Lilywhite to press-gang a few sailors to sail the *Magpie Princess* after he captures it, but he keeps his two stealthiest allies as part of his attack team—a pair of halflings named Ellara and Elodin. He makes a plan with Mother Grund that calls for her to distract the ships' guards while he, Ellara, and Elodin sneak aboard and search for Lanteri's piece of the *Three Reasons to Live*.

EVENT 8: MOTHER COMES CALLING (CR 5)

Several years ago, Warvil Lanteri and Hyrix made the acquaintance of Mother Grund, an elderly sea hag witch who lives in an underwater cave not far from Lilywhite with her pets, a small school of onwu azus (see page 63). Even though Mother Grund nearly killed him during their first encounter, Warvil was charming enough to convince her to strike a bargain instead. He became a regular supplier of

the rare oils and spices she needed for her potions, and the sea hag in turn aided him when he needed magical assistance. In time, he took to calling her “Mother Grund,” and she accepted Warvil as her adopted child. Hyrix was aware of this arrangement, but Lanteri was not. When Warvil was killed by his wife, Hyrix went to Mother Grund and told her that Lanteri had killed her “son.” Though Mother Grund did not truly care for Warvil, the idea of someone taking away a person she considered hers roused her fury, and she has been helping Hyrix plan his revenge, relishing the thought of toying with her victims before she destroys them.

Now that he’s ready to attack the *Magpie Princess*, Hyrix sends word to Mother Grund to attack the PCs on the main deck as a distraction while he and two of his allies enter the *Magpie Princess* through an open porthole at the stern. He waits until the night after the PCs arrive. It is a cloudy night with the moon hidden behind the clouds, and normal visibility is limited to approximately 50 feet.

Creatures: Mother Grund approaches the *Magpie Princess* paddling a small rowboat. She is disguised as an old, wrinkled crone using a *potion of alter self*, while her king crab familiar and two pet onwu azus swim out of sight beneath her boat. She calls to anyone she sees on deck in Polyglot and Common, seeing if anyone will respond. If the PCs

permit it, she approaches within 30 feet of the ship and says that she is lost and is looking for directions to the town of Lilywhite. This is simply a ruse to get the PCs within the range of her *ray of enfeeblement*. If allowed within this range, she calls out for her “children” to attack (only the onwu azus attack—her familiar makes no appearance in this encounter unless forced to). Within seconds, the water under her boat seems to boil and the onwu azus launch themselves at the PCs.

MOTHER GRUND

CR 5

XP 1,200

Advanced green hag (*Pathfinder RPG Bestiary* 243, 294)

TACTICS

Before Combat Mother Grund drinks a *potion of alter self* and a *potion of fly* before approaching the ship. Both have 2 minutes remaining when she gets in sight, and she attacks if stalled for more than 1 minute.

During Combat The sea hag begins combat by dropping her disguise and exposing the PCs to her horrific appearance ability, then flying up to fight them from above. She prefers to stay aloft for a few rounds, targeting the strongest-looking opponent with her evil eye ability, and enters melee only if she’s reduced below 45 hit points.

Morale Mother Grund attempts to either fly or swim away if brought below 10 hit points.

ONWU AZUS (4)

CR 4

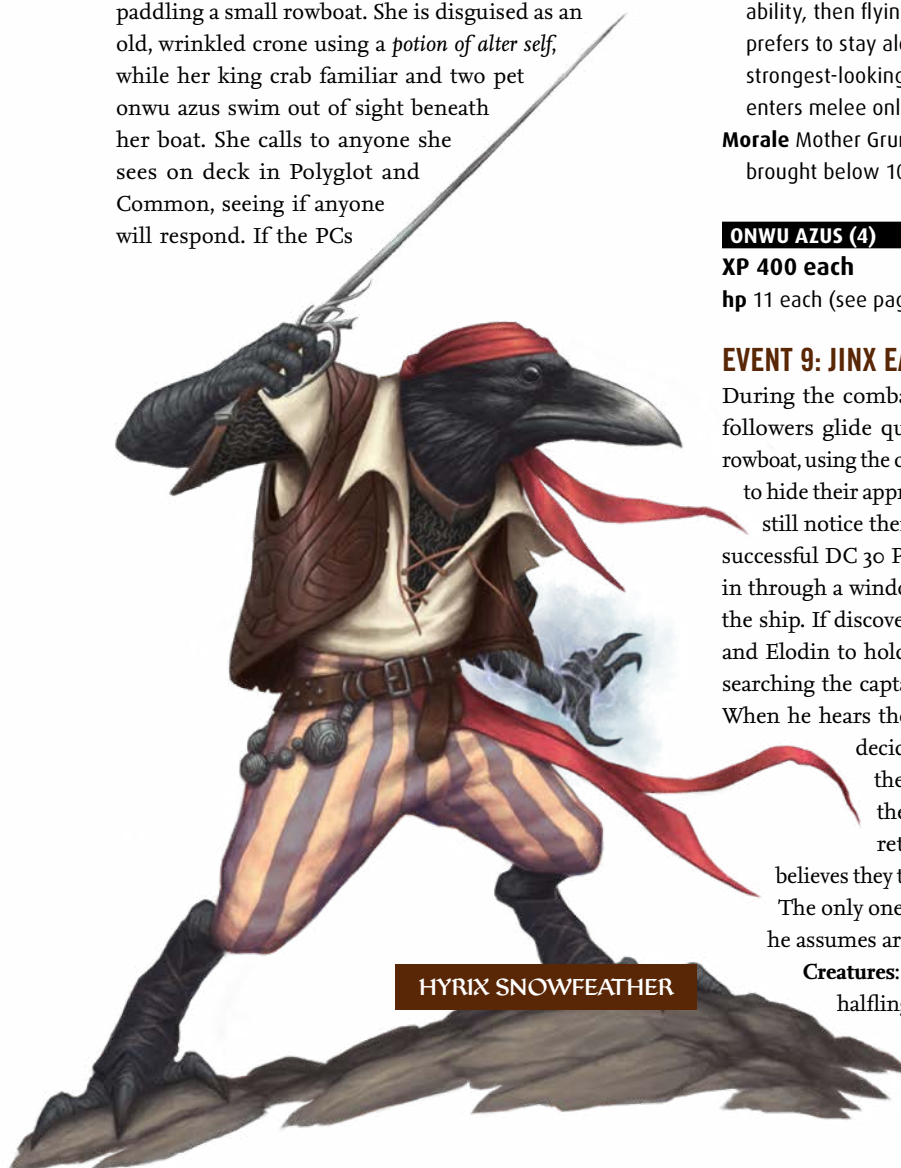
XP 400 each

hp 11 each (see page 63)

EVENT 9: JINX EATER REVEALED (CR 5)

During the combat with Mother Grund, Hyrix and his followers glide quickly toward the *Magpie Princess* in a rowboat, using the cover of darkness and the angle of the ship to hide their approach. PCs fighting Mother Grund might still notice their approach, though doing so requires a successful DC 30 Perception check. The trespassers climb in through a window in the captain’s quarters at the aft of the ship. If discovered by just one PC, Hyrix orders Ellara and Elodin to hold the character at bay while he finishes searching the captain’s quarters (see the map on page 50). When he hears the fight with Mother Grund end, Hyrix decides to end his search and simply capture the ship, assuming he’ll be able to convince the crew to back him once Captain Lanteri returns, since he served with them and believes they trusted Warvil more than Varossa Lanteri. The only ones who stand in his way are the PCs, who he assumes are loyal to Varossa Lanteri.

Creatures: When the time is right, Hyrix orders the halflings to sneak through the lower decks and wait at the base of the stairs leading up to the main deck for his command to attack. Once they’re in place, he darts



HYRIX SNOWFEATHER



out of the captain's quarters, squawks "For Bloody Besmaral," and attacks.

HYRIX SNOWFEATHER

CR 4

XP 1,600

Male tengu magus 5 (*Pathfinder RPG Bestiary* 263, *Pathfinder RPG Ultimate Magic* 9)

NE Medium humanoid (tengu)

Init +3; **Senses** low-light vision; **Perception** +8

DEFENSE

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

hp 36 (5d8+10)

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

OFFENSE

Speed 30 ft.

Melee +1 keen rapier +8 (1d6+2/15–20), bite +1 (1d3)

Special Attacks spellstrike

Magus Spells Prepared (CL 5th; concentration +8)

2nd—*glitterdust* (DC 15), *scorching ray* (2)

1st—*grease* (DC 14), *ray of enfeeblement* (DC 14), *shield*, *shocking grasp* (2)

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *prestidigitation* (DC 14)

TACTICS

Before Combat Before revealing himself, Hyrix spends an arcane pool point to grant his masterwork rapier the abilities of a +1 keen rapier (this adjustment is reflected above).

During Combat Hyrix uses *glitterdust* if he can catch three or more foes in the area, if a ranged foe harms him, or if he believes an invisible foe is present. He keeps his back against a solid surface to deter flanking, and combines his ray spells with spell combat and spellstrike, starting with his two *scorching rays*. If he takes more than 10 points of damage, he uses spell combat to attack and cast *shield*. If a foe is particularly effective in melee, Hyrix uses spell combat and spellstrike to attack and cast *ray of enfeeblement*.

Morale Hyrix is overconfident, and fights to the death.

Base Statistics Without using his magus arcana, Hyrix's base statistics are **Melee** mwk rapier +8 (1d6+1/18–20), bite +1 (1d3).

STATISTICS

Str 12, **Dex** 16, **Con** 11, **Int** 16, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 17

Feats Combat Casting, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +7, Climb +8, Escape Artist +7, Perception +8, Spellcraft +11; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth

Languages Common, Giant, Osiriani, Tengu, Tien

SQ arcane pool (6 points [5 points remaining], +2), gifted linguist, magus arcana (close range), spell combat, spell recall, swordtrained

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bag, thunderstone; **Other Gear** +1 chain shirt, mwk rapier, bag of holding (type I), +1 cloak of

resistance, +1 ring of protection, bandolier^{UE}, belt pouch, mwk backpack^{UE}, spell component pouch, 3,315 gp

ELLARA AND ELODIN

CR 1

Female and male halfling town watchers (*Pathfinder RPG NPC Codex* 128)

XP 400 each

hp 14 each

Special Attacks favored enemy (humanoids [orcs])

TACTICS

During Combat Ellara and Elodin enter combat if they are spotted by a PC or on Hyrix's signal. They know their strength lies in hitting lightly armored foes and taking advantage of their ability to move through small spaces. Both begin any fight with ranged attacks. If enemies close to melee range, Ellara moves to flank a foe with Elodin.

Morale The two are loyal to Hyrix, but don't want to die for him. Both flee if either is reduced below 5 hit points. If one is killed, however, the other one fights the killer to the death.

CONCLUDING THE ADVENTURE

If Hyrix is captured alive, he refuses to speak to anyone other than Lanteri, as he wants to expose her lies in front of the entire crew and hopefully regain their trust. As soon as Lanteri returns and sees Hyrix, however, she attempts to execute him. If she is challenged, she scoffs, stating that Hyrix and his companions are mutineers and should have already been keelhauled. She doesn't want Hyrix to reveal anything he might know about the *Three Reasons to Live*.

If PCs insist on speaking with him, she allows it, but only in her cabin away from the rest of the crew (who, she claims, shouldn't have to hear his squawking anymore). If Hyrix reveals what he knows to the PCs, Captain Lanteri doesn't deny it, but points out she did say there'd be more work to do before they all earned gold and glory. She also points out to Hyrix that Warvil pulled a pistol on her before she killed him, and that the jinx eater incited a mutiny on a ship legitimately owned by Varossa Lanteri. Hyrix admits to both points, but warns the PCs that Captain Lanteri is not to be trusted and they should kill her now. If the PCs still won't allow Captain Lanteri to kill Hyrix, she offers to strand him on a small island she knows that has enough food and fresh water for him to scrape out a meager existence. Regardless, she congratulates the PCs and insists they keep any of the equipment they took off the intruders' bodies.

Final repairs on the *Magpie Princess* take a few days, during which time the PCs can get to know the crew better, including a few officers they haven't yet met (see Appendix 1). After that, Captain Lanteri calls together the entire crew and informs them about the existence of the *Three Reasons to Live*, and the pieces' importance in finding the lost treasure of Jemma Redclaw. She does, however, omit that she is already in possession of one of the pieces (even if the PCs already know). She then orders the crew to set sail, as there is much to be done before they can claim the awaiting treasure.

INTRODUCTION

CHAPTER 1: RUM PUNCH

CHAPTER 2: DANGEROUS WATERS

CHAPTER 3: BLACK CORAL COVE

APPENDIX 1: MAGPIE PRINCESS

APPENDIX 2: BESTIARY





CHAPTER 2

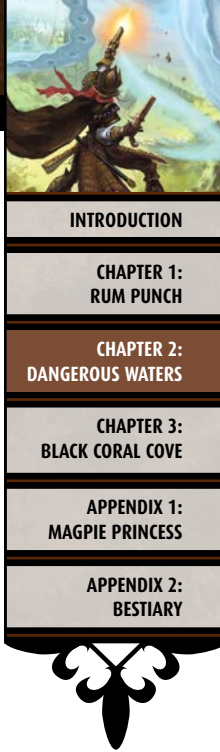
DANGEROUS WATERS

A decade ago, the piratical trio of Warvil Lanteri, Zara “Stormeyes” Dahoath, and Rahil Harkalm banded together to ply the waters of the Arcadian Ocean. When they slew the great brine dragon Nicorydine, they discovered in her hoard a magic instrument along with documents that claimed it was the secret to accessing the legendary treasure of Captain Jemma Redclaw. The band split the instrument into three pieces, and agreed that whichever of them lived longest would inherit all of what they came to call the *Three Reasons to Live*. While the captains worked together occasionally after that, they made sure to spend more time apart than together to limit the temptation to speed each other’s demises.

As often happens with pirates, all three have since come to violent ends anyway. Nicorydine’s son, Kelizar, avenged

his mother’s death (at least in part) a few months ago when he killed Stormeyes and sank her ship, the *Saber’s Kiss*. Captain Rahil Harkalm was recently captured and hanged by Besmaran priests at a site called Blackwarn’s Gallows, and his body still hangs in chains. Warvil Lanteri was killed by his wife and cocaptain Varossa Lanteri in a late-night argument over reclaiming the other pieces of the *Three Reasons to Live*—neither she nor Warvil knew he was already the last survivor of the trio and the treasure was his by right.

Varossa already has Warvil’s piece of the *Three Reasons to Live* (though she keeps this a secret from everyone but her steward, Hinsin). Thanks to a diviner in the town of Bogsbridge, she also has a good idea of where the other two pieces might currently be. Harkalm hid his piece in his peg



leg, and as there has been no word of the Besmarans finding this piece, it should still be with his corpse. Stormeyes kept hers in her quarters at all times, so it should still be in the sunken wreck of the *Saber's Kiss*, though retrieving it is complicated by the fact that the brine dragon Kelizar now lairs at the atoll where the wreck of that ship lies.

Captain Lanteri plans to acquire all three pieces and use them to find Jemma Redclaw's legendary treasure. She also plans to do so while putting herself in as little danger as possible. Good leaders, after all, must delegate.

GETTING STARTED

Captain Varossa Lanteri and the PCs set sail on the newly refitted *Magpie Princess*, seeking the remaining parts of the *Three Reasons to Live*. Varossa shares information about the relic with the PCs shortly after they leave the Motaku Island, though her version of events only flirts with the truth. She outlines how her late husband Warvil Lanteri and the two other captains acquired a dragon's hoard, in which they found the key to the legendary lost treasure of Captain Jemma Redclaw, and the deal they struck to prevent any temptation for them to fight over the *Three Reasons to Live*.

Varossa says she became aware of any of this only recently, but has spent considerable time since then gathering information about the other two captains. Warvil was the last of the three to die, and as his widow, Varossa intends to find the pieces and use them to claim the treasure. At this point in her story, she places a bottle containing a weathered piece of parchment on the table, then carefully extracts the parchment and unfolds it for the PCs to read. Written with charcoal, the short letter includes a rough sketch of a short, twisted musical horn at the bottom.

Varossa,

If you're reading this, then I am most likely already winking at Pharama. Never before you did I find my equal in greed and love of the sea, and I don't regret any of the scars you've given me. Since it seems likely I'm a dead man, I bequeath to you the last of my possessions of any worth. This odd little horn may seem broken and useless, but it's the key to the lost treasure of Jemma Redclaw. For safekeeping, I secured it with the guardian of winds on this isle where I find myself marooned. It's part of a greater instrument. If you desire incredible wealth, retrieve it and then speak with Stormeyes or Harkalm. You'll have to knock some heads to get at the gold, but that's far from new to you.

If I ever loved anyone, you were it.

Warvil

Varossa explains that her husband was stranded on an island he named "Warvil's Folly," and wrote the note when he thought he was going to die there. He later managed to escape the island, though Varossa has no idea how, but he kept the letter as a memento of his dedication to her and she found it among her things after she died. Varossa says that she needs the PCs' help to find each of the pieces, and

PLAYING "DANGEROUS WATERS" AS A STAND-ALONE ADVENTURE

"Dangerous Waters" can easily be run as a stand-alone adventure. The PCs can hire on as members of Captain Varossa Lanteri's crew before the adventure begins, or Captain Lanteri can be pick them up after their ship sinks. In such a case, Varossa insists the PCs aid her to pay for the cost of saving them. Rather than seeking pieces of the *Three Reasons to Live* (which don't actually get used until "Black Coral Cove"), you could have Varossa seeking pieces of a typical treasure map (perhaps one that leads to Warvil's Folly). Since this adventure ends with the PCs betrayed and stranded by Varossa, you may also wish to alter the end of "Dangerous Waters" so the oceanid Thalessia blocks access to the *Magpie Princess*, rather than making her a threat that enables the PCs to make a deal with Jenesara. This allows the adventure to continue largely as written, without having Varossa strand the PCs.

that she and the PCs can make more detailed plans as the *Magpie Princess* gets closer to each piece.

The note is real, but Varossa is deliberately misleading the PCs about Warvil's piece of the *Three Reasons to Live*. Warvil took the piece with him when he escaped the island. Varossa found the piece among Warvil's belongings after she killed him, along with maps showing the location of both Warvil's Folly and Brightglass Island (the location of Captain Redclaw's secret cove, and where most of "Black Coral Cove" takes place). If the PCs know she has Warvil's piece, she instead claims that the key was broken into four pieces. As a precaution to ensure she gets the treasure for herself, once she has all the pieces (at which point the PCs should think she still needs one more), she intends to betray the PCs and abandon them on the same island upon which her husband was stranded. Whether she plans to rescue them after the legendary treasure is in her possession depends a great deal on her attitude toward them by that point.

Varossa delays giving out the exact location of each piece until her ship is approaching the site in question. She's up front about not wanting the PCs to challenge her claim to the treasure, which allows her to hold off the PCs' questions early in the adventure while making it seem like both she and the PCs always have something that the other needs. It also means the PCs can't betray her by hunting for the treasure on their own, and gives her leverage to insist the PCs turn each piece over to her as they recover them.

One of Us?

The PCs are newcomers to the *Magpie Princess*, and while they have earned some respect for defending the ship against Mother Grund and Hyrix Snowfeather (assuming the PCs played through the previous adventure), they are

still considered outsiders by much of the crew. The attitudes of some crew members can impact the options the PCs have for a few encounters in this adventure, and may be even more important at the beginning of the next adventure. Guidelines on how to track crew attitudes toward the PCs, as well as information on notable members of the *Magpie Princess's* crew, can be found in Appendix 1.

Sea Travel and Weather

The travels of the PCs and the *Magpie Princess* are easy to track using the map of the Shackles. This adventure assumes they start on Motaku Isle, then sail to Blackwarn's Gallows to find the body of Rahil Harkalm, then to Kelizar's Atoll and the wreck of the *Saber's Kiss* to find Zara "Stormeyes" Dahoath's piece of the *Three Reasons to Live*, and finally to Warvil's Folly, where Varossa strands them.

You may wish to use the random weather table on page 439 of the *Pathfinder RPG Core Rulebook* to determine the weather as the *Magpie Princess* sails through the Shackles. This both adds flavor to the ocean voyage, and becomes significant when the PCs encounter sharklike adaros (see page 23), whose moods change depending on the weather.

EVENT 1: FORLORN SONG (CR 5)

This event occurs after the *Magpie Princess* leaves Lilywhite, but before it reaches any other destination (though you can move it to occur at any point in the adventure if you want to change the pacing). It begins when the ship approaches an unnamed rock spire that rises majestically out of the ocean—limestone spikes too steep to have beaches or allow a boat to safely dock with them. As the *Magpie Princess* nears this tiny barren islet, a haunting, melodic refrain echoes out across the water.

Creature: A lonely siren named Jezsindre has recently come to roost upon this desolate rock. She seeks to lure several crew members from a passing vessel to her nest to be her companions and alleviate her solitude. Jezsindre's goal is to incapacitate anyone who resists, then charm those she wants and have them row a ship's boat over to her islet. Those she enslaves would then have to climb the spire to reach her nest (a 100-foot climb, requiring successful DC 15 Climb checks). Although some might fall and die in the effort, Jezsindre is convinced that the pleasure of her company is worth the risk to those she enchants.

Many of the *Magpie's* crew are likely to fall under the siren's song—rather than rolling each save, assume 1d4+2 crew members fail their saves. They defend Jezsindre from any attackers, then try to reach her nest. If the PCs succeed at their saves and try to fend her off, those crew members whose attitude is unfriendly or worse toward the PCs use lethal damage against any PCs who are attacking Jezsindre, those who are indifferent use nonlethal damage, while those who are friendly or better attempt to trip, disarm, or grapple them. Statistics for the crew of the *Magpie Princess* can be found in Appendix 1.

Exclude Captain Lanteri, "Heartbreak" Hinsin, and Vancid Creed from this fight. Not only could their involvement make the encounter extremely volatile, but it also reveals these NPCs' abilities too early in the adventure. Perhaps Varossa and Hinsin are in the captain's cabin plotting the day's course and Creed is in the lower hold inventorying the ship's arsenal. If they hear a strange song while off the deck, these NPCs stay away to ensure they aren't ensnared.

JEZSINDRE CR 5

XP 1,600

Female siren (*Pathfinder RPG Bestiary* 2 247)

hp 52

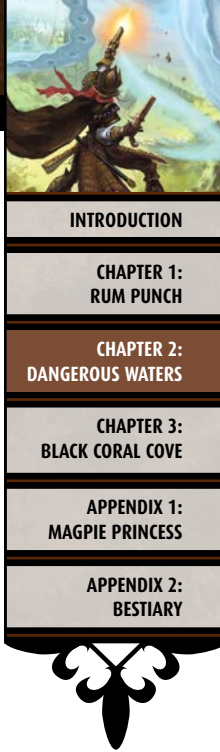
TACTICS

During Combat Bitterly aware of most seafarers' hostility toward her kind, Jezsindre begins with her song of obsession to gain friendly allies among the ship's crew. She continues singing while flying toward the *Magpie Princess*. When close enough, she uses her *charm person* spell-like ability to captivate attractive crew members into coming with her. Jezsindre flies into an angry fit if anyone counters or negates her song; she uses her *shout* spell-like ability on those responsible and lashes out with her claws, seeking to flank with one of her "new friends" to deal sneak attack damage.

Morale Jezsindre flees if reduced to fewer than 16 hit points. If the PCs carry the battle to her nest, she fights to the death.

Treasure: Even if the PCs defeat Jezsindre, her collection of riches is difficult to reach. If the PCs investigate the islet, they find Jezsindre's driftwood nest tucked away near the top. Aside from a large quantity of fish bones, the nest contains a *bottle of messages*, a jeweled ivory comb worth 1,150 gp, an intricate scrimshaw figurine of a sea hawk worth 200 gp, and a collection of jewelry worth a total of 1,550 gp. If using the plunder and infamy rules from the Skull & Shackles Adventure Path, you can instead treat this as 3 points of plunder.

Development: How the PCs responded to charmed crew members can impact the way the other sailors view them. During the fight, if a PC deals lethal damage to a crew member whose attitude toward the PCs is indifferent or worse, that crew member's attitude worsens by one step. If a PC deals nonlethal damage to a crew member whose attitude is unfriendly, that crew member's attitude worsens by one step. The PC can prevent this reduction by apologizing after the battle and succeeding at a DC 15 Diplomacy check. Fully healing the crew member imparts a +5 circumstance bonus on this check. If a crew member whose attitude was already hostile is dealt damage by the PCs, then the PCs can no longer influence that character and he remains hostile to the PCs for the rest of "Dangerous Waters." If a PC is attacked by any crew member during the fight and makes no effort to harm or restrain that crew member, the PC can attempt a Diplomacy check to improve the crew member's attitude by one step at the end of the fight.



G. BLACKWARN'S GALLOWES (CR 7)

Rocky islets and a massive stone arch jut out of the ocean, causing the waters to churn and foam. The arch is taller than a ship's mast. Thick chains hang from the arch, and corpses dangle several body-lengths from the top. The island coast is only a short row from the arch, but only a few short stretches of beach are accessible along the rocky shoreline. A cave is visible on the shoreline; the ocean water flows freely in and out of it.

On the western coast of the isle of Besmara's Throne stands a series of sheer cliffs and natural rocky formations known as Blackwarn's Gallows (see the poster map of the Shackles). One of these is a natural stone arch over the water where Besmaran priests execute heretics and religious malefactors. Varossa describes what she knows about the place and the reasons for Captain Rahil Harkalm's hanging.

Rahil was a Rahadoumi who took that nation's atheism to an extreme, vehemently hating all gods, priests, and religions. During his piratical career, Rahil made sure to murder every priest on the ships he captured and destroy any religious items he came across. This included priests of Besmara, a policy that eventually led to his crew turning on him and delivering him to a Besmaran temple. The temple priests hung him from an arch in Blackwarn's Gallows, and made it known that no one should try to recover his body.

Varossa tells the PCs that Rahil's piece of the *Three Reasons to Live* is hidden in his peg leg, and asks the PCs to retrieve it. If any of the PCs indicate concerns, she assures them that stealing from a hanged body is moral and legal—it isn't grave robbing (since there's no grave), it isn't theft (since there's no one to claim the dead man's effects), and it isn't even looting the body (since the peg leg isn't really part of his body).

Varossa doesn't know of any specific threats in Blackwarn's Gallows, as she's never been there before, but points out that the rugged coastline could harbor wild beasts. Varossa also advises the PCs to be respectful in the unlikely event that there are Besmarans at the site. Because the hanging arch is so close to shore and the area is full of jagged rock spires both above and below the sea's surface, the *Magpie Princess* can't get closer than within a few hundred feet of it. Instead, Varossa sends the PCs in a launch to row close and retrieve the corpse's peg leg. If none of the PCs have ranks in Profession (sailor), Captain Lanteri also assigns them two rowers (use the statistics for the old sailor on page 260 of the *Pathfinder RPG NPC Codex*).

The natural arch overhangs rocky shallows churning with white water and waves crashing against the jagged rocks. The top of the arch rises 150 feet above the shallows and is 20 feet thick. The corpses hang 30 feet underneath it (100 feet above the rocks). The ocean depth beneath the arch varies from 15 feet at high tide to only 5 feet at

low tide. The substantial swell and waves breaking on the rocks make it extremely difficult to keep a rowboat steady underneath the arch. Stabilizing the boat requires a successful DC 15 Profession (sailor) check each round. On a failed check, the boat moves 5 feet in a random direction, and subjects all creatures aboard to vigorous motion; those on the boat take a –4 penalty on ranged attacks and spellcasting requires a concentration check (DC = 15 + spell level).

At the center of the arch, a solid wooden plank juts out over the ocean below. The condemned are forced to walk the plank, but those convicted of the worst crimes against the goddess also have chain nooses tied around their necks; when they walk the plank, they're hanged and their remains are left to swing below the arch until they rot. Of the three bodies that dangle below, Harkalm's corpse is easily recognizable—not only is it the most recently dead, but it's also the only one with a peg leg.

Three lengths of thick anchor chain wrap around the top of the arch, and a length of lighter chain attaches each of the corpses to one of the main anchor chains. The anchor chains are secured by thick spikes driven into the arch, and these must be removed before an anchor chain can be pulled up or rotated.

Climbing the side of the arch requires successful DC 15 Climb checks, but the PCs can secure a rope to make this part of the climb easier. Climbing across the anchor chain underneath the arch requires DC 20 Climb checks, and climbing down one of the lighter chains from which a corpse dangles requires DC 15 Climb checks. Alternatively, a climbing PC could secure herself to the anchor chain while underneath the arch and pull up Harkalm's corpse along with the light chain from which it hangs—together these weigh 150 pounds.

The anchor chain can be cut (hardness 10, hp 30, break DC 35); doing so causes the lighter chains and the hanging corpses to fall. A character who can reach the underside of the arch by flying or climbing can also break the light chain (hardness 10, hp 10, break DC 26), or even sever the corpse's head by dealing 10 points of damage to it with a slashing weapon.

Creatures: A large sea cave in the rocky shore is the spawning ground for a tribe of karkinoi. The crablike creatures feed on the corpses of those executed, but it's been a while since the last execution, and a newly hatched brood of karkinoi spawn ravenously seeks fresh meat to feast upon. When priests of Besmara come here to hang criminals, they dump chum into the water to keep the karkinoi busy feeding. The rough waters make it impossible for those above the surface to see the karkinoi when they are below the surface. The swarm of hatchlings and the karkinoi that spawned them can see the bottom of any boat used to get near the arch, and the creatures attack the PCs while they are busy attempting to retrieve the corpse's peg leg.



KARKINOI

CR 6

XP 2,400

hp 76 (*Pathfinder RPG Bestiary* 4 173)

TACTICS

During Combat If the karkinoi grabs an opponent, it attempts to drag that creature underwater to finish it off.

Morale The karkinoi fights to the death to defend its swarm of offspring.

KARKINOI BROOD SWARM

CR 4

XP 1,200

hp 39 (see page 62)

Hazard: Any technique that frees Harkalm's body from the Besmaran ceremonial hanging also triggers a curse upon the PC performing this act. A victim of this curse feels both hungover and seasick while anywhere near the ocean. A successful DC 15 Knowledge (religion) check reveals that Besmara has few qualms about robbing the dead, but she is a vengeful goddess and interfering with her duly delivered punishment could draw her wrath. Both the chains and the corpses radiate an aura of moderate necromancy, hinting at this potential malevolence. If Harkalm's body is left hanging but his peg leg is removed (Strength or Disable Device DC 10), the PCs are not targeted by the curse.

BLACK LADY'S BLIGHT

Type curse; **Save** Will DC 16 negates

Effect target is sickened while within 1 mile of the ocean;

Cure cast *remove curse* or a similar spell while immersing the victim in salt water

Treasure: Once the PCs recover Harkalm's peg leg, they find part of the *Three Reasons to Live* nestled inside a hidden compartment, along with a tightly rolled *Tome of the Transmuter* with its preparation ritual but missing its good lock (*Pathfinder RPG Ultimate Magic* 123) and an *immovable rod*. If you're using the plunder rules from *Skull & Shackles*, the *Tome of the Transmuter* can be treated as 2 points of plunder.

EVENT 2: PRETERNATURAL STORM (CR 5)

This event most likely occurs after the PCs leave Blackwarn's Gallows but before they reach Kelizar's Atoll, in which case much of the crew will fear that it's a curse sent by Besmara as punishment for stealing loot off a victim of her priesthood. You could move this event to any point if you want to change the pacing, or even just use it the first time you roll a storm when randomly determining the weather.

A gale spawned from the Eye of Abendego sweeps in from the north just after dusk. This sudden storm grows abnormally quickly, leaving the *Magpie's* sailors scrambling to lower the sails. As the rain pelts down and massive



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waves rock the ship, a blinding bolt of lightning strikes the main mast.

The raging storm's rain and wind reduce visibility by three-quarters, imposing a -8 penalty on Perception checks. Ranged weapon attacks are impossible, except for siege weapons, which take a -4 penalty on attack rolls. The storm automatically extinguishes unprotected flames and has 50% chance of extinguishing protected flames. The severe wind imposes a -4 penalty on Fly checks, Small creatures are checked by the wind, and Tiny or smaller creatures are blown away. The violent motion of the storm means spellcasting requires a successful concentration check to avoid losing the spell (DC = 15 + the spell's level while on deck or DC = 10 + the spell's level when belowdecks.) The wind and rain makes surfaces slippery, increasing the DCs of Acrobatics checks by 2 and Climb checks by 5.

Creature: In the wake of the lightning's dazzling flash and thunderous boom, a flickering violet mass of pure energy blazes out of the topmost spar. This is a comozant wyrd, an otherworldly being formed from blazing plasma made manifest on this plane by the raw power at the storm's heart. Three of the crew (choose randomly) are still aloft in the rigging attempting to replace broken lines, and find themselves caught with the unnerving thing between them and the way down.

The comozant wyrd attempts to communicate with the sailors using its illuminating flames ability. This, however, terrifies the crew members, who try to back away from the wyrd out onto the ends of the spar. Unless the PCs quickly intervene, the inquisitive comozant wyrd follows a trapped crew member who lashes out at the wyrd, angering it. Crew members aloft may slip and fall 60 feet, either striking the deck with bone-shattering force (taking 6d6 points of damage) or plunging into the raging ocean (taking 2d3 points of nonlethal damage plus 2d6 points of lethal damage).

The comozant wyrd starts indifferent to those it encounters. If the PCs attempt to converse with it over the noise of the storm, the wyrd uses its illuminating flames to try to establish some rapport. This alien dialogue of images and raw emotions is ambiguous and perplexing, but if the PCs can use what they glean to improve the wyrd's attitude to at least friendly (using the normal Diplomacy rules) or convince it that the storm is a danger to the ship (Bluff DC 20 to pass a hidden message), it dismisses the storm and vanishes. The wyrd responds angrily if anyone attempts to deceive or attack it, even if the attacks are ineffective.

against its enemies, especially those already affected by its illuminating flames ability. It may also attach itself to a nearby foe using its plasma form ability.

Morale If provoked, the comozant wyrd fights to the death. If the comozant wyrd is slain, the storm's intensity immediately lessens and the gale blows itself out in the next hour.

Hazard: Two rounds after the initial lightning strike, another bolt of electricity flashes down toward the ship, targeting a character in metal armor or wielding a metal weapon. This 5-foot-radius column of electricity deals 6d8 points of electricity damage to the target (Reflex DC 16 half).

Development: If the PCs are responsible for rescuing any of the three crew members, those crew members' attitudes toward the PCs each improve by one step. If any of the crew die and the PCs seem responsible for this death, the attitude of any crew member who is not already helpful toward the PCs worsens by one step. If none of the crew perish and the PCs are able to convince the wyrd to dismiss the storm, this earns the entire crew's respect and the PCs gain a +2 bonus on any check to improve

COMOZANT WYRD

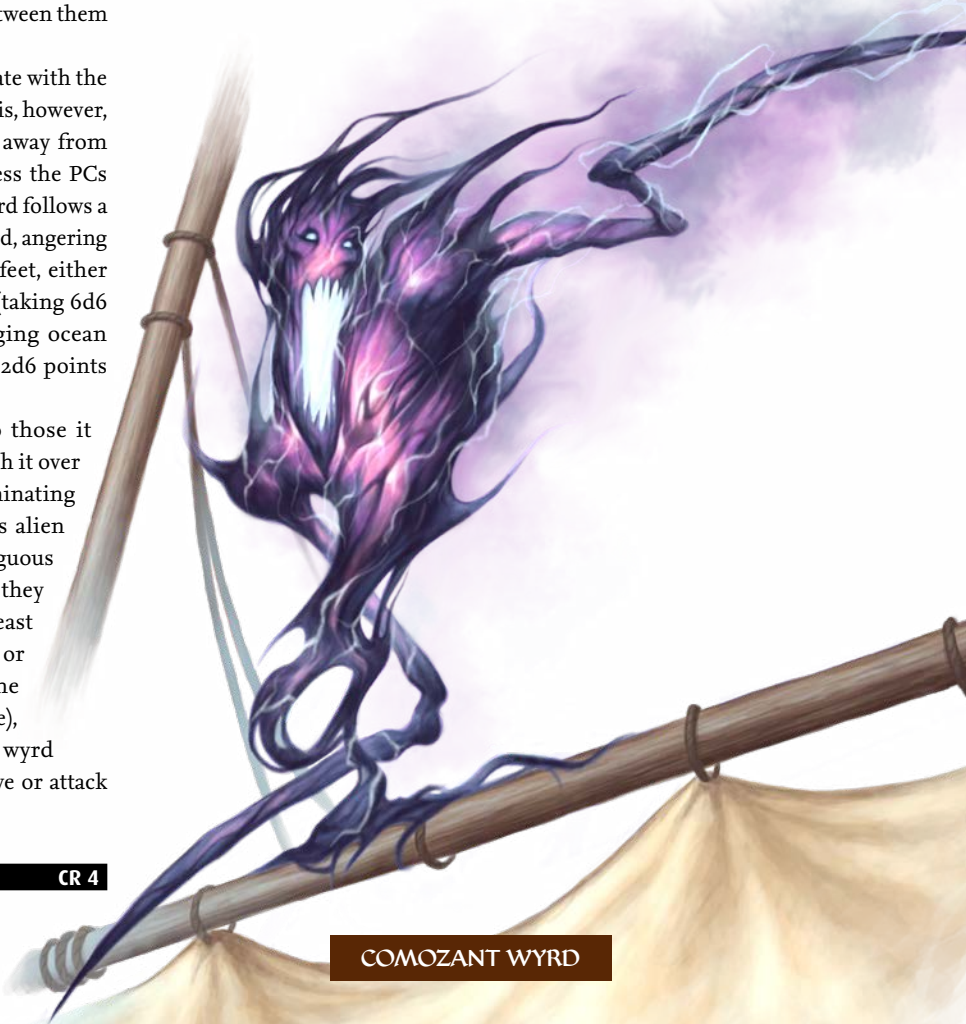
CR 4

XP 1,200

hp 27 (*Pathfinder RPG Bestiary* 4 40)

TACTICS

During Combat The wyrd uses lightning lashes



COMOZANT WYRD

a crew member's attitude for the rest of the adventure. Any PC who gains the *divination* effect from the wyrd's illuminating flames receives a vision of events later in the adventure or from "Black Coral Cove": themselves riding hippocampi across the ocean toward the *Magpie Princess*, the sounds of pipes playing while the PCs stand in front of huge stone doors, or another vision.

EVENT 3: TO FLATTER A DRAGON (CR 6)

Captain Lanteri's next destination is Kelizar's Atoll; this event happens once the *Magpie Princess* gets close to it. As the *Magpie Princess* nears Kelizar's territory, Varossa briefs the PCs on how she hopes to proceed against the fearsome brine dragon. In revenge for the death of his mother, the dragon Nicorydine, Kelizar sank the *Saber's Kiss* within his territory. Varossa believes one of the pieces of the *Three Reasons to Live* was on board when it sank, and she is too smart to risk being caught stealing from a dragon's territory. She wants Kelizar to grant permission for the PCs to visit the sunken ship and retrieve a "memento of only sentimental value."

However, Varossa Lanteri isn't certain what Kelizar knows of her husband's involvement in his mother's murder. Unsure how far the dragon plans to take his vengeance, she is playing things very cautiously. The *Magpie Princess* sports a different masthead than the one it had when Warvil helped kill Nicorydine, thanks to the events in "Rum Punch," and she has changed cosmetic details on the ship, but she still doesn't want to face the dragon personally. She intends to have the PCs act for her when they reach Kelizar's atoll. When the *Magpie Princess* nears the atoll, Varossa explains the situation to the PCs and specifically warns them to say as little as possible about Nicorydine's death or anyone involved in it, and most importantly to say nothing to Kelizar about herself.

Varossa relates what she knows about Kelizar, and, concerned that Kelizar may recognize her as the spouse of one of those who murdered his mother, she suggests that one of the PCs temporarily act as captain. Varossa intends to remain in her cabin, letting the PCs take the lead in negotiations with the dragon. The PC acting as captain has the option to attempt an additional check to influence crew member attitudes each day.

Kelizar is believed to have an appreciation for Taldan items and dress. It's said that an explorer from Taldor once washed up near Kelizar's lair and regaled him with Taldan folklore and stories of knights and princesses. The dragon is now widely rumored to have a high regard for courtly manners and poetry. To help with negotiations, Varossa suggests the PCs "dress like Taldans"—or, more precisely, how Varossa believes Taldans dress based on her limited knowledge of the distant nation of Taldor. She has acquired a selection of extravagant theatrical outfits, wigs, jeweled codpieces, and enormous hats for the PCs to wear. Varossa insists that the PCs wear this "Taldan" attire, but she can be convinced with a successful DC 15 Knowledge

(local, nobility, or history) check to allow the PCs to wear outfits that more accurately reflect actual Taldan fashions.

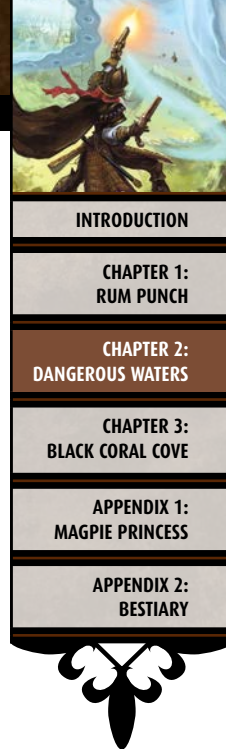
Creature: Kelizar is a strongly opinionated dragon who enjoys pontificating and convincing others of his natural superiority, but he is not evil. He does, however, dream of ruling over a multitude of aquatic creatures and forging an underwater empire. Currently, Kelizar seeks to increase his territory and the number of creatures he rules. He has a small tribe of adaros under his thumb but wants more vassals, so he seeks to emulate the best expansionist strategies of the great Taldan Empire of old.

Kelizar is interested in Taldor primarily for its history and empire-building, though he also has a soft spot for those dressed as Taldans. He wants to understand the culture of Taldor both historically and in its current state of decline, and use this as a model to build an even more successful empire of his own.

As the *Magpie Princess* approaches the atoll, Kelizar makes himself known by bursting out of the ocean a hundred yards in front of the ship and then ascending to several hundred feet in the air before soaring majestically down to land on the *Magpie Princess'* bowsprit and challenging the "captain" in archaic Taldane.

Kelizar's starting attitude is unfriendly, but the PCs can quickly improve this during the initial introductions by observing the proper courtesies. The primary negotiator among the PCs can attempt a DC 22 Diplomacy check to improve Kelizar's attitude. The PCs gain a cumulative +2 circumstance bonus on this check for each of the following:

- Succeeding at a DC 15 Knowledge (nobility) check to exhibit the proper manners.
 - Either not having weapons drawn, or making an obvious show of divesting themselves of visible weapons.
 - Hailing Kelizar by name and giving him a noble title—the exact title doesn't matter as long as it sounds impressive.
 - Addressing the dragon in Aquan or Draconic during their opening remarks. Kelizar finds this respectful to begin with, but if the PCs continue to converse in either of these languages, he quickly tires of their posturing and tells them to stop mangling his elegant language with their humanoid mouths.
 - Addressing Kelizar in archaic or elaborately formal Taldane, and going out of their way to use lengthy words and linguistic flourishes.
 - Wearing "Taldan" attire, regardless of how realistic it is.
- Once Kelizar is at least indifferent to the PCs, he is willing to listen to their request. Kelizar isn't opposed to the idea of the PCs diving for a lost trinket with sentimental value; after all, he has already stripped the wreck of anything of real worth. However, Kelizar does expect the PCs to compensate him for his indulgence. Kelizar asks why the PCs require this item from the wreck. He isn't offended if he sees through any of the PCs' falsehoods; he naturally assumes pirates would lie about their reasons for taking something from his domain. However, he does expect



the PCs to at least provide him with an amusing tale. If the PCs fail to beat Kelizar's opposed Sense Motive check with a Bluff check, they must succeed at a DC 20 Perform (oratory) check (or another Perform-based check at the GM's discretion) to at least spin their lies in an entertaining way. If the PCs choose to tell the truth about why they want the *Three Reasons to Live*, Kelizar quickly realizes its actual value, and is likely to demand significant remuneration in return for access to his atoll. Any mention of being friendly toward those on the *Saber's Kiss* who killed Kelizar's mother immediately angers the dragon, and the PCs must mollify him before he'll consider their request.

The PCs need to succeed at a DC 24 Diplomacy check to convince Kelizar to allow them to make a brief search of the shipwreck, modified by the factors listed in the table below. But if the PCs get off on the wrong foot with Kelizar, they can still appease him. Agreeing to form treaties with the dragon's empire, to spread tales of his benevolence, or to swear oaths of loyalty to Kelizar can bring a happy conclusion to negotiations. Regaling him with stories of the Taldan Empire with a successful DC 18 Knowledge (engineering, geography, history, local, nobility, or religion) check or Perform (oratory) check mollifies him enough to allow another Diplomacy check with a cumulative +2 bonus for each story told.

Apply the following modifiers to the PCs' checks.

Circumstance	Modifier
The PCs fail to give a convincing or entertaining reason for wanting the piece.	-2
The PCs indicate they are friendly toward those who killed Kelizar's mother.	-5
The PCs agree to oaths or treaties with the dragon.	+2
The PCs succeed at a skill check providing Kelizar with information about Taldor.	+2 per check

If the PCs succeed at the Diplomacy check by 10 or more, Kelizar's attitude improves to friendly, and he offers his blessing in the form of *water breathing* spells for all the PCs. Kelizar flies off once negotiations are complete, leaving the PCs free to explore the atoll.

KELIZAR CR 11

Male adult brine dragon

XP 12,800

hp 147 (*Pathfinder RPG Bestiary* 2 94)

TACTICS

During Combat If someone is foolish enough to attack Kelizar, he activates his frightful presence to demonstrate how impossible it is for the PCs to defeat him. He then asks the PCs to yield, and accepts any serious attempt to cease hostilities. If a fight continues past this point, he uses his breath weapon and fights normally.

Morale If the PCs reduce Kelizar to 45 or fewer hit points, he retreats and attacks the ship again when he's fully healed.

DRAGON DIPLOMACY

Varossa firmly requests that the PCs do not attack the dragon despite whatever provocation Kelizar may give. Not only would this put the entire ship and its crew at risk, but she fears Kelizar may have already recovered the piece of the *Three Reasons to Live* from the shipwreck and secured it elsewhere. In that case, if the PCs provoked Kelizar or actually managed to kill him, the piece might never be found.

Treasure: If by some incredible combination of luck, bravery, and stupidity, the PCs manage to slay Kelizar, they should receive normal treasure for an adult brine dragon, likely hidden on some nearby island.

Story Award: If the PCs gain Kelizar's permission to search the wreck of the *Saber's Kiss*, award them 2,400 XP. If they also gain Kelizar's blessing, award them an additional 1,200 XP.

H. KELIZAR'S ATOLL (CR 6)

As the *Magpie Princess* sails into the atoll, the shipwreck of the *Saber's Kiss* is visible within its clear, shallow waters (see the map on page 26). The wreck lies 40 feet below, but the tip of its main mast still juts up above the waterline. A large breach in the hull can be seen on the port side. The rest of the sandy sea floor bears scattered outcroppings of coral and colorful aquatic plant life.

Creatures: The reefs around the atoll are the hunting grounds of a small tribe of adaros. These sharklike creatures rankle under Kelizar's rule, and they remain only because the food supply is so plentiful. Two adaros hunting near the shipwreck spot the *Magpie Princess* on the surface above. Each telepathically calls a great white shark and lurks just out of sight. The adaros ignore any attempts by the PCs to explain that they have permission from Kelizar to be here. If it's raining, the adaros' bloodlust drives them to attack as soon as any creature enters the water. Otherwise, they wait to strike until at least one creature is 20 feet below the surface.

ADAROS (2) CR 5

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 3 7)

TACTICS

During Combat If it isn't raining, each adaro uses all three of its spears, rotating between weapons after each attack to make use of the poison that coats each tip. If it is raining, however, the frenzied adaros ignore strategy and simply charge in, stabbing and biting indiscriminately.

Morale If it's raining, the adaros fight to the death. Otherwise, they retreat if reduced to fewer than 8 hit points.

GREAT WHITE SHARKS (2) CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary* 4 241)

I. Saber's Kiss

The *Saber's Kiss* sits on the bottom of the shallow seafloor of the atoll. The top deck is 20 feet below the water's surface. Since the *Saber's Kiss* was originally a sister-ship of the *Magpie Princess*, you can use the map of the *Magpie Princess* to represent the *Saber's Kiss*.

Creature: Of all the souls lost when the *Saber's Kiss* went down, one could not find peaceful rest. As he perished, the ship's boatswain, Halid, was overwhelmed by grief and regret at being unable to reveal his true feelings to his secret love, Belina (see page 55), the third mate and pilot's apprentice of the *Magpie Princess*. Back when that ship was still called the *Magpie Prince*, its captain, Warvil Lanteri, often operated in conjunction with Captain Dahoath and the *Saber's Kiss*. During this time, the ships' crews became friendly with one another, and Halid became infatuated with Belina. He went so far as to give her a silver amulet as a sign of his devotion, though he never told her it was meant as a romantic gesture.

The unendurable anguish of having never spoken to Belina of his love caused Halid's spirit to linger as a ghost. As the PCs explore the wreck, his spectral presence causes eerie creaking noises as if the ship still sailed upon the waves. The ship's hatches, equipment, and other debris seem to shift in the water despite the lack of current.

The ghost of Halid manifests as the PCs enter the main hold, and the events of his death start to play out around them. Halid appears as a young Garundi man in sailor's clothes with half his face horrifically melted away (a result of being killed by Kelizar's breath weapon). He constantly bewails his unspoken love for Belina, and how he is bound forever by his love and the amulet he gave his beloved.

While Belina remembers Halid, she wasn't in love with him and is shocked to learn that he was in love with her. She doesn't wish him ill, but also feels no responsibility for his unrequited feelings or their effect on his undead state. Belina has no interest in seeing or talking to Halid's ghost, and refuses to dive to the sunken ship. She is willing, however, to give the PCs the silver amulet Halid gave her (which is only worth 5 gp) to return to the ghost. If Halid is destroyed while he can see the amulet, his spirit is permanently put to rest.

HALID

CR 6

XP 2,400

Male human ghost fighter 5 (*Pathfinder RPG Bestiary* 144)

CE Medium undead (augmented humanoid, incorporeal)

Init +4; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 57 (5d10+25)

Fort +7, **Ref** +5, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1, channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +9 (5d6, Fort DC 15 half)

Special Attacks corrupting gaze (DC 15), weapon training (light blades +1)

TACTICS

During Combat Halid remains floating above his corpse and focuses his corrupting gaze on an opponent each round. If the PCs engage him in melee, he uses Combat Expertise to increase his Armor Class and lashes out with his corrupting touch.

Morale Halid fights until destroyed.

If he is shown the amulet he gave Belina and told she does not return his undeclared love, he is dazed for 1 round. If Halid is destroyed while the amulet is in his line of sight, he is destroyed permanently.

STATISTICS

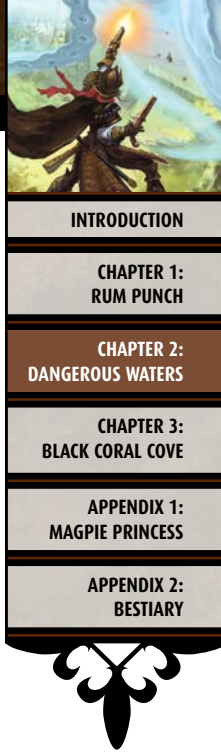
Str —, **Dex** 18, **Con** —, **Int** 13, **Wis** 8, **Cha** 16

Base Atk +5; **CMB** +9 (+11 disarm, +11 trip);

CMD 22 (24 vs. disarm and trip)



KELIZAR



Feats Combat Expertise, Improved Disarm, Improved Trip, Iron Will, Power Attack, Toughness, Weapon Finesse
Skills Climb +8, Fly +12, Intimidate +11, Perception +7, Profession (sailor) +7, Stealth +12, Swim +8;
Racial Modifiers +8 Perception, +8 Stealth
Languages Common, Polyglot
SQ armor training 1

Haunt: When the *Saber's Kiss* sank, the deaths of the entire crew, combined with Halid's overwhelming grief at the moment of his death, caused a haunt to form around the sunken ship. This haunt triggers when the PCs enter the lower deck, causing the traumatic events of Halid's death play out around the PCs—the *Saber's Kiss* tilts and sinks due to the hull breach flooding the hold with a torrent of water, and finally the dragon's acidic breath brings oblivion.

SUBMERGING TORRENT HAUNT CR 5

CE persistent haunt (lower deck of the *Saber's Kiss*)

Caster Level 5th

Notice Perception DC 15 to notice faint battle cries and screams from above, and feel the vibration of something very large scrabbling against the hull.

hp 22; **Trigger** proximity; **Reset** 1 day

Effect The hull seems to tilt and shake, and the water in the hold roils wildly, increasing the DC of Swim checks to 20. A swirling vortex of water, the equivalent of an *aqueous orb* spell (DC 14), targets a living creature in the hold. Each round, this effect attempts to engulf living creatures in the area. On the third round after the haunt manifests, a ghostly replica of Kelizar's draconic snout appears at the hull breach and breathes a gout of ectoplasmic acid. If Halid is present, this spectral dragon breath strikes Halid and anyone in the line between him and the hull breach. If Halid is not present, it targets a randomly determined living target within the hull of the wreck. This attack functions as a real dragon's breath weapon, but deals only 6d6 points of acid damage (Reflex DC 15 half).

Destruction Defeating Halid's ghost neutralizes the haunt, and putting Halid to rest destroys it.

Treasure: Kelizar picked the wreck clean of any valuables when he first sank the ship. However, if Halid is put to rest, the power of his spirit's final destruction transforms 40 small bits of rock and barnacles nearby into beautiful crimson pearls, each worth 100 gp. If you're using the plunder rules from *Skull & Shackles*, you can instead treat these pearls as 4 points of plunder.

Development: Varossa knew that Stormeyes kept her piece of the *Three Reasons to Live* in her quarters, but the debris clogging the ship makes the search difficult. An hour of dedicated searching is enough to find the piece; divide this time by the number of characters searching.

After recovering Dahoath's piece of the *Three Reasons to Live*, Varossa now has all the pieces she needs to open the entrance to Captain Redclaw's secret cove (as detailed in "Black Coral Cove," which begins on page 34). The PCs might notice that Varossa and Hinsin begin spending more time together in the captain's quarters. They definitely hear Hinsin humming a new tune, and occasionally playing it on his flute. While this is actually the music needed to use the *Three Reasons to Live*, if asked about it, Hinsin claims he's working on a new composition to celebrate the captain's inevitable success. Varossa becomes happier and even visibly excited about gaining the treasure. The crew believe that the captain is having Hinsin serenade her in preemptive celebration.

In truth, Varossa and Hinsin are practicing the song that opens the portal to the treasure cave, which she learned from notes her husband left that she has not shown the PCs. During this time, the ships' mascot, a mynah bird named Loudwing, also hears this music enough times that it can repeat the tune—which may help the PCs in "Black Coral Cove".

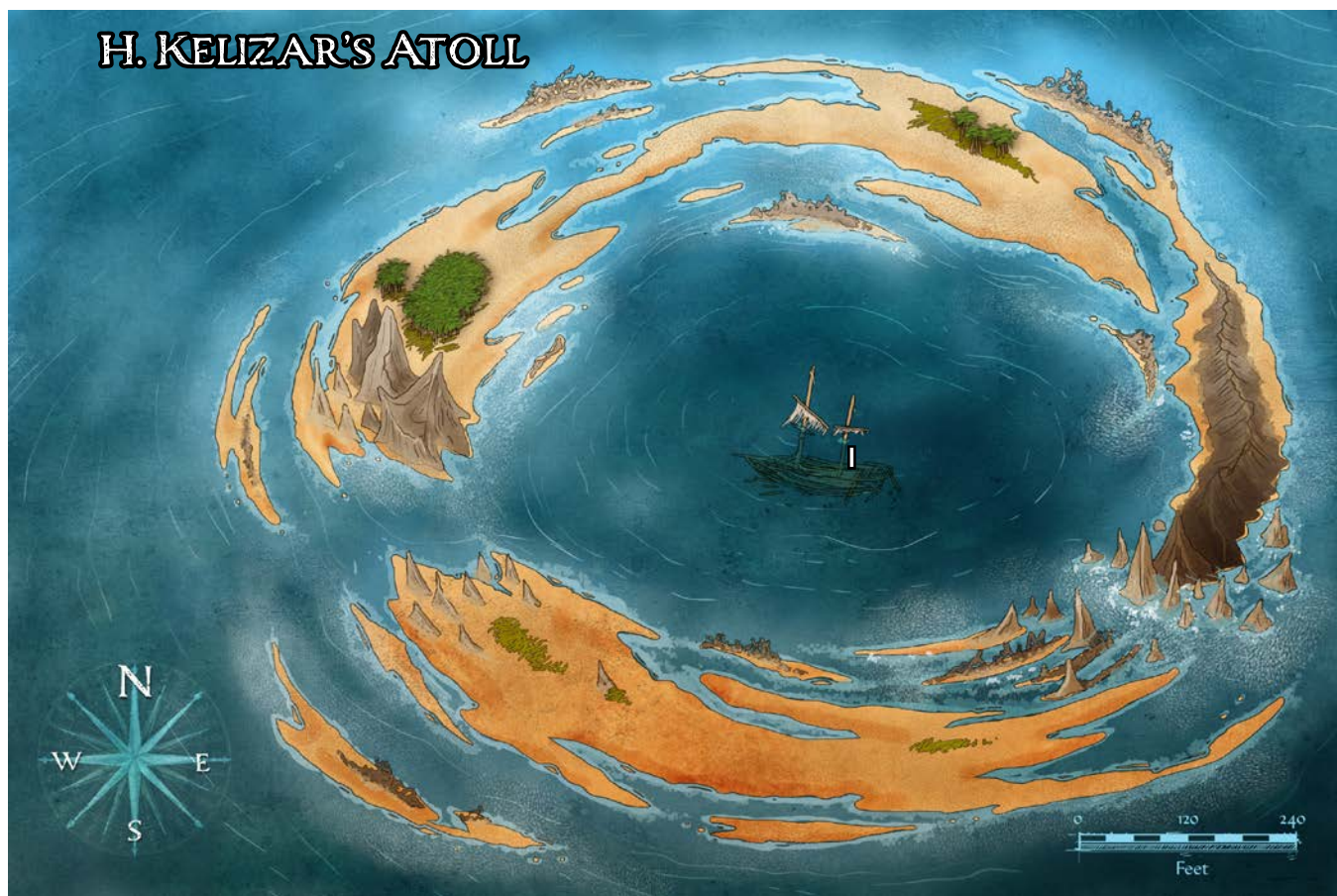
J. WARVIL'S FOLLY

This remote island is where Captain Warvil Lanteri was shipwrecked and stranded for over 2 years. The isle is a fertile jungle paradise with a freshwater spring feeding a small river that curves its way around the island before flowing over a waterfall and into a large central lagoon (see the map on page 28). Much of the island's coastline consists of rocky cliffs; the easiest landings are a sandy beach on the western shore and a pebbled strand on the eastern side of the lagoon. Unless otherwise noted, scaling the island's coastal cliffs requires a successful DC 20 Climb check.

Two small groups of natives—a tribe of lizardfolk and a tribe of keches—have warred for control of the island for generations. Two centuries ago, the island was also the site of a church built by Abadaran missionaries. The missionaries wished to bring "true civilization" to the Shackles, and selected this small island as their base of operations in order to "civilize" the keches and lizardfolk. The Abadarans believed this would prove the benefits of civilized trade and law and allow them to spread their mission to other so-called "primitive" groups in the region. However, the lizardfolk and keches were angered by the Abadarans' arrogance and seizure of their land, and the cost of maintaining a force large enough to keep the church safe proved prohibitive. In time, the Abadarans abandoned the church and moved their efforts to Sargava.

Weather and plants soon reclaimed the church. Magatta Uhl, a powerful druid who worshiped Gozreh, found the edifice and took it as a symbol of the power of nature over society. She turned it into a kind of monastery for those who revere Gozreh, where the faithful could come to escape cities and ships and books of laws. When Magatta Uhl left the monastery for the last time, she prayed for Gozreh to

H. KELIZAR'S ATOLL



protect it from those who might attempt to repair the ruins. The god responded by providing a divine guardian: the air elemental Kahobeah, who still keeps watch over the site.

Captain Lanteri doesn't trust the PCs, and brings them to Warvil's Folly to strand them. She knows the island is survivable (Warvil proved as much), and she knows its jungle is thick enough to prevent the PCs from seeing the *Magpie Princess* sail away once they are off the beach. If Varossa's attitude toward the PCs is friendly or helpful, she tells herself she's doing this for their own good, to prevent them from being tempted to cross her when she retrieves Captain Redclaw's treasure, and that she'll pick them up later. If her attitude is neutral, she doesn't plan to pick them up later. If she's unfriendly or hostile, she's just happy to be rid of them before they inevitably mutiny. Regardless, she gives them a launch and directions to the monastery (taken from Warvil's maps and notes, which she has not shown the PCs), and tells them the last piece of the *Three Reasons to Live* is within the old ruin.

J1. Turtle Beach (CR 5)

This concave beach of white sand is the nesting ground for a population of giant sea turtles called archelons.

Creature: It is currently breeding season, and individual female archelons come ashore periodically to lay eggs and bury them on the beach before returning to the

ocean, leaving their offspring to incubate under the sand. These female archelons are very territorial and attack any creature that interrupts them or tries to dig up the beach. Fortunately, the archelons are more concerned with laying their eggs than fighting and don't chase the PCs if the PCs retreat more than 100 feet away.

ARCHELON

CR 5

XP 1,600

hp 59 (*Pathfinder RPG Bestiary* 3 192)

Treasure: The PCs can collect up to 12 viable archelon eggs on the beach, worth 500 gp each. The eggs are 6 inches in diameter, weigh 5 pounds each, and are fragile. If not carefully packed, each has a 15% chance of breaking for each day it is transported. If using the plunder rules from the *Skull & Shackles*, you can instead treat the archelon eggs as up to 6 points of plunder.

Development: A lizardfolk stalker keeps a protective eye on the beach from the cover of the jungle. This scout reports any unusual activity on the beach to the rest of the lizardfolk village (see area J4).

J2. Lagoon

The rocks near area J1 and the winding channel leading to the lagoon shelter this area from the crashing ocean waves.



Just west of a waterfall at the northern end, a tiny pebbled strand leads to an escarpment with a gentler slope than the surrounding cliffs. Scaling this requires only successful DC 10 Climb checks.

J3. Lagoon Beach (CR 6)

This wide beach of smooth, pale pebbles offers a panoramic view of the jungle-topped cliffs that shelter the tranquil lagoon. To the northwest, a waterfall cascades over a succession of rock shelves. A path of gray stones leads west from the northern end of the beach, providing stepping stones across the falls and up to a series of rough-hewn steps carved into the cliffside. At the top of the cliff, the path winds its way into the shade of the jungle.

Varossa's directions begin on this beach.

Creatures: As the PCs approach the area, they can hear what sounds like the frantic whinnying of a horse. This noise echoes across the still water and off the cliff walls, making it audible from some distance. As soon as the PCs enter the lagoon itself, they see that a pair of sea cats have driven a hippocampus up onto the beach and are slowly cornering it. The sea cats' inclination to toy with their prey has led them to draw out the hunt, but now they're closing in for the kill. A woman with blue skin and webbed hands, riding another hippocampus, surfaces in the lagoon and calls out in Common, asking for the PCs' aid in driving off the sea cats. The woman is Jenesara (see page 33), a triton who tends a herd of hippocampi in the nearby ocean. If the PCs seem reluctant to get involved, Jenesara offers to pay the PCs in pearls for their help. With extremely limited mobility on land, Jenesara remains in the water during the fight and provides support with her crossbow.

SEA CATS (2) **CR 4**

XP 1,200 each

hp 45 each (*Pathfinder RPG Bestiary* 4 233)

HIPPOCAMPUS **CR 1**

XP 400

hp 15 (*Pathfinder RPG Bestiary* 2 155)

Treasure: If the PCs defeat the sea cats and save her beached hippocampus, Jenesara thanks the PCs for their help and gives them a kelp pouch containing 50 button-sized disks of mother of pearl (worth 20 gp each) as a reward.

Development: Relieved at her herd's escape, Jenesara chats cordially with the PCs as she coaxes the frightened hippocampus back into the water. She explains that she watches over a hippocampus herd that grazes the undersea

kelp fields near the island. She has recently had to defend her flock against a powerful water fey (Thalessia; see page 33) who wishes to steal them, and she was hoping to corral them in the lagoon to keep them safe. Jenesara is aware the beach on the southeastern side of the island is a nesting site for giant sea turtles, but knows little else about the site.

If the PCs don't get involved, Jenesara draws off one of the sea cats with shots from her crossbow but the other sea cat kills the beached hippocampus. Jenesara manages to kill the first sea cat with her lance, but is badly wounded in the battle. Seeing little point in fighting the other sea cat, she retreats out to sea.

J4. Lizardfolk Village (CR 9)

Treetop platforms serve as the dwellings of two dozen lizardfolk—the last remnant of a dwindling tribe.

Most are present, but four more are currently away hunting.

Creatures: The lizardfolk's leader is a powerfully built female lizard scion named Krentak. Though lizardfolk are generally xenophobic, Krentak remembers Warvil fondly and learned Common from him. Provided the PCs approach the village peaceably and have not killed any lizardfolk elsewhere on the island, Krentak hospitably offers the PCs meals of dried meat, nuts, and coconut water.

If the PCs improve Krentak's attitude toward them to friendly, she tells the PCs about the island and its inhabitants, although she knows nothing about the inside of the monastery as it's taboo to the lizardfolk. She warns the PCs that entering the monastery without the custodian's symbol is dangerous. She can give the PCs this symbol, but first they must become members of the tribe by undertaking the traditional rites. Warvil himself joined the tribe and subsequently journeyed to the monastery several times during his stay on the island.

For the ritual, each PC must present the tribe with the ears of a dead kech (see event 5), as these creatures often raid eggs from the lizardfolk nests and are thus a constant threat to the lizardfolk tribe. The PCs are then made honorary members of the tribe during a long feast and wild celebration featuring dancing, pounding drums, and copious amounts of potentially alcoholic fermented coconut milk. Cultural and language differences between the PCs and lizardfolk could lead to entertaining misunderstandings, particularly as the lizardfolk are pragmatic to a fault, so they take any jokes the PCs make seriously. After a few hours of festivities, Krentak takes the PCs aside and presents each of them with a crudely carved wooden talisman—a holy symbol of Gozreh. She explains that presenting these talismans at the ruined building safeguards the bearers from the guardian spirits there.



J. WARVIL'S FOLLY



KRENTAK

CR 5

Female lizard scion

XP 1,600

hp 45 (*Pathfinder RPG Monster Codex* 148)

AC 22, touch 9, flat-footed 22 (+5 armor, +8 natural, -1 size)

Speed 20 ft. (30 ft. base), climb 10 ft. (15 ft. base)

TACTICS

Morale If defending her tribe's home, Krentak fights to the death. If fighting anywhere else, she retreats or surrenders if reduced to 15 or fewer hit points.

STATISTICS

Skills Perception +4, Swim +10

Languages Common, Draconic

Gear turtle shell breastplate, mwk javelins (2), mwk trident

LIZARDFOLK VILLAGERS (18)

CR 1

XP 400 each

hp 11 each

Speed 30 ft., climb 15 ft.

Treasure: If made honorary members of the tribe, each PC is offered the choice of a *potion of cure moderate wounds*, a masterwork javelin, or a turtle shell breastplate like Krentak's. Treat this breastplate as a bone breastplate (+5 armor bonus) but without the fragile quality (*Ultimate Equipment* 52). Each PC also receives an ivory bracelet worth 300 gp.

Story Award: If the PCs are adopted into the lizardfolk tribe, award them 6,400 XP.

EVENT 4. LIZARDFOLK SQUAD (CR 5)

The lizardfolk frequently hunt the isle in squads, and their curiosity was piqued by the arrival of the *Magpie Princess*. A hunting or scouting party may encounter the PCs as they explore the island.

Creatures: If the PCs have not already become members of their tribe, the lizardfolk withdraw when the PCs spot them. Should the PCs follow them, however, they become violent to protect their tribe.

LIZARDFOLK VANGUARD (4)

CR 2

XP 600 each

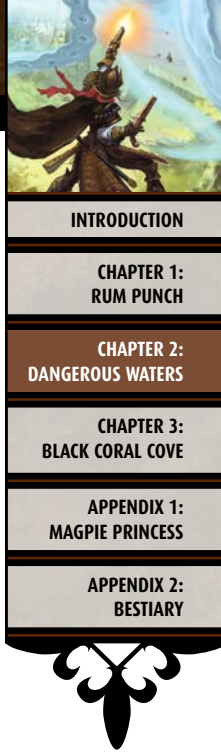
hp 33 each (*Pathfinder RPG Monster Codex* 142)

Speed 30 ft., climb 15 ft.

TACTICS

During Combat Once the lizardfolk decide to attack, they rush the biggest or most heavily armored foe. If another opponent proves particularly effective, one lizardfolk moves to attack that foe.

Morale The lizardfolk are unwilling to risk leading foes back to their village, and will fight to the death rather than do so if they think they're being tracked. Otherwise, they are willing to surrender if reduced to 10 or fewer hit points.



EVENT 5. KECH HUNTING PARTY (CR 5)

A tribe of keches who also live on the island have long feuded with the lizardfolk, often sneaking into lizardfolk nests and stealing or destroying the eggs within. Around five dozen adult keches currently skulk in the island's northeastern jungle, which qualifies as dense forest (*Pathfinder RPG Core Rulebook* 425). They generally hunt in either pairs or small parties of three to five. This event can occur anytime the PCs are in the northern part of the island.

Creatures: The PCs can find kech tracks anywhere in the jungle on the northern half of the island with a successful DC 15 Survival check, but picking out the tracks of a specific pair and following them to the keches' hunting blind requires a successful DC 20 Survival check. Each hour spent wandering in the northern section of the jungle, there is a 10% chance the PCs randomly walk into a kech hunting blind.

KECHES (2) **CR 3**
XP 800 each
hp 26 each (*Pathfinder RPG Bestiary* 3 167)

TACTICS

Before Combat The keches prefer to attack prey from advantageous positions. They often crouch on stable branches in the canopy 50 to 80 feet off the ground, in an area with only light undergrowth at ground level. This grants the keches cover and concealment against attacks made from the ground while allowing their prey only the normal concealment of jungle undergrowth. See Forest Terrain on page 425 of the *Core Rulebook* for more information on forest and jungle terrain.

During Combat The keches attempt gain high ground in trees if they don't already have it. They use ranged attacks as much as possible, hurling rash pods (see the Rash Pods sidebar) at anyone who shows signs of being able to make ranged attacks and shooting other targets with their longbows.

Morale A kech flees if reduced to fewer than 10 hit points.

STATISTICS

Gear longbow with 20 arrows, rash pods (3)

Development: Although it is beyond the scope of this adventure, the PCs may decide to hunt down more keches than are necessary to win the friendship of the lizardfolk tribe or even find and attack the kech village. There are 60 or so adult keches on the island, with roughly a quarter of that number out hunting at any given time. The keches are ruled by a tribal priest named **Chabol** (NE male kech druid 3), who rarely leaves the village and controls the tribe through fear and displays of power over nature. After the PCs successfully kill three hunting parties, the keches begin traveling in groups of three to six. If the PCs successfully defeat at least two of the larger groups, the keches retreat to their village for several weeks, hoping the PCs just go away.

RASH PODS

The keches harvest "rash pods," unpleasant globular fruit native to the island. The smell and taste of rash pods are terrible and their sap eventually leaves the lips and tongue of the consumer covered in sores, but the keches possess druidic rituals that greatly enhance this effect. This turns rash pods into potent, swollen bombs that burst when thrown, spraying rash-causing black juice and festering rind over a 15-foot-diameter area. These enhanced rash pods act as itching powder (*Pathfinder RPG Ultimate Equipment* 108).

J5. Trail

A series of gray stones marks a rough path through the jungle. Though sections are partially overgrown and moss covers many of the marker stones, the path is free of larger obstructions. The jungle would normally have swallowed this path long ago, but the lizardfolk keep it clear so they can visit the monastery to honor it and its guardian.

J6. Rope Bridge

Where the trail intersects a wide gorge carved by a stream, a rope suspension bridge crosses the gorge, supported at each end by carved stones. As with the trail, the lizardfolk do some periodic maintenance of this bridge. The bridge is sturdy enough support up to 400 pounds before breaking under the strain, and is held up by four ropes that are each 6 inches thick (hardness 0, 12 hp, break DC 28). The bridge is 100 feet long, and 60 feet above the ground below. The keches (see event 5) often keep a pair of lookouts near the bridge watching for lizardfolk; there is a 50% chance that lookouts are on duty when the PCs arrive. If the keches spot the PCs trying to cross, they may set an ambush. If the PCs try to rush across the bridge, the keches attempt to collapse it, but their claws and teeth are inefficient tools for cutting such thick rope and they deal only half damage. The keches flee rather than face the PCs at melee range.

J7. Wooden Bridge

Constructed from solid hardwood beams, this arched bridge creaks loudly under travelers' feet but is still in good condition despite its age. It is 75 feet long and 100 feet above the ground below. The keches don't keep a watch on this bridge.

J8. Spring

When the druid Magatta Uhl took over the monastery, she used nature magic to draw fresh water up to the surface at this location, creating a natural spring that wells up from the bedrock and forms a serene lake that feeds the island's river. The path the riverbed takes was also formed through magic.



K. RUINED MONASTERY

This building was originally created as a temple to Abadar, but was rededicated as a monastery for the faithful of Gozreh after the Abadaran missionaries abandoned it. Once again abandoned, the building now serves as a shrine to the power of nature over civilization. Over the decades, weather caused part of the cliffside monastery's foundation to subside and collapse, severely damaging the northern end of the building. The place now stands ruined and deserted. The ceilings reach 15 feet in most areas and all doors are of good construction (hardness 5, hp 20, break DC 23).

A divine guardian air elemental, Kahobeah (see area **K5**), was summoned to protect the structure and ensure no attempt is ever made to restore it to its original glory or to dedicate it to any god other than Gozreh. If Kahobeah detects combat occurring anywhere in or near the monastery, the divine guardian uses *clairaudience/clairvoyance* to observe that area for several rounds. If the invaders are victorious and do not carry visible symbols of Gozreh, Kahobeah flies to confront them, angrily calling on them to leave or be destroyed. If the invaders do have such symbols, however, Kahobeah awaits them in the study. The air elemental is unconcerned about the loss of other guardians as long as the crumbling monastery remains overrun by the jungle.

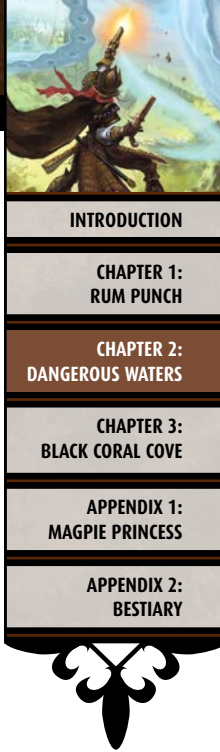
K1. Courtyard (CR 6)

A trickle of water flows from the damaged stone fountain at the center of this open courtyard. A muddy morass surrounds the fountain, flowing across a path bordering the courtyard and flooding a small side chamber. Two recessed areas at the courtyard's northern end hold tall statues and steps up to a small landing. On the west side, a statue depicting a bearded old man with wild hair stands before a landing with a shattered circular window. On the east side, a female statue lies smashed on the floor, and the landing and exterior wall have crumbled away.

The fountain's magic creates 10 gallons of fresh water per hour. Each flooded square counts as a shallow bog (*Core Rulebook* 427).

Creature: The magical waters of the fountain have combined with earthy soil in the courtyard to create a creature of living mud. Over time, this mudlord, who calls itself Huzzplup, has come to worship Gozreh. While it is free to leave the monastery, Huzzplup enjoys spreading itself next to the fountain, feeling the water seep into itself while viewing the sky above and contemplating the mysteries of Gozreh.

Huzzplup respects the monastery's divine guardian Kahobeah (see area **K5**), and thinks of itself as an assistant. Huzzplup dislikes civilized humanoids, but recognizes that they're potential worshipers of Gozreh. If a creature enters



the area without a visible symbol of Gozreh, Huzzplup attacks it immediately. If a creature has a symbol and lacks signs of civilization such as armor or manufactured items, Huzzplup ignores it. If it has a symbol but bears trappings of civilization, Huzzplup is annoyed; the mudlord rises up and capriciously flicks a mud ball at the interloper, but doesn't otherwise attack. If intruders attack as a result of this provocation, Huzzplup fights vigorously. If the PCs attempt to communicate in Terran, Huzzplup's attitude is unfriendly, but it responds to Bluff and Diplomacy checks normally.

MUDLORD **CR 6**
XP 2,400
hp 67 (*Pathfinder RPG Bestiary 4* 195)

Treasure: Within the mudlord are the skeletal remains of a previously engulfed victim wearing a *belt of giant strength* +2, which becomes visible if the mudlord is destroyed.

K2. Bell Tower

What remains of this bell tower's decayed wooden steps barely ascends to the second landing. The rest of the stairs collapsed long ago, leaving a tarnished and forlorn bronze bell hanging 30 feet above.

Treasure: The bronze bell is 3 feet tall, weighs 500 pounds, and is worth 1,000 gp. If using the plunder rules from *Skull & Shackles*, you can instead treat it as 1 point of plunder.

K3. Chambers

These chambers were once sleeping quarters for the monks who dwelled here. The remains of bedding and other furniture lie scattered about, but there is little of value here.

K4. Collapsed Chapel (CR 7)

The bedrock beneath much of this chamber has collapsed and slid down the cliff into the sea below, leaving the fractured remains of the chapel's northern half open to the elements. One of the double doors that once secured the entranceway to the south lies on the floor nearby; the other spans a short gap at the edge of the cliff. On either side of the entrance are shallow alcoves, each containing a large open stone coffin. To the north, the narrow remains of a flight of stairs wind precariously to a rough-hewn stone altar atop a column of natural rock that juts out over the sheer drop.

It's a 180-foot drop to the lagoon's surface, and the water below is 20 feet deep.

Creatures: The druid Magatta Uhl animated two enormous necrophidiuses to serve as sentinels for this holy place, constructing them from giant sea snake skeletons. The necrophidiuses rest in coffins, rising when they detect interlopers in the chapel. They have orders to guard the holy site and attack all intruders, except Kahobeah or anyone who bears a holy symbol of Gozreh.

CYCLOPEAN GUARDIANS (2) **CR 5**
XP 2,400 each
 Advanced giant necrophidius (*Pathfinder RPG Bestiary 2* 196, 292, 293)
hp 46 each

Treasure: One necrophidius has *eyes of the eagle* covering its eye sockets (*Ultimate Equipment* 225). The other has *deathwatch eyes* (*Ultimate Equipment* 224).

K5. Office (CR 7)

Carvings of wind and waves line the walls of this small office. The room contains the remnants of a desk and chair as well as a large stack of stone tablets stacked in one corner. The ceiling is long since gone, leaving the contents open to the sky.

This was once the study of the Abadaran priest who originally had this building constructed. When the druid Magatta Uhl took up residence, she claimed the space as her own and replaced all symbols of Abadar with depictions of nature and the power of Gozreh. Kahobeah, the divine guardian air elemental tasked with protecting this sacred site, maintains an *arcane lock* (CL 6th) on the northern door (hardness 5, hp 20, break DC 33 [23 if *arcane lock* is dispelled], Disable Device DC 20) and an *alarm* spell over this room and on the altar to the north (see area K6). The elemental normally enters and leaves the room by flying through its open roof. The stack of stone tablets is inscribed with the Gozren holy text, *Hymns to the Wind and the Waves*.

Creature: Kahobeah has a duty to protect the monastery, but only from efforts to repair it or dedicate it to another god. To honor Gozreh, Kahobeah was given the form of a squid, though as with all elementals, its shape has no effect on its statistics. Kahobeah is usually here mediating. If approached peacefully, Kahobeah is willing to talk, especially about the many aspects of Gozreh, and it likes to recite passages from the Gozren holy text, which the divine guardian has memorized. Kahobeah expresses hopes that worshipers of Gozreh will one day return to the island and replace the monastery with a structure more in keeping with Gozreh's ties to nature.

Kahobeah remembers Warvil, and if the PCs ask, the elemental says that Warvil came to the monastery several times to pray. Warvil left the mouthpiece of a horn and a scroll with the divine guardian for safekeeping, but later returned and retrieved the horn. Kahobeah can also relate a simplistic account of the circumstances under which the monastery was built, abandoned, reclaimed, and abandoned a second time. If the PCs engage the elemental in extended peaceful conversation, its attitude changes from indifferent to friendly. If Kahobeah believes some of the PCs truly worship Gozreh, it offers to let the PCs take anything they want from the monastery's valuables in area K6.

KAHOBEAH

CR 7

XP 3,200

Divine guardian air elemental (*Pathfinder RPG Bestiary* 4 60, *Pathfinder RPG Bestiary* 120)

N Large elemental (air, water)

Init +15; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 68 (fast healing 5)

Fort +9, **Ref** +13, **Will** +4

Defensive Abilities ability healing, air mastery; **DR** 5/—;

Immune disease, elemental traits, mind-affecting effects

OFFENSE

Speed fly 200 ft. (perfect), swim 200 ft.

Melee 2 slams +14 (1d8+4)

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

Special Attacks whirlwind (DC 18, 10–40 ft.)

Spell-Like Abilities (CL 8th; concentration +10)

At will—*dimension door* (within sacred site only)

3/day—*alarm*, *knock*

1/day—*arcane lock*, *augury*, *clairaudience/clairvoyance*, *dismissal*, *hold portal*

TACTICS

During Combat Kahobeah maintains as much altitude as it can between attacks, striking foes using Flyby Attack.

Morale If reduced to fewer than 20 hit points, Kahobeah calls for a truce. Kahobeah tries to convince intruders to leave, even if it must surrender the treasure within the altar in the open chamber (see area **K6**) to persuade them to leave. However, if trespassers have attempted to desecrate the site or seem interested in restoring it, Kahobeah fights until destroyed.

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +8; **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +18, Sense Motive +7, Stealth +11

Languages Auran

SQ blessed life, divine swiftness, sacred site

K6. Open Chamber

This plain stone altar sits precariously on an outcropping of rock that was once part of the monastery. The lid can be removed with a successful DC 18 Strength check to reveal what remains of the temple's valuables. There is also a rolled up map of the Shackles left here by Warvil Lanteri that marks the island location of Jemma Redclaw's treasure. If you haven't already presented the PCs with the poster map included with the module, do so now. The island is labeled "Brightglass Island" on Warvil's map, and next to it are the initials "W. L." and a sketch of a three-eyed cyclops. Varossa has no idea the map is here, as Warvil never really trusted her with knowledge of the relic. The information might be useful to the PCs during "Black Coral Cove."

Treasure: The altar chest contains a *lesser reach metamagic rod* (*Ultimate Equipment* 190) and a *gray bag of tricks*. Several decaying bags hold coins, totaling 645 sp and 567 cp. A successful DC 25 Perception check reveals a hidden compartment in the altar's interior compartment that holds a cache of aquamarine gems worth 1,750 gp.

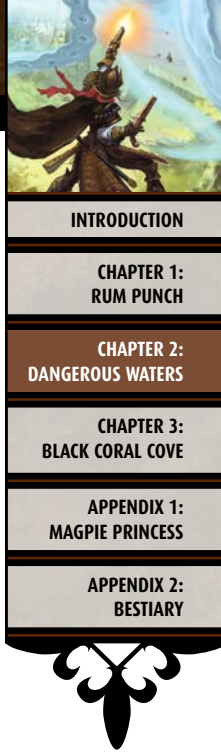
EVENT 6. MAROONED!

When the PCs return to the shore, the *Magpie Princess* is just barely in sight, sailing off in a light wind and already a mile away. Varossa had intended to sail off as soon as the PCs were in the lagoon, but was held up by an encounter with Thalessia, the oceanid seeking to steal Jenesara's hippocampus herd. Varossa managed to talk her way out of a fight, but doing so took so long that she's just leaving as the PCs come back to shore.

Once they have had an opportunity to vent their outrage over Varossa's betrayal and their predicament begins to



THALESSIA



sink in, the PCs need to consider possibilities for escaping Warvil's Folly. A raft might eventually get them back to civilization, but such a journey could take weeks and would be fraught with danger. Magic spells such as *fly* and *water breathing* have limited durations, and class abilities such as wild shape can affect only a limited number of PCs. If the PCs have already met Jenesara, they might ask her for help. They can also speak with Krentak the lizardfolk chieftain or Kahobeah the monastery guardian, who both know that a small tribe of tritons (Krentak describes them as "fish-legged people") have recently migrated into the coastal waters near the island. Both recommend that the PCs speak with these one of these tritons by signaling from the southern or eastern coastline. Even if the PCs manage to find some ingenious way to follow the *Magpie Princess*, circumstances keep them from reaching the ship until after it makes landfall and Captain Lanteri takes her landing party into Ghoral-Rey to seek Redclaw's treasure as described in "Black Coral Cove."

EVENT 7. JENESARA'S BARGAIN (CR 7)

Jenesara is back in the lagoon, and is easy to find. If the PCs speak with her after being marooned, she offers them a means of escaping the island that will be swift enough for them to catch up with the *Magpie Princess*, but she needs their help in return. The capricious and jealous water fey she mentioned earlier (see area J3), an oceanid named Thalessia, has tracked her down and demanded Jenesara give up all her hippocampi. The fey is a powerful spellcaster, and Jenesara knows that she cannot defeat the terrible being. Since hiding her hippocampi in the lagoon hasn't worked, she is now desperate for help.

Creatures: Jenesara's plan is for her to lure Thalessia into the shallower waters of the lagoon with a defiant refusal to give up her herd, and then have the PCs ambush the oceanid. If the PCs come up with a workable alternative plan, Jenesara happily agrees to that instead. Once the PCs accept the bargain and are ready to face the dangerous foe, Jenesara dives underwater astride her hippocampus mount. She reappears after some time with the oceanid close behind. Thalessia, for her part, has decided the hippocampus herd is hers, and refuses to bargain or negotiate, attacking anyone who seems allied with Jenesara.

JENESARA	CR 3
XP 800	
Advanced female triton (<i>Pathfinder RPG Bestiary</i> 2 270, 292)	
hp 25	
Melee mwk lance +7 (1d8+4/x3)	
Skills Handle Animal +8 (instead of Craft)	
TACTICS	
During Combat Jenesara uses Ride-By Attack to strike at foes while avoiding their attacks. She summons a Small water elemental to flank with herself or her allies.	
Morale If reduced to 10 or fewer hit points, Jenesara	

LESSER HORN OF THE TRITONS

The horn Jenesara gives the PCs is a new magic item.

LESSER HORN OF THE TRITONS		PRICE
SLOT none		6,600 GP
CL 6th		WEIGHT 2 lbs.
AURA faint conjuration		

This iridescent spiraling shell can be blown once per day as a standard action to activate any one of these functions:

- Calm rough waters in a 40-foot radius. This reduces the DCs of Swim checks in the area by 5 (to a minimum of 10). This effect lasts for 5 minutes.
- Summon up to six hippocampi. The creatures appear with bit, bridle, and a riding saddle crafted for aquatic use. They serve willingly and well, entering combat and risking attack unflinchingly if a rider directs them to do so (treat them as combat-trained mounts), though they don't make attacks of their own. These hippocampi serve the PCs for up to 2 hours.
- Create a soothing effect in a 40-foot radius that affects only animals and magical beasts with Intelligence scores of 1 or 2 that also have the aquatic or amphibious subtype. This otherwise functions as *calm animals* (Will DC 12 negates).

The sounding of this magical horn can be heard by all tritons within a 1-mile radius.

CONSTRUCTION REQUIREMENTS	COST 3,300 GP
----------------------------------	----------------------

Craft Wondrous Item, *calm animals*, *communal mount*, *slipstream*, creator must be a triton

attempts to retreat far enough back that Thalessia doesn't target her. She does not flee the battle entirely, and risks herself in combat if her allies need help.

HIPPOCAMPUS MOUNT CR 2

XP 600

Advanced hippocampus (*Pathfinder RPG Bestiary* 2 155, 292)
hp 19

THALESSIA CR 7

XP 6,400

Female oceanid (*Pathfinder RPG Bestiary* 4 208)
hp 76

CONCLUDING THE ADVENTURE

After Thalessia's defeat, Jenesara dives into the water and swiftly returns carrying a pale pink conch shell and leading one hippocampus per PC. She hands the magical conch to the PCs and tells them that these mounts will carry them for one journey, but if they end up stranded again, the horn can summon a school of hippocampi for the PCs to ride. Jenesara bids the PCs farewell and good fortune as they prepare to race across the ocean in pursuit of the *Magpie Princess*.



CHAPTER 3

BLACK CORAL COVE

Any trust between the brave adventurers and their treasure-obsessed captain is broken. Betrayed and marooned on an island in the Shackles, the determined explorers must escape the lonely shore and pursue their piratical employer for revenge, or at least their due share of a fantastic treasure hoard. At the beginning of the adventure, the *Magpie Princess* has already reached Brightglass Island, the final destination in the quest for Captain Redclaw's treasure. Captain Lanteri has ordered the crew to defend the ship while she pursues the lost treasure with a smaller team. For the PCs to claim their portion of the bounty, they must find and enter an abandoned temple, brave the dangers left behind by long-dead cyclops tyrants, and finally confront the greedy captain and fight for the hidden hoard of Black Coral Cove.

ADVENTURE BACKGROUND

A generation ago, the fearless pirate captain Jemma Redblade discovered an ancient Ghol-Gan ruin called Ghoral-Rey on Brightglass Island. The site, a temple and lighthouse connected to a sizable sea cove, made a perfect hideaway for her ship, the *Fearsome Tide*. From this secret base of operations, she attacked any target she wished—including other pirate ships. Her fame and influence spread, until the day she grew overconfident and assaulted Bloodcove with a single ship. Redblade was badly defeated and she lost an arm in the ensuing battle, but still she managed to escape with most of her crew alive. She docked the *Fearsome Tide*, dismissed its crew, and set off in a captain's gig, struggling to sail with her one remaining arm.



One year later, Jemma returned—with an enormous clockwork arm of red metal and wielding an exquisite pistol. She recruited a new crew for the *Fearsome Tide* and returned to piracy, quickly becoming known as the legendary Captain Jemma Redclaw. As for the origin of her clockwork arm, she told various, inconsistent stories: that she'd had it custom-built in Alkenstar, stumbled across it while in Numeria, or even stolen it from the Red Redoubt of Karamoss outside Absalom. Regardless, the claw boosted Jemma's reputation significantly. Wild tales spread throughout the Shackles in which Captain Redclaw robbed krakens and extorted dragons for protection money, despite the boring truth that the now-legendary captain restricted herself to much more conventional (though still quite profitable) acts of piracy. Soon, whispers began that Redclaw planned to overthrow Hurricane King and crown herself the ruler of the Shackles.

And then she disappeared.

Rumors claimed that she had sailed into the Eye of Abendego to prove she could, or that she had challenged the Hurricane King and fallen before his blade. In fact, Jemma Redclaw had allowed security to become lax within her cave base, and Ghoral-Rey was overrun by an incutilis lord named Orsilir, an ancient and wicked creature able to possess the bodies of its victims.

The story of Captain Jemma Redclaw might have ended with Orsilir's slaughter of her and her crew, but Orsilir also became overconfident and began scattering bits of the dead captain's treasure on the shores of Brightglass Island, hoping to lure more sailors to its beaches and provide his incutilis brood with the food and slaves they require. The scattered valuables caught the attention of a brine dragon named Nicorydine, who found the cove entrance and invaded Ghoral-Rey. The incutilis lord was helpless to stop the dragon from taking everything that interested her, including Redclaw's map of the island, her pistol, and the odd three-horned musical instrument that originally served as a key to the cyclopes' lair.

But even dragons aren't immune to the danger and savagery of the Shackles, and Nicorydine was killed in a battle against three pirate ships, one of which was captained by Warvil Lanteri. Lanteri and his two peers paid sages to divine the nature of the odd horn and maps, and realized they were the clues to finding the rest of Jemma Redclaw's treasure. Fearful they would turn on each other if they attempted to locate the plunder as a group, yet unwilling to allow any one of them to claim it alone, the three pirate captains split apart the horn (which they named the *Three Reasons to Live*) and agreed that whichever of them outlived the other two would retrieve all three pieces and claim the legendary treasure.

Neither Lanteri nor his compatriots were ever able to make use of the horn and maps before the last of them died, but Lanteri's widow, Captain Varossa Lanteri, took the horn and maps and plans to use them to claim Redclaw's

PLAYING BLACK CORAL COVE AS A STAND-ALONE ADVENTURE

"Black Coral Cove" can easily be played as a stand-alone adventure. Rather than beginning with the PCs riding on hippocampi following Captain Lanteri, have them end up encountering the *Magpie Princess* entirely by accident. They may be able to talk their way through the encounter with the *Magpie Princess* without a fight, in which case the crew ask the PCs to go rescue their captain from the ruins she was exploring (you may need to have Lanteri already be gone for a few days in this instance).

Alternatively, if the PCs might need more motivation, have them encounter Captain Lanteri sometime before the start of the adventure. If the PCs seem to like the captain, they should be motivated to rescue her if the crew says she's been gone within the ruins for days. If the PCs don't like her, have her steal something from them or brag about how rich she'll be when she returns from Brightglass Island.

treasure for herself. She and her steward, "Heartbreak" Hinsin, have mastered the music needed to open the ancient doors of Ghoral-Rey, though they don't realize that the ship's mascot—a mynah bird named Loudwing—has learned to imitate the tune.

Lanteri sent the PCs on a fool's errand to Warvil's Folly and marooned them there, sailing the *Magpie Princess* straight to Brightglass Island. By the time the adventure begins, Lanteri has taken two of her most trusted crew members (Heartbreak Hinsin and Vancid Creed) into Ghoral-Rey, leaving first mate Horemheb in charge of the ship. But the incutilis lord remains active and has covered much of the base in the black coral he naturally produces, both to conceal the cove's entrance and to strengthen the defenses of his home. Rather than finding treasure within the ruins of Ghoral-Rey, Captain Lanteri and her crew have discovered horrors left over from the time of Ghol-Gan and incutilis broodlings hungry for new slaves.

Hold Your Sea Horses

At the end of "Dangerous Waters," the PCs had an opportunity to barter with the triton Jenesara for the use of several hippocampi. The aquatic mounts allow the PCs to pursue the *Magpie Princess* before Lanteri can get too far ahead of them. But to give her time to explore Ghoral-Rey without the PCs interfering, it's important not to let the PCs catch up to the *Magpie Princess*, regardless of the tactics they use to do so. They can see the *Magpie Princess* when they first begin pursuit, but at a distance of several miles. As it happens, Brightglass Island is close to Warvil's Folly (where Lanteri stranded the PCs), so while Captain Lanteri and her party have entered the ruin by the time the PCs catch up, the ship is never quite out of sight of the hippocampi's pursuit.

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APPENDIX 1:
MAGPIE PRINCESS

APPENDIX 2:
BESTIARY



BRIGHTGLASS ISLAND

The island shows no sign of recent civilization. A thin beach of yellow sand circles most of the island, except where steep gray crags jut from the sea. Bird songs echo constantly from the thick canopy that covers much of the island. The strangest feature is the black stone structure that rises from the water on the northeastern side, forming a jagged cliff whose surface and edges resemble a giant black coral reef.

Brightglass Island is a small jungle island that appears on very few sea charts, but was an important location to the Ghol-Gan empire. It contains an ancient Ghol-Gan ruin: a lighthouse and temple called Ghoral-Rey. Lanteri's beached launch rests near a trail that leads directly to the structure's main entrance (area L2).

L. GHORAL-REY

Ghoral-Rey's lighthouse served as a navigational beacon, and the temple hosted many rituals to divine the location of enemy vessels and others bits of strategic knowledge. Carved from the dense granite of the island, the ruin's walls and columns still bear carvings left by its original inhabitants—the stories, histories, maps, and divinations of a forgotten people. Anyone who speaks Cyclops can read these carvings, allowing the walls to act as a library of lore about Ghol-Gan. A character who speaks Cyclops and spends 1d4 hours examining these inscriptions can attempt a Knowledge check on a topic related to Ghol-Gan. The character can attempt a check with a DC greater than 10 even if untrained in the skill; if trained, the character gains a +2 circumstance bonus on the check.

The floors in the ruin are dirty granite, the air is humid and reeks of decay, and the ceilings are 20 feet high. The doors are 15 feet tall, 8 feet wide, and made of 4-inch-thick alchemically treated iron (hardness 10, hp 120, break DC 30). Unless otherwise specified, all rooms are unlighted.

The lantern room (area L9) of the lighthouse is not a tower, but rather a bunker atop a cliff above the rest of the stronghold. It's entirely overgrown and appears to be nothing more than a natural outcropping of plant-covered rock. Careful examination of the cliff face reveals the lantern room with a successful DC 25 Knowledge (nature) or Survival check, or DC 30 Perception check. If uncovered, the metal-reinforced stained-glass windows of the lantern room can be smashed in (hardness 3, hp 30, break DC 12) to gain access to the ruin's interior, but this sets off ancient *alarm* spells.

EVENT 1: CATCHING THE MAGPIE PRINCESS (CR 5)

When the PCs arrive, the *Magpie Princess* is anchored near the largest beach on the island. A small rowboat is visible on the beach, dragged up to the edge of the jungle where a small trail leads into the vegetation. This is the boat that Lanteri, Hinsin, and Creed took a few hours earlier to find Captain Redclaw's treasure.

When the crew spots the PCs, they immediately inform first mate Horemheb, who then gives orders based on the PCs' popularity with both him and the crew (see Appendix 1). If at least half of the influential crew members listed in Appendix 1 are friendly or helpful toward the PCs, he allows the PCs aboard without a fight. Otherwise, he defends the ship.

Even if the PCs don't have to fight to get onto the ship, they will have difficulty convincing the crew of Lanteri's betrayal. Not even helpful crew members are willing to side with the PCs against their captain. If the crew members trust the party, they offer to wait the PCs return with Lanteri before hearing both sides out.

Creatures: If Horemheb decides to defend the ship, the crew spread out along the deck and attack with crossbows (see Appendix 1 for stats for the ship's crew). If the PCs somehow have a ship of their own, the *Magpie Princess* may fire its ballista at their vessel. As soon as any influential crew member is killed or knocked unconscious, anyone who saw the PCs in action surrender.

Development: After the PCs make it aboard the ship and any violence has died down, Horemheb admits that Lanteri has taken Vancid Creed and her steward Hinsin ashore on one of the ship's launches. He also notes that Lanteri made Hinsin play three musical notes repeatedly on a strange horn composed of three distinct segments he carried before the landing party left for the beach. If the PCs describe the pieces of the *Three Reasons to Live* they recovered in "Dangerous Waters," Horemheb confirms that the odd instrument seems to match those descriptions. A successful DC 15 Diplomacy check made to gather information about the notes from the crew reveals that the ship's mascot, a mynah bird named Loudwing, has been perfectly mimicking the three tones for the past several hours. Loudwing lives in Lanteri's quarters.

Entering the captain's quarters disturbs Loudwing, who reacts by uttering the same tones Horemheb described. Characters who heard Lanteri and Hinsin practicing during the events of "Dangerous Waters" recognize the musical notes as identical. The crew gratefully makes no move to bar the PCs from acquiring the bird.

Traveling with Loudwing is a mixed blessing. The bird perfectly emulates the tones necessary to open the grand doors of Ghoral-Rey, but it often repeats any short phrases or sounds that it hears, and its inability to be stealthy could very well land the PCs in trouble more than once on their way to the cyclops stronghold.

LOUDWING

CR 1/6

hp 3 (use the statistics for a raven on page 133 of the *Pathfinder RPG Bestiary*)

Loudwing is a common mynah bird. It can be coaxed into mimicking any short sequence of sounds it has heard with a successful DC 15 Handle Animal check.



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L1. Obelisk

A twenty-foot-tall stone monument rises above the brush in this small clearing. The monolith bears rows of weathered inscriptions. About thirty feet to the southeast, at the far end of the clearing, a large waterfall pours down from the cliffs above into a clear pool of water.

The obelisk bears writing in the ancient Cyclops language, runes that dedicate the site to the defense of the Ghol-Gan empire against outside aggressors in the name of various forgotten gods. Higher up on the obelisk, the text refers to the nearby doors as the “Gates of Ghoral-Rey” and defines the purposes of the stronghold as both lighthouse and temple. Just below this is an inscription that reads, “From this gate the Eyes of Ghol-Gan march to victory. We accept no other destiny. It is only to the song of victory we go forth, and it is to the sound of victory we return.” The inscriptions on the obelisk also refer to the “three-note key” (the musical tones Loudwing repeats) that opens the doors, and warn of the trap in the area beyond the waterfall. This may help the PCs avoid the trap guardian in the entrance to Ghoral-Rey (area L2), as well as gain entrance to the ruin.

The entrance to Ghoral-Rey lies beyond the waterfall. A successful DC 15 Survival check reveals the tracks of three people (Lanteri, Hinsin, and Creed) leading through the waterfall. A successful DC 20 Perception check allows a PC to notice the large open space behind the waterfall. Because of the torrent of falling water, the pool counts as stormy water for the purpose of Swim checks.

L2. Temple Entrance (CR 4)

A cracked landing of laid stone spreads before a pair of great stone doors. Vines and other plants grow over much of the waterfall-soaked granite that forms the walls and ceiling of this hidden entrance.

The doors, set about ten feet into the cliff face, are covered with runes and depictions of powerful one-eyed warriors and robed spellcasters fighting serpentfolk. Each side of the landing bears an alcove with a ten-foot-tall, chiseled humanoid statue with a single great eye, standing vigil. Piles of weeds and vines lie at the base of the doors and both statues, apparently recently cut or pulled from the rock. The floor of the stone landing is covered in mud and rocks. There are no visible windows or other entrances other than the main doors.

This is the only entry to Ghoral-Rey by land, and is the most accessible entrance since the incutilis lord Orsilir (see page 60) walled off the cove with its coral secretions.

Ghoral-Rey was built during the height of the cyclops empire of Ghol-Gan and served as an important, if small, base in the war against the serpentfolk. The front door of the military installation was always guarded, and the

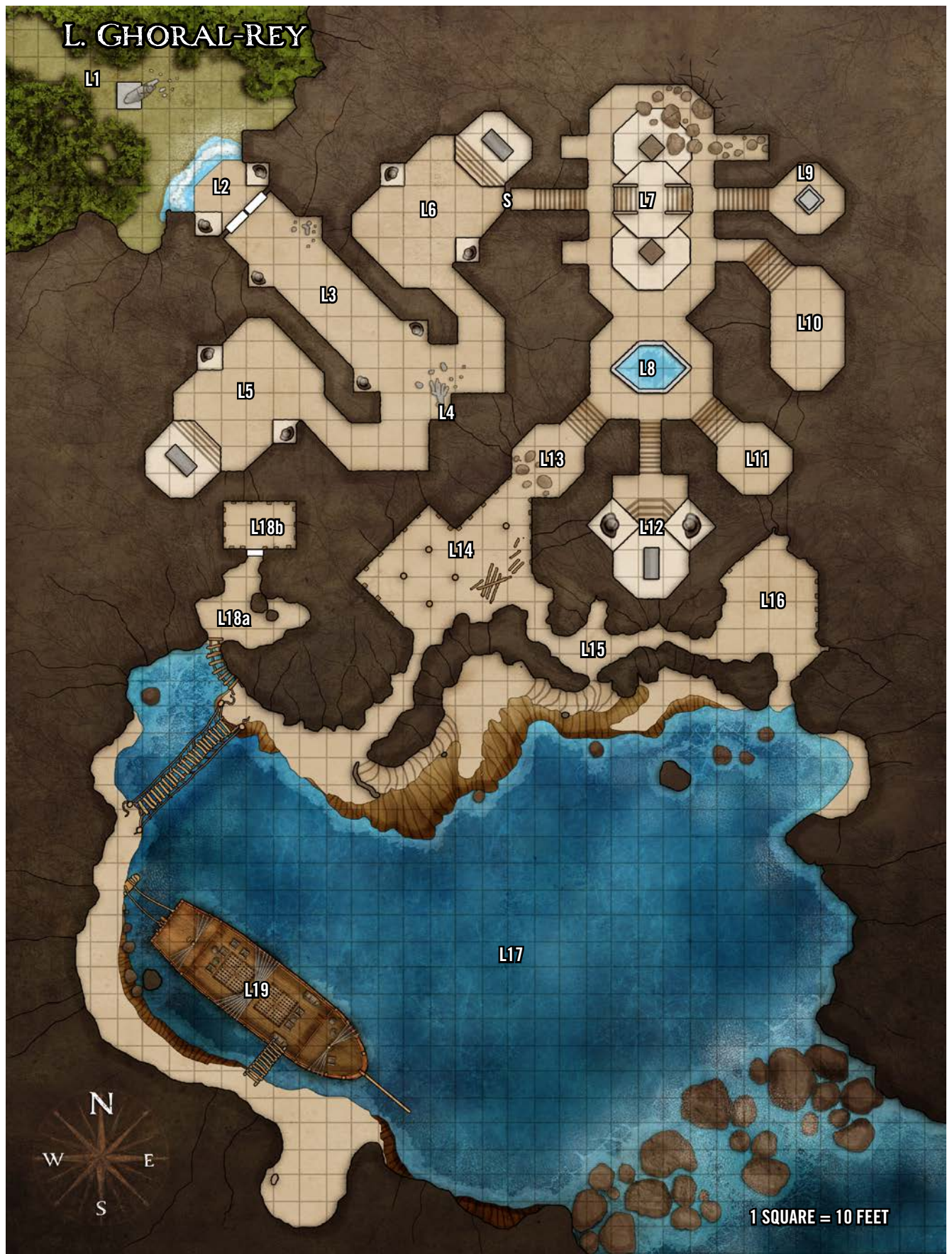
guard carried a small horn to announce important visitors with a specific musical tune. Though the tunes sounded discordant and terrible to non-cyclopes, they were cleverly written and all contained the three notes required to open the door. While most of these horns were destroyed or lost in the centuries since Ghoral-Rey was abandoned, the most important horn survived: *Three Reasons to Live*, used only to announce the arrival of powerful oracles to the temple.

The two statues are part of a trap system designed to guard the entrance to Ghoral-Rey that is deactivated by the use of horn notes. The trap had become so overgrown in the decades since it was last used that when Lanteri’s party arrived, it failed to activate even though they didn’t use the *Three Reasons to Live* before coming within 15 feet of the doors. Though a magical trap, the device is worn and much of its power has faded with time, making it easier to notice and disable (though it still requires the trapfinding class feature to disable). Vancid Creed recognized the statues as part of a trap while inspecting the main doors, and Lanteri had him clear the vines away from the statues in hopes of reactivating the ancient mechanism to protect her trail from anyone who followed her.

The stone doors themselves also have magic properties. Their ancient wards give them the properties of doors constructed of adamantite (hardness 20, hp 200, break DC 43), as well as resistance 10 to all forms of energy damage. In addition, no sound penetrates the stone walls from either direction so long as the doors remain closed and intact. These magical properties fade if either of the stone doors is destroyed.

PCs that succeed at a DC 15 Perception check find human footprints in the layer of muddy, powdered stone that covers the landing. The footprints are fresh and lead through the door, showing that the doors have recently opened and closed. The magical mechanism for unlocking the doors is the device Lanteri has assembled with the PCs’ help. The *Three Reasons to Live* generates a complex musical tone that other instruments are unlikely to duplicate. However, Loudwing can imitate the noise perfectly, and does so if encouraged with a successful DC 15 Handle Animal check. If the PCs reproduce the proper sounds while standing on the landing, the sound causes the doors to vibrate, and their carved grooves amplify the tones as the vibrations travel up into the stone structure. The doors open inward, revealing a large hall within. It takes 2 rounds for the doors to open or close. Once opened, the doors remain open for 1 minute before beginning to close again. Slowing the mechanism that closes the doors requires a successful DC 25 Strength check each round.

The runes carved on the door include transcriptions of the music played by the cyclopes to welcome visitors. A character who succeeds at a DC 20 Linguistics check can pick out the crucial notes. Replicating them with an instrument other than the *Three Reasons to Live* is difficult, requiring a successful DC 20 Perform (keyboard, sing, string,





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or wind) check. If the wrong tones are played (as a result of failing the DC 15 Handle Animal check with Loudwing, or failing the Linguistics or Perform checks to recreate the proper tones from the runes on the door), the door responds with a deafening blast of sound that acts as a *shout* spell (caster level 7th; Fortitude DC 16 to avoid being deafened, Reflex DC 16 to avoid damage to delicate held objects).

Trap: The two statues are Ghoral-Rey's first line of defense. If the same three tones that activates the doors are played here, the statues are deactivated them for 10 minutes. Otherwise, if any creature comes within 15 feet, a bolt of fire shoots from each statue's eye, targeting the two nearest creatures to the statues.

FIERY EYE TRAP CR 4

Type magic; Perception DC 20; Disable Device 20

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic (1 minute)

Effect spell effect (*scorching ray*, +10 ranged touch attack, two targets within 30 feet of each other, 4d6 fire damage)

L3. Grand Entry

The entry hall stands open. Its carved stone ceiling is twenty feet high. A cyclopean marble statue stands on the left side of the hall, and a pile of rubble lies opposite it. Just past the statue, shadows envelop the hallway in absolute darkness. The walls depict religious rituals performed by giants with a single eye in the center of their foreheads and battles between the giantfolk and serpentlike humanoids.

The interior walls of the ruin bear runic carvings, an early written history of the cyclopean masters of the Ghol-Gan Empire. At a glance, the writings (Linguistics DC 15 to identify as Cyclops) detail the rise and fall of various chiefs and the establishment of cyclops enclaves across the pre-Earthfall region that later became the Shackles. The carvings include scenes of ritual blood sacrifice and a great war against the serpentfolk and reveal that the lighthouse served as a center of guidance and divination.

L4. Toppled Obelisk

A stone monolith lies shattered in this diamond-shaped alcove, reduced to large chunks of rubble. The larger fragments resemble the pylon standing outside the waterfall, though they bear different inscriptions. The withered body of a giant lies face down amid the wreckage.

The mummified corpse is a gholdako (see page 40), left here from ages past to guard the temple against the enemies of Ghol-Gan. It was slain by Redclaw's crew when she first found Ghoral-Rey, and the undead corpse lies here as it's of no use to Orsilir.

The runes carved into this shorter obelisk name the facility (in ancient Cyclops) as Ghoral-Rey and welcome visitors so long as they acknowledge the superiority of the Ghol-Gani. The lower half tells the tale of various shamans and seers who managed the place before it was abandoned after Earthfall. Piecing these details together from the broken bits is time-consuming and requires a successful DC 25 Linguistics check (DC 15 for those who speak Cyclops).

L5. Commons (CR 7)

The hallway opens into a chamber with two diamond-shaped alcoves. Stairs leads to a smaller room in the back of the chamber containing a stone table without chairs. The northwest and southeast walls each hold an alcove.

This chamber served the Ghol-Gani as a common room. Visitors were greeted and feted in this room, and cyclops warriors and sailors slept here when the facility was overcrowded.

Creature: When Ghoral-Rey was abandoned, one statue was replaced with an undead gholdako to safeguard the cyclopes' legacy until they returned. Lanteri and her



companions encountered the creature when they entered this room and attempted to destroy it. Hinsin was knocked unconscious, and Lanteri and Creed grabbed his body and fled. They successfully hid from the undead giant and snuck into area L6, where Lanteri and Creed left Hinsin behind and moved on through a secret door. The gholdako didn't notice the unconscious steward, and returned to its post in this room.

The gholdako has weakened over the centuries, and sustained injuries from the fight with Creed and Lanteri before the pirates escaped the chamber. It attacks as soon as it sees or hears the PCs.

DAMAGED GHOLDAKO

CR 7

XP 3,200

NE Large undead (giant) (*Pathfinder RPG Bestiary* 4 125)

AC 20, touch 9, flat-footed 25 (+2 insight, +9 natural, -1 size)

hp 127 (currently 85)

Melee bite +17 (1d8+7), 1 claw +18 (2d8+7/19-20 plus disease)

TACTICS

During Combat The damaged gholdako lacks the blinding breath it had when first created. On each round, it attacks the nearest target using Power Attack.

Morale The gholdako's only goal is to defend Ghoral-Rey from any intruders. It has enough intelligence to retreat for a few minutes to rally or plan an ambush if it needs to, but if cornered, it fights until destroyed.

Gear *cassock of the clergy*^{UE}



VANCID CREED

L6. Altar Room (CR 4)

Within this expansive room, cyclopean statues stand at attention, pointed toward the center of the room from alcoves set in the facing walls. At the northeastern end of the room, stairs lead ten feet up to a stone table.

This room contains a secret door—a thin stone panel bearing the image of a three-eyed cyclops (which the PCs may recognize from a map they discovered in “Dangerous Waters”). The PCs can also discover the door with a successful DC 20 Perception check. With a successful DC 20 Disable Device check, they find that the door is opened by pressing all three eyes at once. A successful DC 15 Survival check allows a PC to find the footprints of Lanteri and Creed leading up to the secret door and then passing through the apparently solid wall. Though this room once contained a gholdako, the crew of the *Fearsome Tide* dispatched the guardian when Captain Redclaw first entered the ruin and its body is now lying by the broken monolith in area L4.

Creature: Hinsin is slumped beside the stone table within this room, having been left here when Creed and Lanteri fled through the secret door to escape the gholdako. He has since regained consciousness, but his brush with death has sobered him and he now wants nothing more than to leave immediately, though he's not willing to try to make it back to the *Magpie Princess* alone. If the PCs won't escort him back, Hinsin reluctantly travels with them, helping as much as he can without getting directly involved in combat. Hinsin attempts to be charming and humorous despite feeling a strong sense of dread. The following quotes are examples of the type of things he might say to the PCs:

“If it's treasure you want, I've just remembered an old treasure map in Captain Lanteri's quarters. And might be we'd live to find it. We'd best go back and investigate!”

“I always liked you. Thought we had a connection right off. Shame you're trying to get us all killed.”

JASPIN “HEARTBREAK” HINSIN

CR 4

hp 36 (currently 0) (see page 52)

Story Award: The crew of the *Magpie Princess* are very fond of the captain's steward—more fond of him than of their captain, if truth be told. If the PCs return Hinsin to the ship alive, award them a bonus of 2,000 XP and improve the attitude of all members of the crew toward the PCs by one step.

L7. Grand Hall (CR 6)

This immense hall is grand in both scale and design. The room and attached southern antechamber measure over a hundred feet long from north to south. A raised dais sits in the center



of the hall, flanked by two thick stone columns inscribed with runes from floor to ceiling. Two alcoves in the western wall remain dark and empty, and the northeastern corner has partly collapsed, scattering large slabs of worked stone and piles of dense rubble across the floor. More runes, similar to those on the columns, cover the walls and floor.

This chamber's runes recount histories, theologies, and philosophical writings that serve as a library of lore on arcane knowledge from the Ghol-Gan empire. A character who speaks Cyclops and studies the runes for 1d4 hours can attempt to answer a question that requires a Knowledge (arcana) check. The character can attempt a check with a DC greater than 10 even if untrained in the skill; if trained, the character gains a +2 circumstance bonus on the check.

Creature: Vancid Creed, the artillerist from the *Magpie Princess*, hides among the rubble in the northeast alcove. Having witnessed the horrific incutlises from area L15, Creed has taken leave of his senses and lashes out at any creature that comes near him. He begins hurling bombs as soon as he senses anyone approaching.

VANCID CREED

CR 6

hp 56 (see page 52)

Tactics When combat begins, assume that Vancid Creed has 10 minutes left on the use of his mutagen and 6 bombs remaining. If he detects the PCs before they get too close, he drinks his *haste* elixir and unleashes his bombs on them.

Treasure: The collapsed sections of worked stone include 800 pounds of high-quality engraved marble, which is worth 4,000 gp. If using the plunder rules from *Skull & Shackles*, you can instead treat this as 4 points of plunder.

L8. Scrying Room

This octagonal room is fifty feet wide. A twenty-five-foot-wide archway takes up most of the northern entrance, and three staircases descend from it to the south. A raised stone lip in the center of the room defines a pool of clear water. At the bottom of the pool, a mosaic eye resembles the large single orb of a cyclops. The eye appears to gaze directly at every creature in the room, following them as they move around.

This scrying pool was a potent resource for the cyclopes, who used this location to keep their borders safe from storms and invading serpentfolk. Though the water has stood here for thousands of years, it's still clear, clean, and fresh. *Detect magic* reveals the pool bears a moderate transmutation aura. The enchanted pool cleans and purifies any water poured into it, turning even sea water into fresh, potable water. The pool also grants a +1 bonus to the caster level of any divine *scrying* spell cast using the pool as a focus, and allows anyone present to see what the caster sees through the spell.

L9. Lantern Room (CR 8)

The door atop the long, steep staircase opens into an octagonal room thirty feet across with a smooth domed ceiling twenty feet high. Each wall is set with a tall tarnished silver panel, as well as a dark mural of colored glass depicting an eye—each eye has a differently colored iris. In the center of the room is a raised pedestal ten feet in diameter and three feet high. A thick layer of dust blankets the room.

This is the lantern room of the ancient cyclops lighthouse. The glass eye murals are stained-glass windows, but they are deceptively opaque because of overgrowth and vines pressed against the outside. If the PCs clear the flora away, the colored windows offer a blurred view of the beach and cove. Until the outside is uncovered, the room just looks like an unassuming boulder or small rise atop a cliff from the outside.

The dust and rotted remains of tarps is thicker on the floor near the pedestal, blanketing an irregularly shaped object: a stained-glass golem that originally served as both guardian for this room and the source of light for the lighthouse. The dust prevents any illumination from the golem's *continual flame* spell from being visible until the golem moves. Any light source brought into the room reflects across the tarnished silver panels and shiny ceiling and illuminates the room more efficiently than it otherwise would, raising the light level by one extra category (two categories if the panels are polished).

The windows have permanent audible *alarm* spells on them set to go off if a creature passes through them. They don't open without being broken (hardness 3, hp 30, break DC 12). If the *alarm* is triggered, the golem activates and immediately attacks any intruders in the room.

Creature: Below a thick layer of dust rests an inactive stained-glass golem. The central eye of this cyclopean figure is a glittering *evincing crystal* with *continual flame* cast on it. Once the golem moves, dislodging the dust, it lights up brightly, its *continual flame* effect amplified by the room's tarnished mirrors and the golem's own refractive qualities (making the room bright enough to activate its dazzling brightness ability). The golem is programmed for two behaviors: spin slowly in the room and radiate light when uncovered, and kill any non-cyclops trespassers present without a cyclops escort. As the PCs are not accompanied by one of its long-dead masters, the golem immediately attacks.

STAINED-GLASS GOLEM

CR 8

XP 4,800

hp 96 (*Pathfinder RPG Bestiary* 2 138)

Skills This glass golem is a stained-glass variant and has a +8 racial bonus on Stealth checks if the *continual flame* spell cast on it is suppressed.

Gear *evincing crystal* (as *lens of detection* but it's a slotless item that must be held to function, not an eye slot item).

Treasure: Each of the eight silver panels can be pried off the walls and ceiling with a successful DC 30 Strength check, or removed with tools and 10 minutes of work with a successful DC 25 Disable Device or Knowledge (engineering) check. Each panel is worth 250 gp. If using the plunder rules from *Skull & Shackles*, you can instead treat this as 2 points of plunder in total.

L10. Sleeping Chamber (CR 4)

This elongated octagonal room features deep, widely spaced stone shelves along its walls.

This room once served as a sleeping chamber for the rank-and-file cyclopes who guarded the lighthouse and managed the tiny port in the cove. There are no signs of intrusion, as Lanteri didn't venture into this room and Redclaw's crew knew to leave it alone.

Creatures: The spaces under the stone bunks are now home to hundreds of ravenous centipedes. The creatures

move freely alone or in pairs throughout the ruins of Ghoral-Rey, but nest and breed here in large numbers.

CENTIPEDE SWARM

CR 4

XP 1,200

hp 96 (*Pathfinder RPG Bestiary* 43)

Treasure: Forgotten under one of the bunks is a masterwork cold iron longsword. Coins scattered about the floor total 51 pp, 628 gp, and 312 sp.

L11. Mystic Chamber

This octagonal room is thirty feet across and has a vaulted ceiling forty feet high. Several runes and pictographs decorate the stone wall, with a row of stone shelves running beneath them. Complex diagrams and sigils are carved into the ceiling, some still showing signs of colored stains.

When the lighthouse temple at Ghoral-Rey was active, this was the chamber of the resident cyclops mystic. The ceiling is covered in diagrams and runes that function as a library of lore on the different planes of existence. A character who speaks Cyclops and studies the carvings for 1d4 hours can attempt to answer questions regarding outsiders and planes a Knowledge (planes) check. The character can attempt a check with a DC greater than 10 even if untrained in the skill; if trained, the character gains a +2 circumstance bonus on the check.

L12. Sacrificial Altar (CR 6)

A stairwell descends from the northwest into this large room, which is thirty feet across and fifty feet long. In the center of the room, a second set of stairs ascend to a raised platform. In the center of this platform, an alabaster table rises about five feet high. Two cyclopean statues carved to resemble serene mystics stare at one another from opposite sides of the stair. The wall carvings depict numerous scenes of one-eyed giants pinning down disemboweling creatures—serpentfolk, smaller humanoids, and even other giants.

Ghoral-Rey hosted regular blood sacrifices as resident mystics attempted to detect whether their serpentfolk and Azlanti rivals were plotting any aggression against them. The Ghol-Gani not only looked to rising smoke and the constellations for their portents, but also engaged in haruspicy—reading entrails for divination. Though the stone walls of this room bear gruesome depictions of these bloody rituals, nothing compares to the authentic experience—an actual risk given the haunt in this room. Atop the altar, difficult to see until the PCs climb the stairs to the raised platform, is a



STAINED-GLASS GOLEM

set of six wicked-looking tools sized for a Large creature. Other tools, many broken, lie scattered about the floor, including a curved ritual dagger.

Haunt: If any creature approaches the divining altar (by setting foot on the last step or beyond), the vestiges of the many souls who died in this room hasten to welcome yet another victim. A powerful haunt compels the PCs to engage in a ceremony similar to those that were once conducted here.

BLOOD SACRIFICE

CR 6

XP 2,400

LE haunt (40-ft.-by-30-ft. platform from the lower stair to the southern wall)

Caster Level 6th

Notice Perception DC 20 (to hear low chanting)

hp 12; **trigger** proximity; **reset** 1 day

Effect Each creature in the location is affected by a *dominate monster* spell (DC 17) urging it to take part in the blood rite. Any creature that fails its save immediately climbs onto the altar, where the ancient torture tools animate and attack. The tools attack each round, targeting only creatures on the altar that have failed their saves; they make a single attack with a +10 bonus against each affected creature and deal 1d10 points of damage on a hit. Affected creatures receive a new saving throw each round to end the effect.

Once any creature is killed (resulting in its entrails being removed) or 9 rounds pass, the chanting fades away and the affected creatures come to their senses.

Destruction If all six tools on the altar are destroyed, the haunt is also destroyed. Each tool has hardness 10 and 15 hit points. When animated, the tools have an AC of 10.

Treasure: Of those weapons that did not animate in the haunt, the ancient knives and utensils are ornate but much too corroded and fragile to be of any value. A Large curved dagger on the floor is a ceremonial *assassin's dagger* (*Pathfinder RPG Ultimate Equipment* 150). The strange curves and hooks on the vicious blade give it a critical threat range of 18–20. Although it was originally intended for a Large wielder, it can be used by a Medium creature as a scimitar without any attack penalty.

Black Coral

In areas **L13**, **L14**, **L15**, **L16**, **L17**, and **L18a**, the original smooth stone walls of Ghoral-Rey have been almost completely covered by the black coral secretions of the incutilis lord Orsilir. Orsilir and his brood of incutilises stay in this back part of the ruin, feeding on whatever comes up through the concealed cove and anyone foolish enough to explore the temple. Though there's worked stone underneath, the whole area beyond this room resembles a cavern of rough, dark rock.

The grotesque black coral resembles an opaque black chitin, smooth like obsidian in some places and rough like stone in others. The substance calcifies any living tissue that it covers; breaking the coral into pieces reveals fossilized insects, fish, or even humanoid remains. The black coral has a hardness of 4 and 8 hit points per inch of thickness.

L13. Black Coral Connection

Stairs from the northeast descend into this octagonal room. Against the walls sit a carved stone weapon stand, a broken stone table, all scaled for creatures twice human height. The southwestern wall is covered in an unusual black substance that looks like coral, and massive formations of the material choke the exit to the southwest. A narrow path seems to have recently been cut through the mass into a room beyond.

Orsilir sealed off the front half of Ghoral-Rey from the cove as a safety measure, assuming he'd expand into the ruins later. Lanteri and Creed hacked and burned their way through the blockage to gain access to the chambers beyond, though Creed retreated once he saw the incutilises in area **L15**.

Hazard: Medium characters can squeeze through the space created by Lanteri's party with a successful DC 15 Escape Artist check, but any creatures that failed by 5 or more take 1d6 points of damage from the jagged black coral. Small characters don't need to squeeze. A wider path could be cut through the barrier with an hour's work, but doing so alerts the incutilises in area **L15** of intruders, allowing them to set up an ambush in area **L14**.

L14. Mess Hall

This large chamber has a sixty-foot-high ceiling supported by several thick stone columns. The worked stone of the southwest wall remains uncovered by coral, and is decorated with engravings of crude giant figures and roughly formed runes. The columns have markings chiseled into them as well, in what could be many different styles of handwriting.

Smashed stone tables and oversized benches are piled in the southeastern section of the room. Beyond the rubble, a tunnel slopes down to the east, and another descends from the southwest corner.

Somber, embattled cyclopes took their meals and enjoyed fellowship together in rooms like this one. A successful DC 15 Linguistics checks allows a PC to conclude that the columns are inscribed with graffiti carved by individual cyclops travelers, including recorded wagers and amusing or grandiose stories.

Development: If the PCs make enough noise in area **L13** to be overheard by the incutilises in area **L15**, the aberrations have set an ambush here. Using their zombie

hosts, they take cover behind the rubble in an attempt to surprise the PCs and attack the party from the back.

L15. Brood Chamber (CR 7)

This tunnel widens into an erratically shaped cavern. Broken wooden barrels and moldy sacks lie heaped against the walls, while dusty piles of spoiled goods litter the center of the floor. A strong rotting odor with a hint of sulfur fills the room.

When Ghoral-Rey functioned as both lighthouse and temple, the eastern cove was used by small cyclopean ships. This cavern was used to offload plunder and supplies from the ships, possible before much of the entrance was overgrown with black coral.

Creatures: Most of Orsilir's brood lair in this room, including a quartet of incutlis and their zombie minions. As soon as any PC enters the room, the incutlis use their zombies to rush the nearest creature and kill it. If an incutlis loses its host, the other incutlis attempt to pin and incapacitate an enemy so that the incutlis can assume control of the victim's body.

INCUTLISES (4) CR 2

XP 600 each

hp 18 each (*Pathfinder RPG Bestiary* 157)

Morale: If the incutlis are driven back and their zombies slain, the aberrations attempt to climb the walls and move out of reach, escaping across the ceiling to the water and seeking out new hosts.

HUMAN ZOMBIES (4) CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

Treasure: All the cargo stored here is left over from when Jemma Redclaw used the ruin as a base. Only the most durable goods remain. A successful DC 15 Perception check reveals a *pink ioun stone*, a small jade statue of a serpentfolk worth 400 gp, and an obsidian disk with a golden image of a phoenix worth 600 gp lying among the junk.

Development: Four human corpses float in the waters of area L17, brought in from recent incutlis expeditions. If any of the incutlis escape, they possess these new host bodies and return to attack the PCs 10 minutes later.

L16. Vault (CR 6)

This large cavern is roughly forty feet in diameter, with tunnels leading out at the southeast and southwest corners. Twisted black coral covers the lower walls, and large chunks of the stuff rise from the uneven floor. Remnants of bedrolls and other signs of decades-old habitation by human-sized creatures protrude from the black coral in places.

This area served the cyclopes as a storage area and Captain Redclaw's pirates as a barracks; it's now the home of two creatures the incutlis lord failed to turn into calcified minions.

Creatures: These otyughs once lived off the dead flesh and offal of other animals that frequented the cove. When Orsilir began to explore the temple and seal off the sea cave, he discovered the creatures feeding on rotting supplies. The three clashed and the incutlis lord emerged victorious. Orsilir meant to keep the otyughs as minions, but their aberrant physiology reacted oddly with the incutlis lord's black coral secretions. The resulting creatures are loyal to Orsilir and covered in black coral (which increases their AC) but they aren't actual calcified minions.

OTYUGHS (2) CR 4

XP 1,200 each

hp 39 each (*Pathfinder RPG Bestiary* 223)

AC 21, touch 9, flat-footed 20 (+12 natural, -1 size)

L17. Black Coral Cave

This dark cavern of slimy black coral is drowned in stagnant salt water. Dozens of corpses—sharks, fish, humans, and stranger things—float on the surface in various states of decomposition. Some are covered in black chitin while others are pale and broken.

A stair of black coral winds downward from east to west along the northern wall. A sagging rope bridge in the western part of the cavern dips almost to the surface of the water. On the southwest side of the underground cove floats a massive old ship. The ship's tattered rigging and waterlogged boards creak lightly in the silent cavern, and limp floating corpses surround its blackened hull, like mourners at a grotesque wake.

The once-open tunnel leading from the cove to the sea has been mostly sealed off by the black coral incutlis secretions. The cove stretches more than 200 feet north and south, and 300 feet at its widest from east to west. The ship is Captain Jemma Redclaw's aging flagship, the *Fearsome Tide*; it's still able to float in this calm water, but would require significant work before it would be truly seaworthy (see area L19).

Aquatic exploration in the cavern is a waking nightmare; the pool is choked with old blood and rot to a depth of approximately 20 feet. The water below the layer of gore is relatively clear, but as there is almost no light, it's difficult to distinguish distance or direction while submerged. The obstacles to movement and vision posed by the floating corpses increase the DC of Swim and underwater Perception checks by 5. Orsilir maintains a couple of underwater gaps in its wall of coral, and sends a few incutlis out every few weeks to bring back food and potential servitors. The hole is approximately 30 feet below the surface. Four younger incutlis are currently foraging outside the cave, and are due to return in a few days.



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L18. Prison Cell (CR 6)

The stink of rotting flesh and saltwater hangs heavily in the air. A decaying wooden staircase bridges the short gap into a small cavern. At the back of the cavern sits a tall door of iron bars.

This served as Ghoral-Rey's small jail. The outer cavern (area **L18a**) was the guard post, and is separated from the actual cell (area **L18b**) by a reinforced and alchemically treated iron bar door (hardness 11, hp 120, break DC 31). The stone walls of the cell are also reinforced with bars to prevent creatures from burrowing through the walls.

The stairs down to the cavern are 5 feet wide, but they're rickety and lack a railing or safety line. Crossing them requires a successful DC 15 Acrobatics check (to stay balanced on the steps) or DC 10 Climb check (to cling to the rough rock wall and shuffle across).

Creature: An ahuiotl is trapped within the cell. A native to the island, it noticed incutlises swimming in and out of the coral cove, and went in to investigate. Orsilir lost a trio of zombies in the effort to cage the creature. Until then, the ahuiotl receives a biweekly meal of rotting fish or decomposing pirate—as Orsilir has been feeding the ahuiotl just enough to keep it healthy while the incutlil lord makes plans to overwhelm it.

The ahuiotl heard Lanteri's voice when she came through earlier. If it notices the PCs (either because they enter the guard post or because they make a great deal of noise outside, such as by falling off the bridge), the ahuiotl mimics the voice of Captain Lanteri, claiming to be injured and chained to the back of the dark cave. If it can't convince a PC to open the cell door to save "Lanteri" (Disable Device DC 25), it attempts to bribe the party with the news that another human woman visited recently and likely serves at a new master's beck and call. If freed, the ahuiotl confides that Lanteri is waiting on the ship, but that she's part of a trap laid by the "ancient sea monster." If pressed for further information, the creature also mentions the underwater tunnel that it originally used to enter the cove from the ocean outside. The ahuiotl then flees, planning to catch the PCs by surprise and kill them at a later date (well after this adventure has concluded).

AHUIOTL

CR 6

hp 68 (*Pathfinder RPG Bestiary* 3 10)

During Combat: If mimicking Lanteri's voice fails and the PCs won't bargain, the ahuiotl attacks the nearest target through the bars. Being Large, it cannot pass through the bars or bite, but its clawed tail (which has reach) can attack through them. Medium creatures can pass through the bars by squeezing, and Small or smaller creatures can move between them without difficulty. If the ahuiotl manages to grab a creature, it draws the victim through the bars. If the creature is Medium, this requires the ahuiotl to

attempt a combat maneuver check with a –5 penalty as an additional standard action to squeeze the target through the tight gap. If it manages to drag a target into its cell, the ahuiotl retreats from the door, hoping that its victim's allies will smash down the door to rescue its captive.

L19. Fearsome Tide (CR 11)

Thick plates of black coral coat the hull of this derelict ship. The sails bear dozens of unsettling stains and irreparable tears, and more coral is built up around its main mast.

This ship is the *Fearsome Tide*, and it shows obvious signs of neglect. Left derelict for years, its frame would have long since rotted away if it were not preserved by the black coral.

Creatures: Captain Varossa Lanteri stands on the deck, her rapier and pistol drawn for battle. Glittering gold chains circle her neck and a thin silver tiara tilts unevenly on her forehead. Her arms and torso are covered in black chitin. Dangling from her belt is a large, curved horn comprising three interlocking pieces.



CAPTAIN JEMMA REDCLAW

THREE REASONS TO LIVE

The *Three Reasons to Live* has played a major part in the adventures of *Plunder and Peril*. Should the PCs defeat Orsilir, they may want to keep the key that caused them so much trouble. When made whole, the horn has additional magical properties the PCs might find useful later.

THREE REASONS TO LIVE		PRICE
		9,000 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint evocation		

The horns of three disparate creatures (chimera, dire ram, and satyr) make up this magical instrument, interlocking into one shofar about 2 feet long. Once per day the horn can be blown to affect all allies within 30 feet that can hear it. Affected creatures gain sonic resistance 10 and a +2 bonus on saves against spells and effects that deal sonic damage, are language-dependent, or must be heard to be effective. This protection lasts for 10 minutes. If a bard uses the horn to start a bardic performance, all effects of that performance are calculated as if the bard were 6 levels higher. This doesn't grant the bard access to new bardic performances; it only enhances those to which the bard already has access.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>shout</i>	4,500 GP

Driven by greed and determination and aided by skill, stealth, and luck, Captain Lanteri managed to get past most of the threats the PCs have faced, but here her considerable talents finally failed her. She snuck aboard the *Fearsome Tide*, but, having left all her allies behind, was no match for Orsilir and his prime calcified minion, the legendary Captain Jemma Redclaw. Lanteri is now a calcified minion, completely under the incutilis lord's control—though unlike Redclaw, Lanteri is still alive. Lanteri's individual will is gone, but most of her abilities remain. She stands as bait for the ambush Orsilir has set for the PCs, waiting for her pursuers to board the ship and attack.

Once Lanteri enters combat, Orsilir begins a slow climb up the side of the *Fearsome Tide*, preparing to assault any creatures roaming the deck or plucking characters out of the hold using its long reach. The aberration's final ally is the dominated corpse of Captain Redclaw. With no physical needs to tend to, the deceased pirate has been partially entombed in the pillar of black coral growth at the mast, awaiting Orsilir's call to battle. Orsilir is anxious to use Redclaw's mechanical arm in action once again; once the incutilis lord reaches the deck, it commands Redclaw to emerge and join the attack.

The key to dispatching all three foes with the least effort is to destroy the incutilis lord. Once Orsilir dies, the active stingers it used for both controlling minions and for maintaining the black coral around the temple

wither and corrode in a matter of minutes. Great chunks of black coral die off, becoming soft and waxy before the PCs' eyes. Light breaks into the cavern as cracks appear in the black coral wall sealing off the cove, signifying an end to the monstrous reign Orsilir held over the island.

Jemma Redclaw's spirit left her body decades ago, and without the semblance of life given by the incutilis lord's control, she slumps immediately to the ground as a corpse. Lanteri hasn't been a calcified minion long enough to be past saving, provided the incutilis lord dies before the PCs kill her. If conscious, she immediately surrenders. If healed to consciousness, she actually seems grateful. She tries to convince the PCs that she marooned them merely as a precaution to ensure they didn't betray her and steal the whole treasure, since they proved to be so much more dangerous than she'd expected. She says she'd have come back and given them their share of the booty. Whether she's being truthful depends on her attitude toward the PCs at this stage, though if they rescue her and plan to let her go, her attitude toward them improves one step now in any case.

Lanteri admits that perhaps she handled the situation badly, and offers the PCs the entirety of the treasure if they free her from this nightmarish island. If pressured, she offers everything (even her ship and possessions) in return for her rescue and the promise of a ride to port.

CALCIFIED CAPTAIN VAROSSA LANTERI CR 8

XP 4,800

hp 79 (see page 61)

CALCIFIED CAPTAIN JEMMA REDCLAW CR 6

XP 2,400

Female calcified human fighter 6 (see page 61)

Init +4; **Senses** Perception +1 (darkvision 60 ft.)

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +4 natural armor, +1 dodge)

hp 50 (6d10+18)

Fort +7, **Ref** +6, **Will** +3 (+2 vs. fear)

Immune mind-affecting effect

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 cold iron scimitar +10/+5 (1d6+5/18-20),
clockwork arm +2 (1d6+1)

TACTICS

During Combat Orsilir uses Redclaw to ensure no one flanks him, and otherwise sends her after the strongest-looking foe.

Morale Redclaw no longer has any will of her own. Orsilir has her fight until destroyed.

STATISTICS

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

Base Atk +6; **CMB** +7; **CMD** 22



Feats Cleave, Cleaving Finish, Dodge, Power Attack, Weapon Finesse, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Acrobatics +8, Climb +8, Swim +8

Languages Common

Gear +1 cold iron scimitar, 150 gp

ORSILIR CR 9

XP 9,600

hp 104 (see page 60)

Treasure: Lanteri was in the act of looting the hold when Orsilir took over her body. In addition to the equipment listed in the stat block, she's wearing a pair of jeweled necklaces worth 200 gp each and a *crown of swords* (*Ultimate Equipment* 242). The assembled *Three Reasons to Live* hangs from her sword belt.

Time and salty air have ravaged a good deal of the plunder originally gathered by Captain Redclaw, and the dragon Nicorydine claimed a great deal for her hoard. Some plunder remained scattered across the ruin, and Orsilir gathered much of it here. Without the ability to cast *detect magic* and lacking knowledge of the surface world with which to appraise the loot in the hold, Orsilir is unaware of the several magical items scattered among its trove. The treasure found in the lower hold of the *Fearsome Tide* includes *jaunt boots* (*Ultimate Equipment* 232), a *monkey belt* (*Ultimate Equipment* 212), a *staff of minor arcana* (*Ultimate Equipment* 198), and 6,000 sp. There are also three masterwork Chelish paintings (worth 450 gp each), a well-constructed mahogany humidor containing 20 exquisite cigars of varying flavors (worth 550 gp in total), 15 bottles of fine spiced rum (worth 300 gp in total), three crates of old Mwangi tribal masks in excellent condition (worth 900 gp in total), and uncut gems (worth 100 gp in total). If using the plunder rules from *Skull & Shackles*, you can instead treat this collection of nonmagical valuables as 3 points of plunder in total.

TURNING THE TIDE

The *Fearsome Tide* has floated in a gory morass since Orsilir took over Ghoral-Rey, and is also coated in grotesque black coral. The ship can still be made seaworthy, and is one of Black Coral Cove's greatest treasures. Before the ship can sail, the PCs must clear the cove's entrance of the black coral now blocking it. The coral is 1 foot thick in most places, and clearing it requires 180 days of work for one person, or a few weeks for a dedicated crew.

Fearsome Tide is an impressive carrack, suitable for travel, defense, or piracy. The PCs can have it completely repaired in about 2 weeks for a cost of 1,000 gp, and outfitted with a full crew complement for 500 gp more. The layer of black coral coating the *Fearsome Tide*'s hull is fused with the finished wood, making it a permanent part of the ship. If the PCs sell the ship without any repairs, it brings 9,000 gp. With the damage repaired, it's worth 16,000 gp.

CLOCKWORK ARM

The arm for which Captain Redclaw took her name can be detached from her body after her death.

CLOCKWORK ARM		PRICE
SLOT none	CL 13th	6,400 GP
AURA strong conjuration and transmutation		WEIGHT 25 lbs.

The claw can be attached in place of the missing arm of any Medium humanoid to function as a replacement arm. This requires an hour-long installation surgery that must be performed by a character with 8 ranks in both Craft (clockwork) and Heal. The recipient must succeed at a DC 18 Fortitude save for the arm to properly attach, and takes 2 points of Constitution damage from the surgery in any case. If the arm is properly attached, the recipient can lift up to 1-1/2 his maximum load over his head, and gains a claw attack as a secondary attack that deals 1d6 points of damage (if nothing is held in that arm).

CONSTRUCTION REQUIREMENTS	COST 3,200 GP
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Craft Wondrous Item, *bull's strength*, *regenerate*, creator must have 8 ranks in Craft (clockwork)

The ship bears the following additional features beyond those in the sailing ship description on page 25 of the *Skull & Shackles Player's Guide*: armor plating, extended keel, and four smuggling compartments.

CONCLUSION

With the incutilis lord and its minions defeated, the PCs have a number of decisions to make. The PCs must reconcile with the crew of the *Magpie Princess*, whose reactions depend heavily on their attitudes toward them. If the crew is mostly indifferent or friendly, the crew votes to let the PCs either pick a new captain or allow Lanteri to continue to run the ship under the PCs' guidance. If most of the crew members are unfriendly or worse, they elect Horemheb as their new captain and at best give the PCs and Lanteri a ride to a nearby port.

With Lanteri willing to either give up the *Magpie Princess* or sail it under the PCs' orders, the PCs may now have two ships under their command. If the PCs want to claim the island, chiseling the faux shell away from Black Coral Cove requires weeks of work but provides a safe, remote base of operations (although the interior of Brightglass Island is still populated by dangerous monsters and animals). Finally, if the PCs intend to operate at least one ship as Free Captains of the Shackles, they'll need to present themselves to the Hurricane King in Port Peril. Port Peril is a long sail away from Ghoral-Rey, but the more ships the party decides to keep, the more vital it is that they secure his recognition. The journey to gain audience in Port Peril perfectly coincides with the beginning of the third adventure in the *Skull & Shackles* saga, "Tempest Rising."

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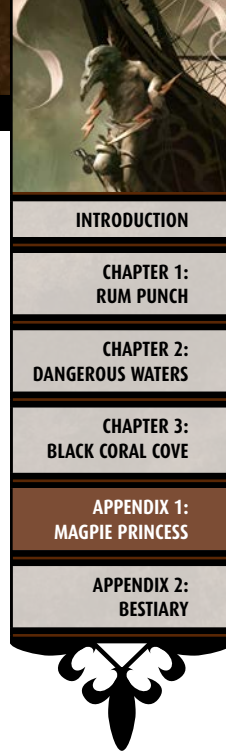


APPENDIX I

MAGPIE PRINCESS

“Until you’ve lived aboard a ship, I can’t expect you to understand. The sun on your face and the sea beneath your feet—it’s truly glorious! But more than anything, the pirate’s life means having the freedom to come and go as you please and live whatever life you have the steel to take. Nothing compares to being the master of your own destiny and drawing the marrow from the bones of the world. Keep your landlocked cages, the prisons you call cities. I’ll die a happy woman on the waves, likely with a smile on my face and a cutlass in my belly!”

—Belina Vontierrez, third mate of the *Magpie Princess*



INTRODUCTION

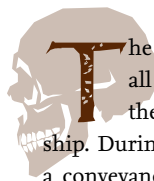
CHAPTER 1: RUM PUNCH

CHAPTER 2: DANGEROUS WATERS

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APPENDIX 1: MAGPIE PRINCESS

APPENDIX 2: BESTIARY



The *Magpie Princess* features prominently in all three parts of *Plunder & Peril*. By the end of the series, it might even be the PCs' own pirate ship. During most of these adventures, it serves as both a conveyance and a base of operation, and its crew can support—or perhaps confound—the party in a variety of ways. The following overview of the *Magpie Princess* covers the history of the vessel, details of the ship itself, and particulars of the ship's crew. How the PCs interact with both the ship and its crew significantly influences how their fellow pirates view them throughout the adventures and who might ally with or oppose them during their quest for revenge on Captain Lanteri in “Black Coral Cove.”

HISTORY

A well-constructed warship built at the Chelish shipyards in Ostenso, the *Magpie Princess* had its keel laid in 4693 AR. The vessel was completed in 4695, and it launched as the *Howl of Winter*, with the mission of safeguarding the shipping lanes to the Hespereth Strait. After several successful years of duty, the ship was captured by pirates in the autumn of 4699 off the coast of Mediogalti Island. The new captain renamed the ship the *Deimavigga*, and launched its new career as a pirate vessel.

A succession of outlaw captains failed to attain much success with the ship under any name until Warvil Lanteri won it in a card game 10 years ago, renaming it the *Magpie Prince*. Under his spirited command, the ship cut a bloody wake across the Abendego Bay and into the Inner Sea, where the *Magpie Prince's* colors meant death and piracy to ships from across Golarion. The privateers of Andoran, the navies of Cheliah, and the patrol ships of Rahadoum knew the ship as a pirate raider and pursued it on numerous occasions to no avail. Warvil's command was steady and showed no sign of changing—until he met Captain Varossa Ia-Tep.

Warvil and Varossa's paths crossed when both led their ships, the *Magpie Prince* and the *Shark Queen*, respectively, to attack the same Taldan merchant ship. With neither willing to cede the prize, the encounter became a race to see who could take the ship first. When both pirate crews boarded, though, they discovered that the merchant was conveying a band of Taldan mercenaries, and the two pirate captains found themselves in a pitched battle against a common foe rather than in a race to snatch an easy prize. In the ensuing conflict, both the Taldan vessel and the *Shark Queen* sank, and most of the *Magpie Prince's* officers and riggers were killed. But the two captains survived and managed to salvage much of the trade ship's cargo before it slid beneath the waves. Impressed by each other's valor and prowess, Warvil and Varossa decided to join forces, combining their surviving crews to continue their careers in the single remaining vessel.

While acting as cocaptains was a tricky affair for both pirates, a fiery romance soon blossomed from their

enforced cooperation. By the time they reached a safe port, the captains had used their authority at sea to marry, and declared both ship and crew to be under their mutual command. Varossa adopted her husband's surname to further distance herself from her overbearing family, and the two captains tore a ragged path across the shipping lanes of western Garund for several years. The situation was always unstable—even when times were good, their marital fights were legendary—but as long as plunder was plentiful, the arrangement seemed to work. When times were leaner, the crew often wondered which spouse would kill the other first.

It was during one of these lean times when, deep in his cup, Warvil bragged to Varossa that as a young man he and two fellow pirate captains had slain a dragon and claimed its hoard, which contained, among other things, a trumpet-like magical key to the legendary treasure of Captain Jemma Redclaw. Having often seen the promise of easy money turn allies into enemies, the three formed a pact: each would keep one part of the key and bequeath his piece to the others upon his death. They called these magical but now nonfunctional pieces the *Three Reasons to Live*.

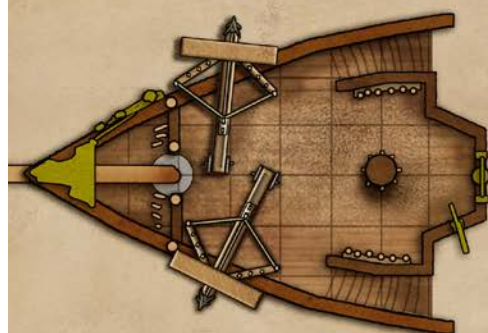
After hearing her husband's story, a livid and equally soused Varossa demanded that they hunt down his former crewmates and take their pieces by force. The argument quickly grew out of hand, and to emphasize a point Warvil drew his prized Alkenstar-crafted pistol (claimed from the same trove as the *Three Reasons to Live*). Having no intention of allowing any man, much less her husband, to threaten her with a firearm, Varossa grabbed for the pistol and the two struggled. While the first shot that struck Warvil could have been an accidental misfire, Varossa's second shot removed all doubt as to her intentions, and left her husband and cocaptain lying dead on the cabin floor.

A battle ensued in which the veteran officers of the *Magpie Prince*—including the ship's jinx eater, Hyrix—led a contingent of the *Magpie Prince's* original crew in a mutiny against Varossa. Ultimately, the dead captain's loyalists were defeated, and Hyrix and the few other survivors fled.

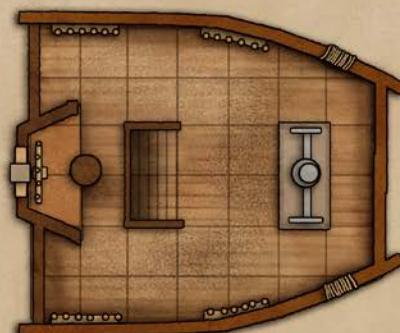
Captain Lanteri gave her husband a quick Besmaran burial—lobbing his corpse overboard, weighted down with a modest share of his treasure—and rechristened the badly damaged ship the *Magpie Princess*. From there, she set sail for a nearby port: the town of Lilywhite on Motaku Isle.

While much of the crew is wary of Varossa's scheme, few wish to label themselves as potential mutineers, and so they all serve faithfully. Two in particular have thrown in their lots with the new captain, helping to cement the crew's loyalty, at least for now: the ship's opportunistic former cabin boy, Hinsin (who the crew have taken to calling the “captain's steward” in light of his fading youth), and the ship's fanatically devoted artilleryist, Vancid Creed. But the success of the *Magpie Princess's* current venture will likely hinge on more than just the loyalty of a few dedicated crewmates, and Varossa's greed may yet be her downfall.

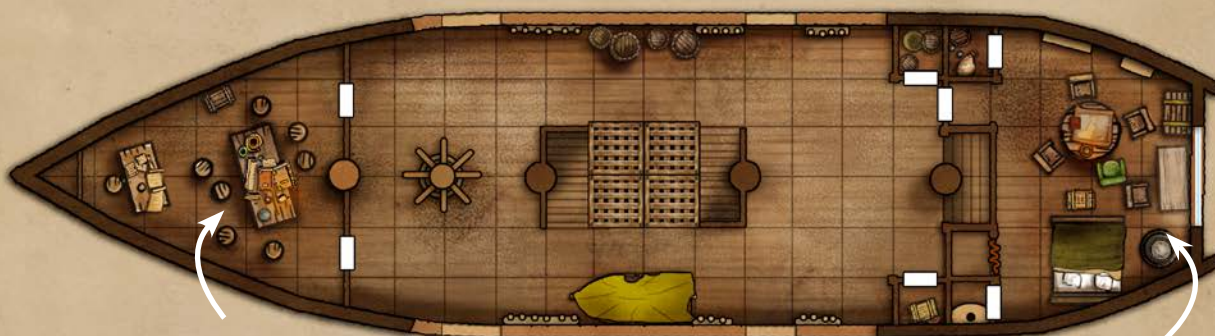
MAGPIE PRINCESS



FORECASTLE DECK



POOP DECK



WORKSHOP AND ARMORY

WAIST DECK

CAPTAIN'S QUARTERS



COBB'S LAIR

CREW QUARTERS

MAIN DECK

HOREMHEB'S BUNK

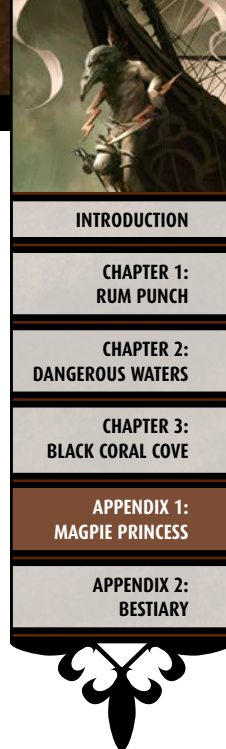
TREASURY

DOC IMOGENE'S BUNK



HOLD

1 SQUARE = 5 FEET



MAGPIE PRINCESS

The following statistics for the *Magpie Princess* make use of the naval combat rules presented in the *Skull & Shackles Player's Guide*, available for free at paizo.com. These statistics incorporate the Profession (sailor) skill modifiers of the ship's pilot.

MAGPIE PRINCESS	
Colossal ship (sailing ship)	
Squares 4 (30 ft. by 120 ft.); Cost 10,000 gp	
Init +4	
DEFENSE	
AC 10; Hardness 10	
hp 3,240 (sails 360)	
Save +10	
OFFENSE	
Maximum Speed 90 ft. (wind); Acceleration 30 ft.	
Ranged 2 light ballistae +9 (3d8/19–20)	
CMB +12; CMD 22	
Ramming Damage 8d8	
STATISTICS	
Propulsion wind or current	
Sailing Check Profession (sailor)	
Control Device steering wheel	
Means of Propulsion 120 squares of sails (four masts)	
Crew 40	
Decks 4	
Cargo/Passengers 100 tons/100 passengers	
EQUIPMENT	
Armaments 2 light ballistae with 30 bolts and 4 alchemist's fire bolts	
Modifications magically treated hull	
Cargo 2 points of plunder	

Ironically, the *Magpie Princess* is a Chelish brig designed for hunting pirates; it now serves a very different role. The *Magpie Princess* is painted a dark slate gray, and its sails bear icons of a lone magpie on a white field, wearing a stylized, three-pointed crown. It often flies false Chelish colors when raiding the Inner Sea, and any who don't quickly recognize the ship's infamous sails soon regret their ignorance.

Weapons: Two light ballistae are currently installed on the foredeck of the *Magpie Princess*. The siege engines can fire only out of the sides of the ship they are positioned on—they cannot be swiveled to fire toward the opposite or aft sides of the ship. There is space on the main deck for an additional four Large siege engines and on the poop deck for two more Large siege engines, but the ship is not currently equipped with such weaponry.

Ship's Decks

The following details reflect the *Magpie Princess* as it is outfitted upon departing Motaku Island. Before that point, it's still being supplied, so decrease every listed amount by half to reflect this. While Captain Lanteri

demands to be consulted on any modification to her ship, she won't refuse PCs who want to use their own gold to make reasonable improvements.

GMs interested in additional flavorful details on life aboard a Shackles pirate ship should consult "The Life of a Pirate" in *Pathfinder Adventure Path* #55.

Forecastle Deck: This is a small, raised deck at the bow of the ship that hosts twin light ballistae named "Harsh Language" and "Angry Molly." Each ballista requires a crew of two to fire (see page 434 of the *Pathfinder RPG Core Rulebook* for details on using siege engines). Nearby storage lockers hold ammunition for the ballistae, including 30 normal bolts and four tipped with alchemist's fire (see Special Siege Engine Ammunition on page 21 of the *Skull & Shackles Player's Guide*).

Hold: The cargo hold takes up the lion's share of this deck's space, and mostly contains mundane supplies and repair materials. The stern of the deck has rope storage, the ship's supplies and rations, and the ballast and bilge access. Three sets of manacles are connected to a chain wrapped around the mast at the deck's fore. When it's required, this serves as the ship's makeshift brig.

Main Deck: This middle deck holds the officers' quarters and the ship's treasury to the aft, and the crew's sleeping quarters and the ship's galley—the latter is commonly called "Cobb's Lair"—at the fore. Varossa keeps the ship's treasury behind doors that require a successful DC 25 Disable Device check to unlock. Inside is the raw plunder of the crew's piracy, which consists of average fabrics, marabou and ostrich feathers, manufactured goods, and iron bar stock, and is worth 2 points of plunder.

Poop Deck: This raised deck at the rear of the vessel holds the ship's helm. Anatoly, Belina, and Captain Lanteri all take shifts piloting the *Magpie Princess* and keeping an eye on the crew working below. Captain Lanteri is rarely seen on deck before noon, so the helmsmen typically split the night and morning shifts.

Waist Deck: This is where the majority of the crew can be found during the day, maintaining the rigging and sails. Within the forecastle is a space used as the carpenter's workshop, surgeon's bay, and armory. Racks on the walls hold 20 cutlasses, eight boarding axes, 10 light crossbows, five heavy crossbows, 90 crossbow bolts, six grappling hooks tied to 100-foot lengths of rope, and a grisly looking surgeon's saw. A chest with a superior lock holds the ship's pharmacy, three *potions of cure light wounds*, a healers kit, a spool of thick twine, a pouch full of hooks, and a bottle of thick Drumish whiskey.

Within the sterncastle is the captain's cabin, which Lanteri shares with Hinsin and the mynah Loudwing. Aside from her personal effects and a pistol-shot portrait of her ex-husband, Captain Lanteri's cabin holds useful nautical charts, personal trophies, and exciting hats worth 400 gp in total. Among these is a map of the Shackles with all of the information provided on this module's poster map.

MAGPIE PRINCESS CREW

The following crew members of the *Magpie Princess* are among those most involved in this module's adventures.

JASPIN "HEARTBREAK" HINSIN

CR 4

XP 1,200

Male human bard (sea singer) 5 (*Pathfinder RPG Advanced Player's Guide* 84)

CN Medium humanoid (human)

Init +6; Senses Perception +8

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 36 (5d8+5)

Fort +3, Ref +7, Will +5; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6/18-20)

Ranged light crossbow +5 (1d8/19-20)

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

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

2nd (3/day)—*enthrall* (DC 15), *glitterdust* (DC 15; ×2)

1st (5/day)—*animate rope*, *charm person* (DC 14), *cure light wounds*, *vanish*^{APG}

0 (at will)—*detect magic*, *know direction*, *light*, *mending*, *prestidigitation* (DC 13), *summon instrument*

STATISTICS

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

Base Atk +3; CMB +3 (+7 disarm);

CMD 15 (17 vs. disarm)

Feats Combat Expertise, Improved Disarm, Improved Initiative, Weapon Finesse

Skills Acrobatics +10, Bluff +11, Climb +6, Diplomacy +11, Knowledge (geography) +9, Knowledge (local) +9, Perception +8, Perform (wind) +11, Profession (sailor) +8, Sense Motive +8, Swim +5

Languages Common, Elven

SQ bardic knowledge +2, lore master 1/day, versatile performance (wind instrument)

Combat Gear

tanglefoot bag;

Other Gear +1

chain shirt, light

crossbow with 20 arrows, mwk rapier, cloak of resistance +1, swan boat feather token, antitoxin, flute, sunrod (2), 34 gp

VANCID CREED

CR 6

XP 2,400

Male human alchemist 7 (*Advanced Player's Guide* 26)

LN Medium humanoid

Init +4; Senses Perception +9

DEFENSE

AC 21, touch 14, flat-footed 17 (+5 armor, +4 Dex, +2 natural)

hp 72 (7d8+37)

Fort +8, Ref +10, Will +2; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee +1 throwing axe +8 (1d6+2)

Ranged +1 throwing axe +11 (1d6+2), bomb +9 (4d6+3 fire)

Special Attacks bomb 10/day (4d6+3 fire and catch fire, DC 16, 10-ft. radius)

Alchemist Extracts Prepared (CL 7th)

3rd—*haste*, *water breathing*

2nd—*ablative barrier*^{UC}, *cure moderate wounds*, *invisibility*, *protection from arrows*

1st—*bomber's eye*^{APG}, *comprehend languages*, *jump*, *touch of the sea*^{APG}, *true strike*

TACTICS

Before Combat If Creed senses that combat is about to begin (or on the first round of combat if surprised), he imbibes his mutagen. This is already factored into his statistics.

STATISTICS

Str 12, Dex 18, Con 14, Int 17, Wis 8, Cha 8

Base Atk +5; CMB +6; CMD 20

Feats Exotic Weapon Proficiency (ballistae), Martial Weapon

Proficiency (throwing axe),

Point-Blank Shot, Precise Shot, Quick Draw, Throw

Anything, Toughness, Weapon Focus (throwing axe)

Skills Craft (alchemy) +13, Disable Device +13, Knowledge (arcana) +13, Knowledge (engineering) +6, Linguistics +4, Perception +9, Spellcraft +11, Swim +5, Use Magic Device +9

Languages Common, Draconic, Osiriani, Polyglot

SQ alchemy (alchemy crafting +7, identify potions), discoveries

(concussive bomb [4d4+3 sonic plus deafness], dispelling bomb, explosive bomb), mutagen (+4 Dex/−2 Wis, +2 natural, 70 minutes), poison use, swift alchemy, swift poisoning

Combat Gear *potion of cure moderate wounds*, *wand of cure light wounds* (50 charges), tanglefoot bag, thunderstones (2); Other Gear +1 chain shirt, +1 throwing axes (2), cloak of resistance +1, 16 gp



CAPTAIN VAROSSA LANTERI

CR 7

XP 3,200

Female human rogue 8

N Medium humanoid (human)

Init +4; Senses Perception +11

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex)

hp 63 (8d8+24)

Fort +5, Ref +11, Will +3

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee mwk rapier +12/+7 (1d6/18–20)

Ranged pistol +10 (1d8/×4)

Special Attacks grit (2 points, gunslinger's dodge), sneak attack +4d6

Rogue Spell-Like Abilities (CL 8th, concentration +10)

3/day—light

2/day—vanish

TACTICS

During Combat Captain Lanteri makes a show of using her pistol, targeting close or obviously unprepared foes. In the thick of battle, she uses *vanish* to help her sneak attack spellcasters or leaders.

Morale Being particularly stubborn, Captain Lanteri won't surrender unless she's reduced to 10 or fewer hit points.

STATISTICS

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

Base Atk +6; CMB +10; CMD 21

Feats Agile Maneuvers, Amateur Gunslinger^{UC}, Combat Expertise, Exotic Weapon Proficiency (firearms)^{UC}, Improved Feint, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +13, Bluff +12, Climb +7, Diplomacy +11, Disable Device +17, Intimidate +11, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +9, Linguistics +6, Perception +11, Profession (Sailor) +8, Sense Motive +9, Stealth +13, Swim +6

Languages Common, Polyglot

SQ rogue talents (finesse rogue, major magic, minor magic, weapon training), trapfinding +4

Combat Gear *potion of cure moderate wounds*; **Other Gear** chain shirt, mwk rapier, pistol with 20 bullets, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of protection* +1, 75 gp

A dark-haired woman with a sharp tongue and a hard demeanor, the captain of the *Magpie Princess* was born Varossa Lycaste Ia-Tep. Raised in Absalom, she fled wealthy but overbearing parents aboard a Rahadoumi trader as a teenager and never returned. Far more educated than the average sailor, she served as a navigator on several honest ships before she joined up with a pirate crew out of Quent. Fortune and skill eventually saw her rise to an

officer's position aboard the *Shark Queen* and, only a year later, to the captain's post. Two years of profitable piracy culminated in her encounter with Warvil Lanteri of the *Magpie Prince* (see page 49). After a short marriage, she now captains the rechristened *Magpie Princess* and pursues the treasure her husband missed his chance to claim.

Captain Lanteri is a fair—if distracted—captain. She's been at sea for a long time and her love affair with the waves has cooled. She'd like nothing more than to make a legendary score and settle down someplace within view of the surf—but without a pier. Her reputation on the *Magpie Princess* has suffered since her mutiny. While none of her current crew members are displeased enough to desert, none expect their captain to put the crew's interests above her own. As such, Hinsin (who has no one more influential to flatter) and Creed (with his overdeveloped sense of loyalty) are Varossa's most devoted supporters. The rest of the crew could be swayed (either individually or as a group) to follow another strong-willed leader.



General Crew Members

The following stat block can be used to represent a typical pirate aboard the *Magpie Princess*.

MAGPIE PRINCESS PIRATE	CR 1
XP 400	
Human warrior 3	
N Medium humanoid (human)	
Init +6; Senses Perception +2	
DEFENSE	
AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)	
hp 16 (3d10)	
Fort +3, Ref +3, Will +0	
OFFENSE	
Speed 30 ft.	
Melee cutlass +4 (1d6+1/18–20) or club +4 (1d6+1) or dagger +4 (1d4+1/19–20)	
Ranged dagger +5 (1d4+1/19–20)	
STATISTICS	
Str 13, Dex 14, Con 10, Int 11, Wis 8, Cha 9	
Base Atk +3; CMB +4; CMD 16	
Feats Athletic, Improved Initiative, Skill Focus (Profession [sailor])	
Skills Climb +9, Perception +2, Profession (sailor) +8, Swim +9	
Languages Common	
Combat Gear <i>potion of cure light wounds</i> ;	
Other Gear leather armor, club, cutlass, dagger, 720 gp	



DOC IMOGENE

In the course of the module, the PCs travel across the Shackles, affording them time to develop relationships with the crew and have unscripted encounters. These aren't vital to the adventures, but the PCs' popularity among their fellow pirates can influence events early in the third adventure, "Black Coral Cove." Table 7–53 on page 218 of the *Pathfinder RPG GameMastery Guide* includes a list of maritime names and personality quirks should you wish to flesh out any of the ship's unnamed crew members.

Influencing the Crew

The existing crew of the *Magpie Princess* all react to the PCs' arrival on board in distinct ways. While none are overtly hostile, neither are they immediately friendly. Over the course of this module, the PCs have the opportunity to interact with the crew and build a reputation among them. The status the PCs gain among their crewmates becomes particularly important early in "Black Coral Cove."

While page 94 of the *Core Rulebook* presents details on how a PC might influence NPCs using the Diplomacy skill, the PCs don't have to individually court the favor of each of the ship's 40 sailors. Aside from the NPCs detailed on pages 52 and 53, the eight crew members noted in the Influential Crew Members section, below, are the most prominent

members of the crew. Any PC who manages to adjust the attitude of one of these eight NPCs to friendly or helpful also gains the support of five unnamed crew members. Thus, turning all eight of these characters friendly or helpful can make the entire 40-member crew helpful.

Characters who wish to influence crew members have a variety of options. Each crew member begins with a different starting attitude toward the PCs. Any PC can attempt to change the attitude of an NPC by using Bluff (to pretend to be friendly), Diplomacy (to appear genuine), or Intimidate (to frighten the NPC into submission). All of these checks are treated like Diplomacy checks to change a character's starting attitude, but they take extra time. Pirate vessels are busy places, and leisure time is scarce. A PC can therefore attempt only one such skill check each day against a given NPC, and the NPC's attitude can be improved by only one step at a time. The PCs can gain a +2 bonus on any of these skill checks by giving the NPC a gift he or she might favor (as noted below in the NPC's description). Participating in any of the Encounters with the Crew events (see page 55) can also give the PCs opportunities to win favor among their fellows.

How these characters view the PCs as a group is more important than their particular attitudes toward any one PC. If a PC manages to make one of these influential NPCs friendly or helpful, that NPC will exhibit the new attitude toward the entire party. The GM doesn't need to track each NPC's attitude toward every PC, but should track each NPC's attitude toward the group as a whole. This is of particular importance in "Black Coral Cove," when the PCs retake the *Magpie Princess*. At that point, note the PCs' current standing among the crew members and use the Influencing the Crew table to determine the crew's reaction to their arrival.

Influential Crew Members

Beyond the minor deckhands, the following prominent crew members make brief appearances over the course of the module or occupy important positions aboard the *Magpie Princess*. Approximate these NPCs by using the statistics above and changing the focus of their Profession skills as noted below. Details such as race or alignment should influence the GM's characterization of these NPCs, but aren't significant enough to alter their stat blocks. These characters hold significant sway over the attitudes of other, unnamed members of the crew. Each influential NPC has a specific initial attitude toward the PCs, but if made friendly or helpful, can influence her fellows to behave similarly.

Anatoly (N male half-orc): Anatoly refuses to talk about the circumstances under which he fled his homeland of Brevoy. He has a booming laugh and ribald sense of humor.

INFLUENCING THE CREW

Named Crew Friendly or Helpful	Total Crew Influenced	Reaction
1-2	5-10	Majority resist the PCs. Eight pirates defend the ship (CR 7).
3-4	15-20	Many resist the PCs. Six pirates defend the ship (CR 6).
5-6	25-30	Few resist the PCs. Four pirates defend the ship (CR 5).
7-8	35-40	The crew sides with the PCs. No encounter (grant the PCs a 3,200 XP story award).

Job: Rigger. *Starting Attitude:* Indifferent. *Gesture of Friendship:* Fur clothing, potent whiskey, fantastic jokes (Perform [comedy] DC 25).

Belina (NG female half-elf): Belina loves the stars and tales of faraway places. *Job:* Navigator. *Starting Attitude:* Indifferent. *Gesture of Friendship:* Astrological charts, navigational tools, maps, tales of distant lands (Knowledge [geography] DC 25).

Cobb (NE male human): A Galtan man who constantly chews a pipe and spits, Cobb is an adequate cook but hates seafood. *Job:* Cook. *Starting Attitude:* Unfriendly. *Gesture of Friendship:* Rare steaks, spices, examples of cooking prowess (Profession [cook] DC 25).

Doc Imogene (N female halfling): Bespectacled and well educated, Doc Imogene loves books—particularly because they can't get sick. *Job:* Surgeon. *Starting Attitude:* Indifferent. *Gesture of Friendship:* Antitoxin, surgeon's tools, books, assisting her with the wounded by succeeding at a DC 20 Heal check (when the situation arises).

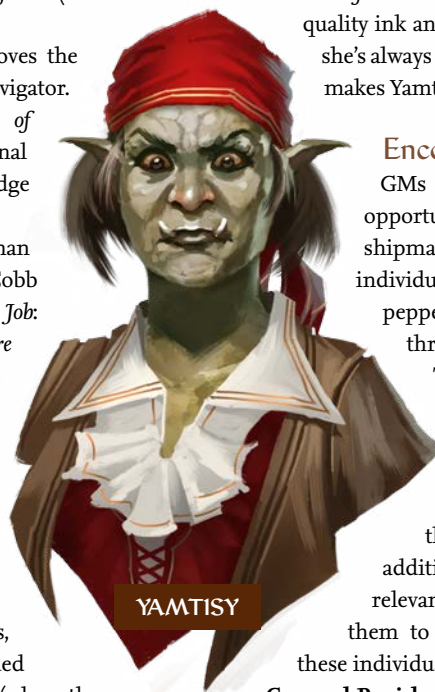
Horemheb (N male human): A well-built Osirian with an immaculately kept beard, Horemheb expresses absolutely no sense of humor. *Job:* Master-at-arms and first mate, in command when Captain Lanteri is away. *Starting Attitude:* Unfriendly. *Gesture of Friendship:* Gifts don't impress Horemheb, but a successful DC 30 Perform check cracks his infamously aloof demeanor.

Iulia Antoninia (NE female human): Raven-haired and foul-tempered, Iulia claims noble Chelish heritage but bears tattoos from Geb. *Job:* Quartermaster. *Starting Attitude:* Unfriendly. *Gesture of Friendship:* Chelish wine, trophies taken from enemies, stories of aristocratic indiscretion (Knowledge [nobility] DC 25).

Xosrov (CN male half-elf): This half-Keleshite, half-elven man wears his hair in dreadlocks and loves games of chance. *Job:* Lookout (scout on land). *Starting Attitude:* Indifferent. *Gesture of Friendship:* Masterwork dice, spyglass, losing more than 50 gp to him in a game of chance or demonstrating exceptionally keen eyesight (Perception DC 25).

Yamtisy (N female half-orc): Hailing from the Thuvian capital of Merab, Yamtisy spends much of her time sketching ideas for a tattoo of a flame-winged snake that

she wants to get. *Job:* Bosun. *Starting Attitude:* Unfriendly. *Gesture of Friendship:* Masterwork artisan's tools, quality ink and parchment, giving her the tattoo she's always wanted (Craft [tattoo] DC 20; failure makes Yamtisy permanently unfriendly).



Encounters with the Crew

GMs who want to give the PCs more opportunities to interact with their shipmates (and potentially win favor with individual crew members) might consider peppering the following encounters throughout periods of ocean travel.

The formats presented here can also be used to inspire other encounters with crew members not listed above. PCs who succeed at the challenges in these encounters gain an immediate additional chance to influence the relevant characters, potentially allowing them to attempt two checks to influence these individuals in a single day.

Corporal Punishment: Horemheb catches three crew members slacking during their shifts on deck. Rather than disciplining them himself, he demands that one of the PCs mete out a fitting punishment. Horemheb allows any punishment the PC judges fit (short of murder). If the punishment seems severe, the PC can immediately attempt an additional check to influence Horemheb, but that PC takes a -2 penalty on her next check to influence any other crew member. If the punishment seems lax, Horemheb's attitude worsens by one step, but the PC gains a +2 bonus on his next check to influence any other crew member.

Night's Breath: A thick fog arises one night during Belina's shift at the wheel. The navigator fears steering the ship off course or into some other danger. Any PC who succeeds at a DC 18 Profession (sailor) or Survival check aids Belina in keeping the ship on course and can immediately attempt an additional check to influence her.

Patient Zero: One of the crew members comes down with red ache (*Core Rulebook* 557) after getting up to who knows what in Lilywhite. If the PCs help the crew member succeed at the two consecutive DC 15 Fortitude saves by treating the disease (*Core Rulebook* 99) or otherwise curing it, they can immediately attempt an additional check to influence Doc Imogene.

SAILING THE SHACKLES

All three adventures in *Pathfinder Module: Plunder & Peril* take place in the Shackles, an island region south of the Eye of Abendego where pirate activity thrives. Whole books, including *Pathfinder Campaign Setting: Isles of the Shackles* and *Pathfinder Player Companion: Pirates of the Inner Sea*, have been written detailing this region. Fortunately, the disconnected nature of the Shackles' hundreds of islands means that GMs don't need to know every detail of every isle to run this module. A little flavor can be useful, though, especially as parties employing the included poster map are likely to be curious about the sites they pass. To aid in answering their questions, the following provides a brief overview of the region. GMs looking for more complete details can find them in *Pathfinder Campaign Setting: The Inner Sea World Guide* and the aforementioned supplements.

History

The brutal cyclops empire of Ghol-Gan once flourished upon the islands reaching out from the western coast of central Garund. The giants raised massive monuments throughout the region, but conflicts with other ancient peoples and the chaos of Earthfall ultimately brought about the fall of their empire. In the millennia that followed, scattered human tribes, agents of new empires, wanderers from far-off lands, and isolationist enclaves claimed some of the islands, but never again have the Shackles been united as a whole. Dangerous waters, vicious aquatic beasts, and nameless monstrosities in the jungles ensured the archipelago would remain a treacherous, sea-bound wilderness.

The rise of trade and Avistani expansionism into western Garund brought new life to the Shackles, as ships loaded with riches skirted the islands, making them a destination for ne'er-do-wells of all stripes. Pirates established small ports and havens throughout the isles as they hunted traders. Chelish imperial expeditions kept the pirates in check, regularly crushing these scattered communities until the death of the deity Aroden and the subsequent formation of the Eye of Abendego. The never-ending maelstrom proved to be a hull-smashing obstacle to outside interference, allowing the Shackles' pirate culture to flourish.

In 4674 AR, the Free Captains' pirate council—a loose coalition of scallywags with prominent followings throughout the region—named Kerdak Bonefist the Hurricane King, leader of the Shackles' pirates. Yet despite Bonefist's leadership, the Shackles remains a wild place where the daring and opportunistic seek whatever fortune they have the skill and luck to claim.

Major Settlements

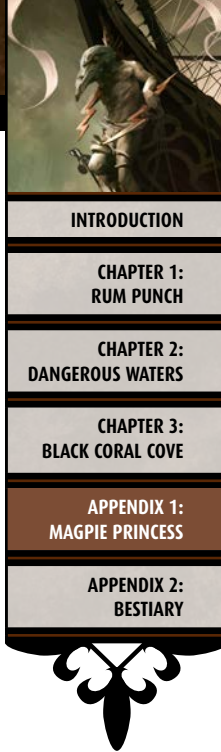
Despite its deadly reputation, the Shackles boasts several centers of civilization, though few would call them safe.

Drenchport (small city): The largest settlement on Tempest Cay has a notoriously unwelcoming reputation. Despite this, several faiths have prominent holy sites here, including those of Besmara, Gozreh, and a newcomer known as the Deluged God. The stern but aloof free captain called the **Master of the Gales** (N male human druid 15) claims the community as part of his territory.

Hell Harbor (small city): One of the oldest pirate ports in the Shackles, the home of Free Captain **Arronax Endymion** (LE male human aristocrat 6/fighter 6) feels like a Chelish port town, complete with its own opera house, prison, and pervasive diabolical ornamentation.

Port Peril (metropolis): The largest city in the Shackles, Port Peril rests upon the mainland and serves as the port of call for the Hurricane King, **Kerdak Bonefist** (NE male human fighter 8/Inner Sea





pirate^{POTIS 10}), and his ship, the *Filthy Lucre*. Almost anything can be bought or sold in this dangerous port, from plundered Chelish goods to ancient magic from the depths of the Mwangi Expanse.

Quent (large city): The second-largest city in the Shackles sprawls across the northern coast of Motaku Island. A thriving port, Quent has developed a reputation as a place of raucous but fair trade and readily available information. Free Captain **Tessa Fairwind** (CN female half-elf bard 10/duelist 3) rules over the city, and her powerful fleet makes her the Hurricane King's only true rival.

Slipcove (small town): Home to the Free Captain **Jolis Raffles** (CN male halfling fighter 7/rogue 2), this settlement on Bag Island is home to a resolutely independent population of halflings. From this port, Raffles's followers plague any slave ships that dare pass through the region.

Major Islands

Even among the innumerable dangers and wonders of the Shackles, a few islands stand out as being particularly remarkable—or deadly.

Besmara's Throne: Worshipers of the pirate goddess Besmara are expected to make pilgrimages to this holy island at least once in their lifetimes. Those who manage to navigate the treacherous inlets and strange creatures that inhabit the misty isle might win a sign of the goddess's favor—a blessed *Besmaran pearl*.

Cannibal Islands: The violent natives known as the kuru make their homes in these dense jungle isles. Those few who have escaped the lands whisper of unspeakable sacrifices and the inhabitants' inhuman Blood Queen.

Dahak's Fang, Dahak's Horn, and Dahak's Tooth: Narrow straits separate these three islands, upon which dwell a variety of draconic creatures. Dahak's Horn, the largest of the three, is home to one of the Inner Sea region's most infamous dragons, **Aashaq the Annihilator** (CR 25, female great wyrm red dragon cleric of Dahak 7; *Pathfinder Campaign Setting: Dragons Unleashed* 4).

Kepre Dua: A secluded enclave of elves makes its home here, in the town of Alendruan Harbor. The inhabitants are zealous worshipers of the goddess Calistria, and allow no non-elves to set foot upon their sacred home.

Nalt's Island: Eel Skull, the ruined fortress of the mad smuggler Nalt Tarbow, lies upon this island. Within are said to be treasures of fantastic value and power enough to drive any owner insane.

Raptor Island: Aside from the few residents of Fort Holiday, this island is the domain of primeval creatures, particularly brightly feathered deinonychuses.

Raugmauda's Reach: These cave-pocked islands of black rock serve as the home port of the pirate-lich **Raugmauda** (CE female human lich sorcerer 14) and her corpse-crewed ship, *Naiegoul*.

Rhampore Islands: Rakshasas have infiltrated this holdout of Vudrani sailors, transforming it from a harbor

for honest traders and pirates into a bloodthirsty den of killers and slavers.

Shark Island: The second-largest landmass in the Shackles, this once-prosperous island has been all but conquered by marauding sahuagin.

Shenchu Bay: A group of free captains called the Wise Council of Three rules over this enclave of mariners from the distant lands of Tian Xia.

The Smoker: The largest active volcano in the Shackles, Mount Keeba is home to three otherworldly oracles—Cenabal, Raeke, and Zhaegog—and their cabal of owl-masked servants.

Taldas Island: Looking as though a slice of the Taldan countryside had been transplanted to the Shackles, the island was recreated in that nation's image to indulge a former pirate lord's aristocratic wife. The land's courtly traditions continue today.

Ushinawa Isles: A shogunate from distant Minkai claimed these islands 2 centuries ago, and continues its noble rule from Genzei, City of Lanterns.

Whyrlis Rock: Spires of gnashing rocks circle this island, the site of an ancient battle between the sorcerers Raugmauda and Gray Whyrlis.

Widowmaker Island: This island is known as a den of gambling and blood sports, and its most popular and populous site is the town of Arena, which hosts savage battles of all sorts in its giant coliseum.

Yoha's Graveyard: Named after the Pathfinder who infamously lost his life here, this island bears vast Ghol-Gan ruins, including a ziggurat dedicated to Moxix, the Drinker of Human Hopes (*Pathfinder Campaign Setting: Inner Sea Bestiary* 32).

Major Threats

Aside from the danger of the aforementioned locations, a number of other threats plague the Shackles. GMs who wish to add more encounters to this module's adventures should consider the following.

Pirates: Despite the Hurricane King's decree forbidding outright war between pirates, rivalries between captains often turn bloody and the strong regularly prey upon the weak. It's not unusual for unscrupulous scallywags to attack fellow pirates who appear weak or whose ships are obviously crippled.

Sea Monsters: Numerous aquatic terrors prey on those who dare step off their tiny islands. While some, like adaros or sahuagin, are raiders from organized societies, more bestial man-eaters, like sea cats and great white sharks, also slip unseen beneath the waves. See the Open Sea Encounters table on page 59 for a variety of CR-appropriate encounters.

Weather: The endless storms of the Eye of Abendego constantly lash the Shackles, causing all manner of violent and often unpredictable weather. See page 437 of the *Pathfinder RPG Core Rulebook* for details on storms and other dangerous weather.



APPENDIX 2

BESTIARY

“You’re worried about pirates? Have you seen the horrors that live here, that were here first? Pirates can be reasoned with! They want your gold, what’s in your hold, that sassy plume on your hat—not the meat on your bones. Take two steps off any beach and you’ll see why we’re all pirates. There’s no place for us in those jungles except in the belly of things neither storm nor army could kill. They say there’s no killer deadlier than the sea, but given the choice between the waves and that green hell—well, look which we choose every day.”

—Xosrov, lookout on the *Magpie Princess*



INTRODUCTION

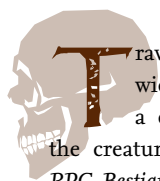
CHAPTER 1: RUM PUNCH

CHAPTER 2: DANGEROUS WATERS

CHAPTER 3: BLACK CORAL COVE

APPENDIX 1: MAGPIE PRINCESS

APPENDIX 2: BESTIARY



Travelers in the Shackles risk encountering a wide variety of monsters intent on providing a one-way detour into their bellies. Many of the creatures listed here appear in various *Pathfinder RPG Bestiary* volumes, but others come from *Pathfinder Campaign Setting: Isles of the Shackles*. If you don't have access to a monster's statistics, roll again or use another creature that's thematically similar. Additionally, some of these encounters may serve as appropriate challenges, while others may be beyond the PCs' capabilities. If the result rolled is outside the challenge rating range appropriate for the PCs, reroll or simply choose a more suitable encounter.

TERROR IN THE SHACKLES

The wild jungles of many of the Shackles islands serve as lairs and hunting grounds for flesh-eating monsters and creatures native to the mainland of Garund.

ISLAND ENCOUNTERS

d%	Result	CR	Source
01-08	2 garden oozes	4	<i>Bestiary</i> 3 122
09-16	6 kuru	4	<i>Isles of the Shackles</i> 51
17-25	3 chickcharneys	5	<i>Isles of the Shackles</i> 46
26-33	3 giant chameleons	6	<i>Bestiary</i> 3 186
34-42	1 elder nirento	6	<i>Isles of the Shackles</i> 55
43-51	2 archelons	7	<i>Bestiary</i> 3 192
52-60	1 oceanid	7	<i>Bestiary</i> 4 208
61-68	3 cyclopes	8	<i>Bestiary</i> 52
69-76	1 treant	8	<i>Bestiary</i> 266
77-84	4 green hags	9	<i>Bestiary</i> 167
85-92	2 mohrgs	10	<i>Bestiary</i> 208
93-100	3 elasmosauruses	10	<i>Bestiary</i> 84

HORRORS OF LOST GHOL-GAN

The ruins of the Ghol-Gan empire remain infested with cyclopes, as well as the descendants of their pets and the results of their twisted rites.

GHOL-GAN ENCOUNTERS

d%	Result	CR	Source
01-08	1 decapus	4	<i>Bestiary</i> 2 77
09-16	2 jungle gricks	5	<i>Bestiary</i> 2 146
17-25	2 dire apes	5	<i>Bestiary</i> 17
26-33	2 wights	5	<i>Bestiary</i> 276
34-42	1 babau	6	<i>Bestiary</i> 57
43-51	1 shambling mound	6	<i>Bestiary</i> 246
52-60	2 cyclopes	7	<i>Bestiary</i> 52
61-68	1 allosaurus	7	<i>Bestiary</i> 2 90
69-76	1 giant tarantula	8	<i>Bestiary</i> 2 256
77-84	1 titan centipede	9	<i>Bestiary</i> 2 53
85-92	1 coral golem	9	<i>Bestiary</i> 4 131
93-100	1 jungle giant	10	<i>Bestiary</i> 3 129

PERIL AT SEA

Ravenous creatures of all sorts hunt the open waters of the Shackles, and even large ships are at risk while at sea.

OPEN SEA ENCOUNTERS

d%	Result	CR	Source
01-08	3 death's head jellyfish	3	<i>Bestiary</i> 3 155
09-16	3 nixies	3	<i>Bestiary</i> 3 201
17-25	1 devilfish	4	<i>Bestiary</i> 2 88
26-33	1 great white shark	4	<i>Bestiary</i> 4 241
34-42	2 weresharks	5	<i>Isles of the Shackles</i> 54
43-51	1 globster	5	<i>Bestiary</i> 3 131
52-60	1 sea scourge	6	<i>Isles of the Shackles</i> 58
61-68	2 sea cats	6	<i>Bestiary</i> 4 233
69-76	4 adaros	7	<i>Bestiary</i> 3 7
77-84	1 tylosaurus	8	<i>Bestiary</i> 2 91
85-92	1 giant squid	9	<i>Bestiary</i> 259
93-100	Kelizar	11	See page 23

LILYWHITE DANGERS

Not all monsters lurk in the sea. The following predators lurk on the fringes and in the shadows of Lilywhite, awaiting opportunities to attack.

URBAN ENCOUNTERS

d%	Result	CR	Source
01-08	3 rabid dogs	2	<i>Bestiary</i> 87
09-16	3 pirate sailors	2	<i>Isles of the Shackles</i> 57
17-25	1 sahuagin	2	<i>Bestiary</i> 239
26-33	1 dire ape	3	<i>Bestiary</i> 17
34-42	1 pirate officer	3	<i>Isles of the Shackles</i> 56
43-51	Press gang (4 bandits)	3	<i>GMG</i> 258
52-60	Drunk revelers (4 caravan guards)	4	<i>GMG</i> 282
61-68	Muggers (3 street thugs)	4	<i>GMG</i> 265
69-76	1 sea hag	4	<i>Bestiary</i> 243
77-84	2 slavers	5	<i>GMG</i> 266
85-92	Shore gang (4 guards)	5	<i>GMG</i> 260
93-100	1 pirate captain	5	<i>Isles of the Shackles</i> 56

OTHER PIRATES

Aside from the threats listed here, the Shackles are infamously overrun with dangerous pirates. GMs who would like to add an element of high seas combat to their adventures might employ the naval combat rules that appear in the *Skull & Shackles Player's Guide*, crewing the attacking ship with foes from the piratical types listed in the Urban Encounters table above.

INCUTILIS LORD

A curved shell protects an unsightly mass of barbed tentacles, ringed by numerous inhuman eyes.

INCUTILIS LORD

CR 8



XP 4,800

NE Large aberration (aquatic)

Init +3; **Senses** all-around vision, darkvision 60 ft.;

Perception +20

DEFENSE

AC 22, touch 12, flat-footed 19; (+3 Dex, +10 natural, -1 size)

hp 104 (11d8+55)

Fort +9, **Ref** +6, **Will** +12

Immune disease, mind-affecting effects, poison; **Resist** cold 10, electricity 10

OFFENSE

Speed 10 ft., climb 10 ft., jet 120 ft., swim 40 ft.

Melee 4 tentacles +14 (1d6+2 plus calcifying sting)

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

STATISTICS

Str 20, **Dex** 17, **Con** 18, **Int** 15, **Wis** 16, **Cha** 15

Base Atk +8; **CMB** +14; **CMD** 27 (can't be tripped)

Feats Alertness, Combat Reflexes, Great Fortitude, Iron Will, Toughness, Weapon Focus (tentacle)

Skills Climb +18, Intimidate +13, Knowledge (arcana) +6, Knowledge (local) +6, Knowledge (nature) +10, Perception +20, Sense Motive +12, Spellcraft +12, Stealth +11, Survival +11, Swim +21

Languages Aklo, Aquan, Common; telepathy (100 ft.)

SQ amphibious, black coral secretion, calcified minion

ECOLOGY

Environment any oceans

Organization solitary, pair, or coven (1–2 incutilis lords plus 3–7 incutilises [*Pathfinder RPG Bestiary* 4 157])

Treasure standard (giant red pearl worth 500 gp, other treasure)

SPECIAL ABILITIES

Black Coral Secretion (Ex) An incutilis lord's tentacles generate an oily black residue that quickly hardens into a dense, coral-like substance. A single application covers a 5 foot square and completely hardens in 1 minute, even when exposed to water. This substance is malleable until hardened, allowing an incutilis lord or the lord's minions to shape it into armor, walls, and more. Once calcified, it has a hardness of 4 and 8 hit points per inch of thickness. An incutilis lord can produce one application of black coral per Hit Die each day.

Calcified Minion (Su) A calcifying stinger imparts a strong psychic connection between a calcified target and the incutilis lord who implanted the stinger. Once the target succumbs to the incutilis lord's will (see the calcifying sting ability, below), the target's whole body is infused with new secretions that allow the incutilis lord to dictate the target's actions and restore any Dexterity lost to the calcifying sting, as the secretions assist

the minion's movement rather than hindering it. The incutilis lord can control a number of minions equal to its Charisma modifier as a free action. If the incutilis lord attempts to control a new minion in excess of this limit, it must first release one of its current calcified minions; see the calcifying sting ability, below. The minions have no will of their own but retain a small portion of their identity, giving the incutilis lord access to their feats, physical skills, extraordinary abilities, spell-like abilities, and supernatural abilities. A calcified creature moves under the direct control of its incutilis lord until the stinger is removed from its body.

While under the incutilis lord's control, a calcified minion takes its own normal actions each round, as directed by its controller. A minion can survive this process for a number of days equal to its Constitution score. After this time, the calcified minion dies, though its body retains a semblance of life. The dead minion is treated as a living creature and can be controlled in the same fashion as before until the calcifying stinger is removed or the incutilis lord that controls the creature dies.

Calcifying Sting (Su) The tentacles of an incutilis lord inject a painful stinger that constantly generates a black coral secretion. A creature stung by an incutilis lord must attempt a DC 19 Fortitude saving throw at the beginning of every turn until the stinger is removed. Each time it fails this save, the creature takes an additional 1d6 points of damage and 2 points of Dexterity drain. If this causes the creature to reach 0 or fewer hit points or a Dexterity score of 0, it loses all will of its own and immediately comes under the control of the incutilis lord (see the calcified minion ability, above).

As a swift action, the incutilis lord can psychically command one of its stingers to remove itself from a stung creature, releasing its control over that creature. Another creature can forcefully remove a stinger from a willing or unconscious target by a succeeding at a DC 19 Heal check. Regardless of whether this Heal check succeeds or fails, attempting to remove the stinger deals 1d8 points of damage to the target. If the stinger is removed or the incutilis lord dies, the fluid seeps out of the controlled creature's wounds and the creature is released from the incutilis lord's control—though the creature may be dead by that time. The save DC is Constitution-based.

The elders of the incutilis race display an unearthly beauty, with vibrant colors and considerable aquatic grace for their size. As these horrors live for hundreds of years in remote aquatic locations, scholars remain unsure whether the lesser incutilises eventually attain this majestic form or are a separate race, and—more worrying—what their relationship is with these ancient aberrations of the deep ocean and the great subterranean seas.



INTRODUCTION

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APPENDIX 1: MAGPIE PRINCESS

APPENDIX 2: BESTIARY



Incutilis lords attack with barbed tentacles, inflicting a painful sting and injecting a calcifying agent that transforms living tissue into a dense black growth resembling a cross between chitin and coral. The stinger anchors the incutilis lord's senses in a calcified minion, leaving a disturbing exoskeleton that moves the minion about at the monster's whim. Unlike the mindless zombies that serve a more common incutilis, an incutilis lord's servitors retain muscle memory and a grasp of their magical abilities. An incutilis lord can survive for decades by feeding on the body and psyche of a single Medium-sized victim, but rarely settles for having only one minion to manipulate or feed upon.

An incutilis lord's shell is about 8 feet in diameter, and the aberration measures nearly 20 feet long from the back of the shell to the tips of its longest tentacles. An incutilis lord weighs about 600 pounds.

Calcified Creature (CR +1)

A creature with the calcified template is preserved by the toxic fluids pumped into its body by an incutilis lord. Though the creature's identity is lost and its life soon fades, the incutilis lord retains use of the creature's feats, physical skills, extraordinary abilities, spell-like abilities, and supernatural abilities. This template can be applied to any living corporeal creature.

Rebuild Rules: **Senses** darkvision 60 ft.; **AC** increase natural armor by 4; **Immune** mind-affecting effects; **Ability Scores** +4 Str and Con. A calcified creature has no Intelligence score, but can use its physical skills as directed by the incutilis lord that created it and does not lose any skill ranks. **Skills:** +8 racial bonus on Stealth checks in dim or no light.

Example Calcified Creature

The statistics below are for Captain Varossa Lanteri at the climax of "Black Coral Cove" (see page 46), reflecting her calcification by the incutilis lord Orsilir.

CALCIFIED CAPTAIN VAROSSA LANTERI CR 8

XP 4,800

Female calcified human rogue 8

N Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 23, touch 15, flat-footed 15 (+4 armor, +4 natural, +1 deflection, +4 Dex)

hp 79 (8d8+40)

Fort +7, **Ref** +11, **Will** +3

Immune mind-affecting effects

Defensive Abilities

evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee mwk rapier +12/+7 (1d6+2/18-20)

Ranged pistol +10 (1d8/x4)

Special Attacks sneak attack +4d6, grit (2 points, Gunslinger's Dodge^{UC})

Rogue Spell-Like Abilities (CL 8th, concentration +10)

3/day—*light*

2/day—*vanish*

STATISTICS

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

Base Atk +6; **CMB** +12; **CMD** 23

Feats Agile Maneuvers, Amateur Gunslinger^{UC}, Combat

Expertise, Exotic Weapon Proficiency (firearms^{UC}),

Improved Feint, Weapon Finesse, Weapon Focus (rapier)

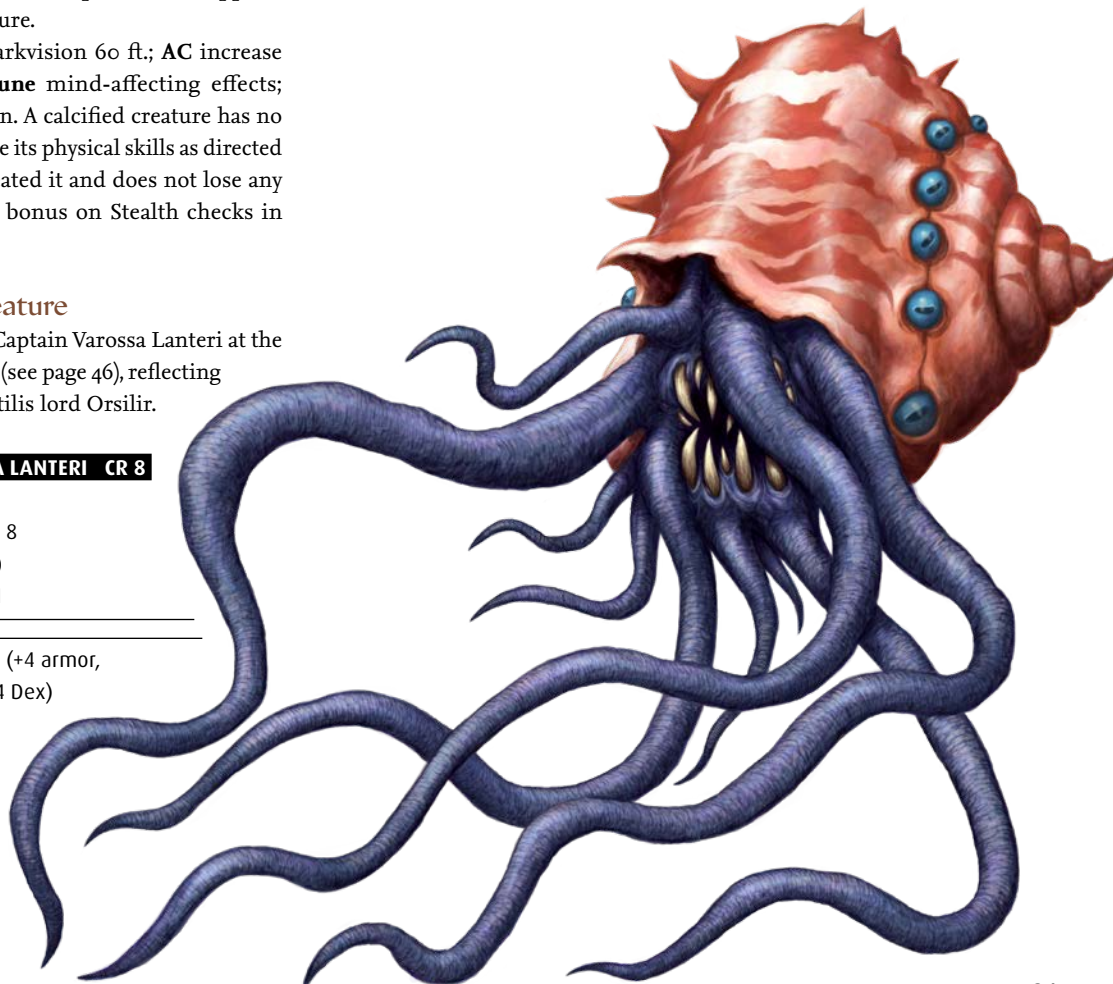
Skills Acrobatics +13, Bluff +12, Climb +9, Perception +11, Profession (Sailor) +8, Stealth +13 (+17 in dim or no light), Swim +8; **Racial Modifiers** +4 to Stealth in dim or no light.

Languages Common, Polyglot

SQ rogue talents (finesse rogue, major magic, minor magic, weapon training), trapfinding +4

Combat Gear *potion of cure moderate wounds*; **Other**

Gear chain shirt, mwk rapier, pistol with 20 bullets, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of protection* +1, 75 gp



KARKINOI BROOD SWARM

Each member of this horde of blue crablike things is armed with a menacing, oversized pincer.

KARKINOI BROOD SWARM

CR 4



XP 1,200

CE Tiny monstrous humanoid (aquatic, swarm)

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 39 (6d10+6)

Fort +3, **Ref** +7, **Will** +5

Defensive Abilities swarm traits

OFFENSE

Speed 20 ft., swim 30 ft.

Melee swarm (2d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks clinging grasp (DC 15), consume, distraction (DC 14)

STATISTICS

Str 6, **Dex** 14, **Con** 13, **Int** 3, **Wis** 10, **Cha** 7

Base Atk +6; **CMB** —; **CMD** —

Feats Agile Maneuvers, Improved Initiative, Step Up

Skills Swim +15

Languages Aquan

SQ scuttling swarm, water dependency

ECOLOGY

Environment any water

Organization solitary, pair, or wave (3–4 swarms)

Treasure none

SPECIAL ABILITIES

Clinging Grasp (Ex) The spawn in a karkinoi brood swarm clutch with their pincers to tenaciously cling to other

creatures and each other, inhibiting their targets' movement as they swarm over prey. When the karkinoi brood swarm ends its turn in the space of a Medium or smaller creature, that creature must succeed at a DC 15 Reflex save or become entangled. This effect lasts for 1 round or until the creature leaves the karkinoi brood swarm's space, whichever comes first.

The save DC is normally Strength-based, but because the karkinoi brood swarm has the Agile Maneuvers feat, the DC is instead Dexterity-based.

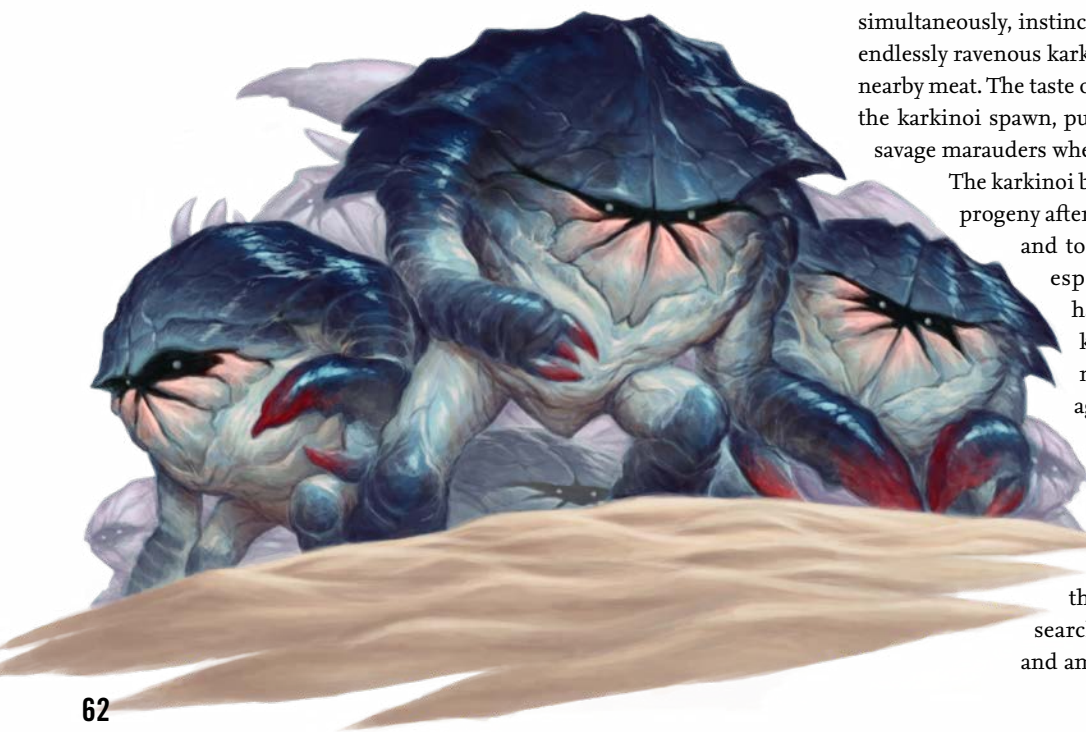
Consume (Ex) A karkinoi brood swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, a karkinoi brood swarm's attack deals 4d6 points of damage.

Scuttling Swarm (Ex) A karkinoi brood swarm can use its Step Up feat to move and reshape itself when a creature takes a 5-foot step while within the swarm's area. Each part of the swarm can move 5 feet, provided each part of the swarm ends this movement in a square occupied by the creature taking the 5-foot step or in a square that the swarm occupied before taking this movement.

Water Dependency (Ex) A karkinoi brood swarm can survive out of the water for 1 hour per point of Constitution. Beyond this limit, it runs the risk of suffocation, as if it were drowning.

Among the myriad horrors inhabiting the Shackles, a karkinoi brood swarm is one of the most terror-inspiring to behold. The brutish karkinoi (*Pathfinder RPG Bestiary* 4 173) reproduce after collecting sufficient meat to feed their offspring, which is usually obtained by raiding coastal settlements. After mating, the female karkinoi lays a mass of eggs in the calm water of a coastal sea cave or sheltered underwater area. The voracious spawn hatch almost simultaneously, instinctively cluster together to form an endlessly ravenous karkinoi brood swarm, and devour all nearby meat. The taste of that first meal imprints itself on the karkinoi spawn, pushing these creatures to become savage marauders when they mature.

The karkinoi brood mother remains close by her progeny after they hatch, both to educate them and to safeguard them from predators, especially other karkinoi, which have been known to cannibalize karkinoi spawn. Karkinoi spawn mature rapidly, growing larger and aggressively vying for domination over each other. A karkinoi brood swarm's spawn rapidly diminish in number as the stronger members consume the vanquished. Eventually the karkinoi adolescents split up, searching for their own aquatic lairs and ample sources of soft meat.





ONWU AZU

This oversized piranha bursts from the water, spreading broad fins as it takes to the air to sate its hunger.

ONWU AZU

CR 1



N Small animal (aquatic)

Init +3; **Senses** keen scent, low-light vision; Perception +7

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 11 each (2d8+2)

Fort +4, **Ref** +6, **Will** +0

Defensive Abilities ferocity

OFFENSE

Speed 5 ft., swim 70 ft.

Melee bite +3 (1d4+1 plus attach and bleed)

Special Attacks bleed (1d4)

STATISTICS

Str 12, **Dex** 16, **Con** 12, **Int** 1, **Wis** 11, **Cha** 3

Base Atk +1; **CMB** +1; **CMD** 14 (can't be tripped)

Feats Skill Focus (Perception)

Skills Perception +7, Swim +13

SQ glide

ECOLOGY

Environment warm oceans or rivers

Organization solitary, school (4–11), or shoal (13–33)

SPECIAL ABILITIES

Attach (Ex) When an onwu azu hits with a bite attack, it automatically grapples its foe, though the target isn't considered to be grappling the onwu azu. Each round the onwu azu is grappling its foe, it automatically deals its bite damage.

Glide (Ex) An onwu azu can launch itself into the air and glide for up to 1 minute (depending on water and weather conditions, at the GM's discretion). When gliding, it has a fly speed of 60 feet with clumsy maneuverability and gains Flyby Attack.

Keen Scent (Ex) An onwu azu can notice creatures by scent within a 180-foot radius underwater and can detect blood in the water at ranges of up to 1 mile.

Onwu azus are a species of saltwater flying fish that grow to a hefty size and have a taste for the blood of warm-blooded animals. They're similar to giant flying piranha, and their name roughly translates to "flying death" in the dialect of Polyglot spoken along the coasts of the western Mwangi Expanse.

Like salmon, onwu azus are born in rivers and migrate downstream to the ocean during their adolescence. There, they grow to their adult size and develop the ability to swim at incredible speeds and use their wing-like pectoral fins to glide above the waves. Onwu azus return to the river where they were born to reproduce, and die shortly afterward.

Onwu azus use their glide ability to hunt prey, and although they are capable of subsisting on smaller

fish and other marine animals, they prefer the blood and meat of land-dwelling creatures. After spotting a target, schools of onwu azus soar over the waves at great speeds, hurling themselves at their preferred food sources and biting with their incredibly sharp teeth, employing a suction grip that is difficult to break. Once attached, the onwu azus continue biting until their prey is killed. Their bites cause continuous bleeding, and most of their victims die from shock and blood loss long before the onwu azus reach vital organs. These fish can survive for up to 5 minutes out of the water, and if they succeed at killing their prey on land, they briefly feed before flopping back into the water to look for their next meal.

More than one pirate has been knocked from his ship by a surprise onwu azu attack. Rather than just leaping to take a bite of air-breathing prey, the fish will often bull rush prey on either a coast or ship's deck, intending to knock it into the waiting mouths of the school below. Shallow inlets and river mouths in the paths of spawning onwu azus are often littered with the remains sailors and explorers who ran afoul of these deadly fish. Adventurers who find treasure in such areas would do well to wonder what killed any corpses lying beside loot and take appropriate precautions.

Onwu azus grow to over 4 feet in length with fin-spans of over 6 feet, and can weigh close to 90 pounds. Their skin is generally dark blue or brown, and their pectoral fins are a scintillating red that shimmers in the sun with a kaleidoscope of colors.



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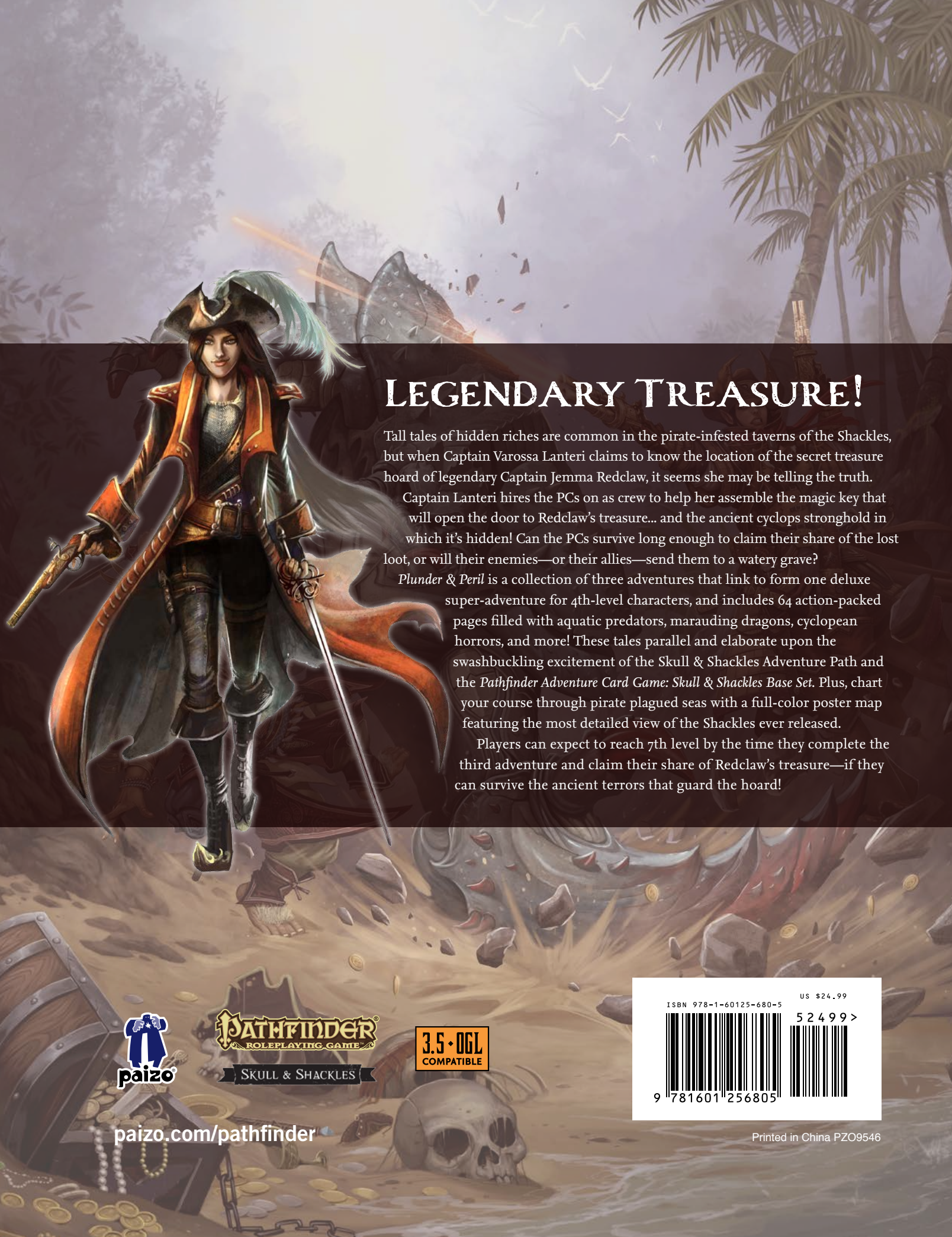
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