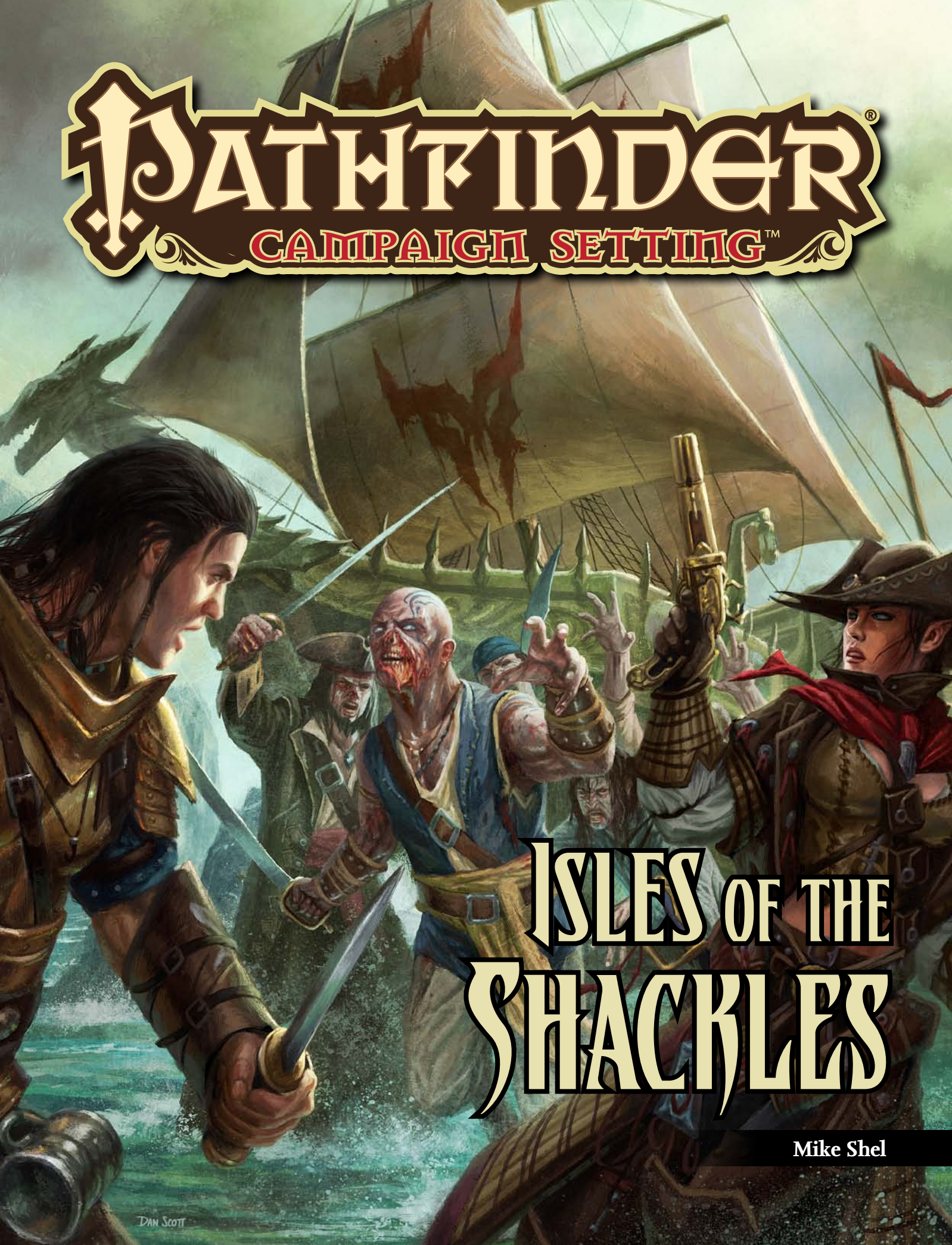


PATHFINDER[®]

CAMPAIGN SETTING[™]



ISLES OF THE SHACKLES

Mike Shel

THE SHACKLES



Yoha's Graveyard

Whyrlis Rock

Tempest Cay
Drenchport

Widowmaker Isle

Hesmenes Grotto

Dahak's Horn

Dragonsthrall

Dahak's Tooth

Dahak's Fang

Jeopardy Bay

Shenchu Bay

Cho-Izu

Port Peril

Terwa Uplands

Mygange Cove

Goatshead

Firegrass Isle

Rampore Isles

Chrintshahara

The Smoker

Plumetown

Nalt's Island

Eels Skull

Kepre

Dua

Alendruan Harbor

Besmar's Throne

Queen Bes'

Quent

Rapier Bay

Motaku Isle

Little Oppara

Taldas Isle

Glengarnie Chain

Canagsau Raptor Island

Cannibal Islands

Shark Island

Oilo

Pangalley Atoll

Ushinawa Isles

Genzel

Raugmaudas Reach

ISLES OF THE SHACKLES

A Pathfinder Campaign Setting Supplement

This book works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although suitable for play in any fantasy world, it is optimized for use in the Pathfinder campaign setting.



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CREDITS

Author • Mike Shel
Cover Artist • Dan Scott
Interior Artists • Eric Belisle, Fabio Gorla, Paul Guzenko, Ivan Kash, Jean-Baptiste Reynaud, Bryan Sola, and Ben Wootten

Creative Director • James Jacobs
Senior Art Director • Sarah E. Robinson
Managing Editor • F. Wesley Schneider
Development Lead • Patrick Renie
Editing • Judy Bauer, Christopher Carey, and James L. Sutter
Editorial Assistance • Jason Bulmahn, Rob McCreary, Mark Moreland, Stephen Radney-MacFarland, and Sean K Reynolds

Graphic Designer • Andrew Vallas
Production Specialist • Crystal Frasier

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Vice President of Operations • Jeffrey Alvarez
Director of Sales • Pierce Watters
Sales Assistant • Dylan Green
Finance Manager • Christopher Self
Staff Accountant • Kunji Sedo
Technical Director • Vic Wertz
Campaign Coordinator • Mike Brock

Special Thanks • The Paizo Customer Service, Warehouse, and Website Teams



Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

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SHACKLES GAZETTEER

“Slaves, ev’ry one of ya! Any Shackles pirate’s worth ten o’ you poxy devils, an’ ev’ry Free Captain commandin’ a sloop’ll keep sailin’ circles around any bloated Chelish frigate you send at us. We’ll go on raidin’ yer sea lanes, stealin’ yer silver coins with Abrogail’s pouty gob stamped on them, an’ we’ll cart it all back home, where we’ll sing an’ drink ’til the sea swallows us all! I’m ready to do my dance with Besmara; no regrets for a life lived free on the waves. The worms’ll be better company than you ugly, dung-eating devil’s slaves anyway!”

—Last words spoken by Free Captain Wilihem Wache, moments before his public hanging in Macini for piracy



INTRODUCTION

Had the steady stream of fat merchant vessels laden with bounty from Sargava not lured a plague of seaborne raiders, the archipelagic region known as the Shackles might still be void of civilization, having been almost completely cut off from the Inner Sea region by the Eye of Abendego. For centuries now, buccaneers have successfully used the various islands as convenient berths from which to launch their nefarious schemes. Hidden coves originally used for ship repair and restocking needed supplies grew into dozens of full-fledged settlements, eventually attracting many of the sort of legitimate businesspeople common in thriving towns. Soon merchants with more guts than scruples began taking what was coined “the southwestern vacation”—sailing galleons with ample cargo space to the renegade towns in the Shackles to trade for stolen goods at bargain prices. The major neighboring naval powers have made countless attempts to eradicate piracy radiating from the Shackles, but no effort has thus far succeeded.

But while these nations failed to disrupt the Shackles in the past, the emergence of the permanent hurricane known as the Eye of Abendego did manage to upset this maritime industry of organized larceny for a time. Trade routes were wildly altered by the never-ending storms, and Sargava’s lucrative traffic withered to almost nothing. The disparate pirate captains and bandit gangs fell to infighting over the suddenly slim pickings and would have eventually destroyed themselves had it not been for more farsighted pirate captains who met in Port Peril. Through much verbal wrangling (and at least two inconclusive fist fights), these freebooters managed to draft guidelines for a loose confederacy that has survived to this day. The Shackles are now loosely governed by the Pirate Council, a league of the most powerful lords of the region’s various islands and ports who rule alongside the elected Hurricane King,

Though the Shackles does technically possess a government, the Free Captains who sail its waters hardly consider themselves ruled. There is no true royalty in the Shackles—only a collection of the fiercest independent raiders and risk-takers. In reality, their “king” is merely the most powerful and widely respected pirate in the region, and his influence is enough to unify the otherwise disparate captains in the pursuit of ill-gotten prosperity. The select few members of the Pirate Council are among the most powerful Free Captains in the Shackles, and hold sway through force of arms as well as force of will. In the Shackles, courage, skill, and cunning are respected, not heritage or divine mandate.

While not just any self-proclaimed pirate can garner the attention of the Hurricane King or gain a position on the Pirate Council, anyone in possession of a ship can

declare herself a Free Captain, and can make a name for herself with enough guile and luck. Free Captains see the Eye of Abendego not as a curse, but as a paradoxical blessing. Thanks to this vicious maelstrom, Free Captains are able to raid the shipping lanes north of the Eye with impunity and retreat just as quickly behind it; their superior knowledge of the tricky shoals and reefs of the seas around the unending hurricane provide the necessary edge against less skillful pilots who hope to thwart them. The Shackles have now experienced more than 30 years of roguish prosperity despite constant futile efforts by numerous powerful nations and mercantile conglomerates seeking to end the scourge. The only nation of the Inner Sea that possesses a treaty with the Shackles is lonely Sargava, which provides the pirate nation tribute in return for protection from Cheliox’s depredations.

While humans dominate the majority of the Shackles, larger concentrations of half-elves and half-orcs also call the archipelago home—perhaps here their mixed blood elicits less bigotry than in more sophisticated nations. A substantial number of tengus live among the islands as well, drawn to the freebooting spirit of the place and prized as mascots by many superstitious crews. The islands of the Shackles remain a powerful magnet for outcasts, outlaws, and outsized personalities. The dangers of the archipelago are legion, but the potential rewards are equally enormous, and if there is one universal truth within the Shackles, it is that the meek need not apply.

The following gazetteer entries in this volume describe some of the most populous or well-known islands in the Shackles. The first six are considered civilized islands, and the stat block at the beginning of each entry indicates the general alignment of the island’s society, the capital of the island and other populated settlements, its ruler, prominent races that call the island home, and dominant languages and religions. In addition, each of these stat blocks lists the most popular kinds of plunder and bounty that can be ransacked or pillaged by invading pirates. The rest of the entries in the first chapter are less populated islands and islets; though they may still be home to several thousand residents and are host to innumerable adventures and treasures of their own, such untamed islands possess much less political power than their larger siblings. The stat blocks for these sections are more condensed, but similarly possess entries for the small islands’ notable settlements, denizens, and resources, which can range from buried treasure to safe harbor to any number of notable goods found in the locale.

The second chapter of this volume is a bestiary of the dangerous monsters that lurk either on the islands of the Shackles or in the region’s waters. Many of the creatures and monsters mentioned in the gazetteer entries are fully detailed in this second section.





PORT PERIL AND THE MAINLAND

Home of the Hurricane King

Alignment: CN

Capital: Port Peril (43,270)

Notable Settlements: Colvaas Gibbet (425), Neruma (5,230), Oyster Cay (1,110), Parley Point (1,225)

Ruler: Captain Kerdak Bonefist, the Hurricane King (NE male human fighter 8/Inner Sea pirate 10)

Major Races: Humans, half-elves, half-orcs

Languages: Common, Polyglot, Varisian

Religion: Besmara, Gozreh, Norgorber, Pharama

Plunder: Coins, gems, minerals, trade goods

Most of the mainland coast of the Shackles is rugged, rocky, and prone to rough seas, and is generally inhospitable to shipping. Countless vessels have met their ends dashed against unforgiving rocky shoals in their attempts to circumvent the more heavily patrolled open waters to the west. However, there is both safety and fortune to be found along the mainland for those who know how to find it. Along with the bustling Port Peril, a few points along this otherwise treacherous coast are safe for maritime activity.

Colvaas Gibbet: Smallest of the mainland's three ports, this shady little community was founded by the feared pirate captain Colvaas of the sloop-of-war *Island Wench* the same year the first Pirate Council was elected. A ruthless pirate who used the port as a base for his small fleet, Colvaas was eventually hunted down by his betters and hung in a cage from a hastily constructed gibbet right on the settlement's harbor. The dead captain's bones hang there to this day, giving the settlement its name. Still a home for malcontents, its current lord is the son of Colvaas's first mate. **Hemdak Wavebaiter** (N male human fighter 3/rogue 2) still captains his own sloop, *Strange Mercy*, and the half-dozen other ship captains who call the port home answer to the gruff bandit. The town actually hides a short distance up a broad river that spills out into the sea, and the dreary place is often used by buccaneers hoping to lie low, as its taciturn inhabitants are known for asking few questions of visitors.

Neruma: The only inland settlement of the Shackles, this distant trading hub is currently under the iron authority of **Cousotta Shald** (LE female half-orc fighter 7). She concerns herself primarily with administering the sale and transport of slaves from the Mwangi Expanse and Sodden Lands as well as whatever other items of value find their way up the Terwa River, using the profits to bolster her alliance with select members of the Pirate Council. As long as she keeps wealth flowing into the council's coffers, Shald's trading post is guaranteed

protection—the council provides her with a group of cutthroat mercenary Free Captains known as the Steel Cordage. Recent rumors have begun to surface, however, suggesting that Shald hoards far more of the profits from her business than was originally agreed upon—should the Pirate Council obtain definitive proof of this through their proxies in the Steel Cordage, the half-orc's brutal stewardship of Neruma would undoubtedly crumble. Thankfully for Shald, the Free Captains of the Steel Cordage have been kept busy as of late with the native lizardfolk barbarians, whose assaults on Neruma from the north have become particularly fierce. Neruma's founders unknowingly built the settlement on sacred lizardfolk breeding grounds, and the dispossessed warriors fight desperately to reclaim their land.

Oyster Cay: The settlement of Oyster Cay is currently in a state of open conflict between two pirate lords vying for supremacy over the port: **Havalas Grudd** (CN male human rogue 6), captain of the frigate *Scylla* known for its all-Varisian crew, and **Wide Olga** (CN female human bard 6), captain of the brigantine *Beckoning Nereid*. These former lovers had a rather theatrical falling out, and now the entire town and seas surrounding it are the stage for the play's assuredly bloody final act. It would take the work of a truly silver-tongued diplomat to mend the rift between Havalas and Olga and spare Oyster Cay from their violence.

Parley Point: Many merchant captains leaving Port Peril after securing ill-gotten goods choose to sail along the mainland coast despite its reputation for treacherous reefs and rough surf. Doing this is often the best way to avoid the depredations of Shackles pirates who regularly stalk the calmer waters of the archipelago's seas in search of fat, lumbering prey. The pleasant mainland port of Parley Point is an obvious stop for those taking the coastal route before sailing farther north into the capricious storms spun off by the Eye of Abendego. The town of Parley Point is renowned for its remarkably friendly folk, warm and hospitable inns, and some of the finest brothels in all of the Shackles. The approach to the harbor calls for a skilled hand, but few sailors complain about the added risk—one last night in a warm bed before braving the Eye is adequate temptation for most. Indeed, the kindly residents of Parley Point keep a lighthouse to aid those traveling at night and in foul weather, and even maintain a surprisingly large fleet of oar-driven galleys to rescue any ships that have run afoul of the rocky spines that lurk beneath the waves.

What is not known to many outsiders is that Parley Point's "kindly" locals have built a second lighthouse further inland, camouflaged during the day and lit late on stormy nights while the proper lighthouse's lamp is shrouded. This dastardly ruse has fooled many merchant



sailors into thinking they are farther from land than they suppose, and unwary vessels are drawn right into jagged reefs that tear into their wooden hulls like dragon's teeth. The teams of onshore rescuers still seek to recover imperiled sailors, but also manage to obtain a good bit of surreptitious salvage from the doomed ships' cargo, unbeknownst to the beleaguered seafarers too bewildered to notice the illicit act.

Port Peril: South of Jeopardy Bay, Port Peril sits on the mainland outside the frenzied grasp of the Eye of Abendego and west of the mountainous Terwa Uplands. Ideal for a shipping port, the rocky escarpments and bluffs cup a deep harbor capable of handling any laden merchants' barque or galley. Wealthy tradesmen and ship captains build manors of stone designed to catch cool breezes from the uplands in the height of the muggy summers, while others swelter in wooden shanties or bathe in the salty tides of the eastern breakfront. Convenient access to the jungles of the Terwa Uplands and the Slithering Coast means prospecting teams easily move inland for precious lumber, spices, and exotic fauna for trade in distant ports. Unaligned merchants sometimes berth here before making the treacherous journey north, but the Port's militia forces ships bearing the flags of Inner Sea nations away. Merchants looking to turn a fast profit have their pick of commandeered goods in the markets of Port Peril, though the wise ones do well to check the provenance of such wares before attempting to sell them in northern ports.

Port Peril's most notable sites include such diversified districts as Beggarbriar, where the toughest and often poorest citizens work long hours to craft and sell ropes, sails, and other supplies. The district of Eastwind serves as home for numerous citizens both poor and rich, the fingerlike bluff being split into two distinct wards known as Low Eastwind and High Eastwind. Before making their way to any of these locales, however, visitors to Port Peril are required by one of Bonefist's decrees to dock in Crescent Harbor, where their wares are inspected before the ship is permitted to cross over to the main docks. Crescent Harbor's surly and hairless harbormaster, **Tsojmin Kreidoros** (LE male dwarf wizard 7), takes his job seriously and with little humor, ensuring that the Hurricane King's standing orders are adhered to.

While in port, Port Peril's powerful pirate lord Kerdak Bonefist tends to remain near his fortress home known as Lucrehold, built into the bluffs surrounding the massive

lighthouse called Besmara's Beacon. The Eleder-inspired architecture serves as both Bonefist's home and treasure vault, many of the numerous halls and chambers built for no other reason than to store the Hurricane King's substantial hoard of ill-gotten goods and rare items. Bonefist rarely remains in port for more than a month at a time, however, preferring the open seas upon his ship, *Filthy Lucre*, to the cramped quarters of his richly outfitted home. While Captain Bonefist is gone at sea, the day-to-day affairs of Port Peril are overseen by **Master Sabas Odabio** (LN male middle-aged human expert 8), along with the harbormaster Kreidoros and merchant master **Pherias Jakar** (CN female elf aristocrat 3/bard 4). The three possess uncanny penchants for lists and monitoring accounts, and between them know their way around the convoluted legal systems of almost any Inner Sea nation whose less lawful sailors may hope to do business in Port Peril.



FILTHY LUCRE



BAG ISLAND

Halfling Beacon against Slavery

Alignment: CN

Capital: Slipcove (1,400)

Notable Settlements: Beachcomber (1,140),
Rumbutter (795)

Ruler: Jolis Raffles (CN male halfling fighter 7/rogue 2)

Major Races: Halflings

Languages: Common, Halfling

Religion: Besmara, Cayden Cailean, Norgorber

Plunder: Bullion, honey, lumber, wine

Home to the highest concentration of halflings in the Shackles, Bag Island and its residents have a tragic history, many of the halflings dwelling on the island being newly freed slaves who once belonged to nobles of the Chelish empire. Bag Island's lord, Jolis Raffles, was born and raised in the devil-worshipping country, but when he was captured and forced into servitude as a rower on the galleon *Fiend of the Waves*, he quickly grew disillusioned with the nation he once loved. Raffles was able to inspire a mutiny among the hundred-some other enslaved halfling rowers, and they overthrew their captors. The revolt allowed Raffles and his fellows to throw off their shackles, and the mutinous crew renamed their captured ship *Chains of Freedom* in honor of their newly forged independence. Rather than repatriate themselves back to the nation that had so cavalierly stolen their freedom, Raffles and his crew took to the pirate life as well as the pursuit of justice, and embarked on a string of daring raids on Chelish slavers. Before long, the charismatic ex-thrall and his loyal followers had liberated nearly a thousand slaves, many of them halflings. Raffles was confirmed as leader by acclamation, and his fleet consisting of seven galleys, five sloops, and a pair of hardy frigates set sail for the Shackles, intent on finding a base of operations for the fleet's anti-slavery crusade.

Bag Island had long been a haven for small pirate fleets, but the scattered hideouts and coves along its shores only became proper settlements when Raffles and his allies settled upon the island. His pirate island quickly became the unofficial halfling refuge in the Shackles, though members of all races remain welcome as long as such individuals share a passion for freedom and justice.

Raffles's continued commitment to crushing the slave trade is demonstrated by his ongoing conflict with the much-hated Bedu Hanji and the Rampore Isles to Bag Island's north. A greater contrast between pirate centers could not be found in all the Shackles, as the rakshasa-led northern islands are a major axis of the slave trade. The

two island nations have been involved in a cold war for years now, and not a week goes by without a Bag Island ship encountering a vessel flying the blood-red flag of Rampore. Bag Island crews fight to the death in such conflicts, as captured individuals are inevitably crucified on the southern shore of Rampore's largest island. Raffles himself narrowly avoided capture in one such encounter, losing much of the sight in his left eye when a slaver's stray arrow tore off a good chunk of his face. Since then, Jolis has started to contract private agents outside Bag Island for clandestine missions to the Rampore Isles in hopes of disrupting Hanji's lucrative operations.

While the south of Bag Island is mainly grassy plains, rolling hillocks, and sandy shores, the remainder is craggy and dotted with thick patches of scattered rainforest. The major river that permeates the island, the Libera, is lazy and shaded through most of its journey, feeding several hot marshy areas home to less savory creatures, including venomous snakes, oversized insects, and giant amphibians, and rumors of manticores and even a black dragon are bandied about the southern settlements. Of course, there is also much talk of buried treasure in the wild regions, and occasionally a group of adventurers will set off overland from Slipcove in search of this or that dead pirate's forgotten horde. In fact, several cruel-hearted wags make a healthy living in Bag Island's taverns selling phony maps to gullible outsiders, and more often than not such foolhardy vagabonds find their graves instead of riches.

Beachcomber: The town of Beachcomber is made up of mostly halflings, but it is also known for its Lurker District, which boasts a surprising number of liberated half-orcs. Despite its inviting name, Beachcomber is the rowdiest town on Bag Island, and shady characters eventually find their way to this port. An increasingly bold temple to Norgorber skulks at the north edge of the town, and rumors abound of secret tunnels beneath the temple that lead to a vast catacomb network spanning the entirety of Beachcomber's underbelly. Though the laws decreed by Jolis Raffles extend to the town of Beachcomber and guarantee freedom of religion, most of those who venerate Norgorber still hide their identities. The two priests who maintain the shrine to the evil god, **Antal Armskeep** (NE male halfling cleric of Norgorber 5) and **Black Gnarea** (NE female halfling cleric of Norgorber 3/rogue 2), are almost open about their faith, and in addition to their duties as stewards to the chapel, they also jointly command the ketch *Darkbow*. The priest-captains of Norgorber are brutally efficient at hunting and destroying slave ships, and it is said that after a particularly successful raid, one can hear the screams of captured slavers being sacrificed to their god, whom they reverently refer to solely as Blackfingers.

Haunted Crater Lakes: The five bodies of water known as the Haunted Crater Lakes lie northwest of Slipcove. Thought to have been formed by celestial objects that fell from the heavens hundreds of years ago, the area is the alleged domain of ghosts from other worlds. **Amberose Ysilde** (N female halfling expert 2/wizard 4)—a respected sage and astronomer who lives in semi-retirement in her cottage in Rumbutter—is convinced that the otherworldly meteorites that formed the lakes came from the distant planets-turned-asteroid belt known as the Diaspora (see *Pathfinder Campaign Setting: Distant Worlds*). According to Ysilde, the ghostly remnants of that ancient celestial apocalypse rode fragments of the planets to Golarion and now haunt the crater lakes their impact created. Ysilde has made it known for years that she will aid and bankroll an investigation to the lakes, but so far all have steered clear of her offer.

Rumbutter: Bag Island's southernmost settlement, the sprawling, hilly farming community of Rumbutter is famous for its extensive apiaries, and Rumbutter honey finds its way all throughout the Shackles and Sargava. Three taverns (Bedda's Berth, the Gilded Lily, and Shopin's Roundhouse) dot the country road that winds through Rumbutter, and each serves unique blends of iced butterscotch beers in the rainy season and honey wine in the drier months. While many regard Rumbutter as the epitome of peace and freedom within Bag Island (if not all of the Shackles), a recent string of grisly deaths among herders' sheep and cattle has proven the settlement is not immune to adversity, and some of the community's most outspoken occupants have begun to rouse support for a werewolf hunt.

Slipcove: Once a fishing village boasting only a wharf with four berths for vessels and two small warehouses for temporary storage of plundered goods, Slipcove has become a fully realized pirate capital since Raffles commandeered Bag Island. In the 25 years since the *Chains of Freedom* set anchor on its shore, the settlement's population has grown exponentially. Nearly 80% of the town's inhabitants are halflings, but many humans and half-elves also call the city home.

In order to dock in Slipcove, a Free Captain must pay a hefty one-time tribute to the halflings of the city and agree to a series of directives known as the Bag Mandate, a strict but fair decree penned by Raffles himself. While Bag Island's capital does not possess a form of law enforcement in any traditional sense, it is well known that the vast majority of the city's halflings pledge undying allegiance to their leader, and the citizens of Slipcove take it upon themselves to mete out the punishments set forth in the Bag Mandate should any visitors break the covenant. While this crude form of justice sometimes results in mob mentality, only the

most heinous crimes result in a punishment more severe than exile.

Jolis Raffles himself lives in a sprawling manor that sits atop a hill overlooking Slipcove. For the past 6 years he hasn't commanded a ship, instead delegating that responsibility to trusted subordinates. Raffles' sedentary lifestyle has allowed the ruler to indulge in his excessive appetite, and as a result the ruler has grown quite lax in recent times. His decadence has taken its toll: Ugly muttering in taverns across the Shackles alleges that Raffles's attitude toward slavery has shifted considerably. His fleet still plagues the shipping lanes of Chelish slavers up north, but those liberated individuals who decline the offer to join his enterprise in the Shackles are said to be sold back into bondage, with Raffles himself pocketing a tidy profit from the exchange. The normally affable halfling flies into frightening rages when such rumors reach him, and thus no one has yet dared to directly question his furtive actions.



JOLIS RAFFLES



DEVIL'S ARCHES

Jungle of Diabolic Ruins

Alignment: N

Capital: Hell Harbor (9,230)

Notable Settlements: Mezdrubal (1,010), Pex (835), Tyvas-Devas (690)

Ruler: Arronax Endymion (LE male human aristocrat 6/ fighter 6)

Major Races: Humans

Languages: Common, Polyglot, Skald, Varisian

Religion: Besmara, Calistria, Norgorber, Pharamasma

Plunder: Fine clothes, gems, jewelry, slaves

West of the perilous Straits of Balthus, Devil's Arches was one of the first major islands of the Shackles discovered by Chelish explorers some 600 years ago. The island is covered with Ghol-Gan ruins—enormous, crumbling edifices and eroded towers that remain as reminders of humanity's impermanence, as well as its capacity for evil. The limestone platforms, amphitheatres, and ziggurats are covered top to bottom with bas-relief carvings and paintings depicting acts of repulsive depravity, suggesting a horrifically bloody and degenerate civilization. These ancient Ghol-Gan cities dot the entire island, and many stand in startling contrast to one another, depicting entirely unique facets of the civilization they collectively belonged to. Yet each city possesses a singular constant structure: a great gray stone arch devoid of any carving or decoration that stands at the center of each set of ruins. The Chelish explorers who originally stumbled upon these monuments found their blatant nakedness even eerier and more obscene than any other relics on the island, and thus referred to each of these landmarks as the Devil's Arches, giving the island its name. These arches remain entirely endemic to the island, and both scholars and archaeologists continue to bicker about their significance; however, many agree that the monoliths' names are more accurate than the original explorers perhaps knew, and the arches may have once been diabolical gateways to summon the denizens of Hell or some similarly evil demiplane.

City of Bleeding Stones: The first Ghol-Gan city discovered by Chelish explorers, the long-destroyed City of Bleeding Stones is the largest set of ruins on the entire island, nestled in a cove beside Devil's Arches vast, hilly rainforests. Throughout the years, numerous major expeditions have been sent to the City of Bleeding Stones, but each has ended in either disaster or the party's complete disappearance, leading many to believe the spot is haunted. The few survivors of such expeditions claim that some primordial evil indeed plagues the site, and many come

back with completely different personalities, some even having gone complete mad. The Pathfinder Society has expressed interest in exploring the city, but has thus far been able to enlist only a few adventurers courageous (or foolhardy) enough to undertake such an endeavor.

Hell Harbor: The port town now called Hell Harbor was a logical site for early pirate settlers establishing a base in the Shackles, as the natural harbor is deep and easy to defend. Limestone from ancient quarries and crumbling Ghol-Gan ruins was employed to construct tall watchtowers on spits of land flanking the narrow harbor entrance, and skilled archers make it difficult for unwelcome ships to penetrate the city. The town earned its name thanks to the numerous imps that have populated the region since its discovery, and to this day these diabolical creatures can be seen perched on the eaves and sills of the settlement's Chelish architecture.

Arronax Endymion, former admiral of the Chelish navy, is the current pirate lord of the city, and the brutal mutineers who made up the crew of his original fleet are enthusiastic enforcers of his iron-fisted rule. Endymion ran afoul of his devil-worshipping homeland's deadly internal politics, insulting a seemingly minor aristocrat of House Thrune at some soiree in Corentyn. The celebrated Chelish mariner was forced to flee past the Arch of Aroden in his flagship *Tyrannous*, accompanied by six additional ships crewed by mutineers from the Chelish navy who had sworn their personal fealty to him years ago. Pursued by an imperial fleet twice the size of his own, Endymion sailed directly into the roaring Eye of Abendego. How he and his flotilla survived is a thing of legend. No more than 2 weeks later, he laid siege to Hell Harbor, sinking a dozen pirate vessels and overcoming the town's land defenses with ease. Accustomed to a loosely organized society of rival pirate gangs, Hell Harbor now had a new and very different pirate lord, who brought culture and order to the previously anarchic port.

In the years since, this enclave has nearly doubled in size and taken on an atmosphere not unlike that of any thriving Chelish port town, with the same cultural touchstones for which the infernal nation is famed. In fact, Hell Harbor even boasts its own opera house, the Three-Horned Hall, where performances of classic material in the original Azlanti play to packed houses; Endymion—himself an aficionado of High Chelish Opera—frequently attends, as do those seeking his favor. The ex-admiral's influence on the port can be felt through various facets, making the political structure a much more ordered affair, with a paid constabulary, building codes, municipal government, sanitation, and tax collection. But Hell Harbor has changed Endymion as well. Once a devoted follower of diabolism, this disgraced Chelish noble has become increasingly paranoid about visitors hailing from his homeland. Natives of Chelixa



who were not part of his original crews (who all bear a red-and-black tattoo of a horned skull on the left side of the ribs) are not welcome in the port, for Endymion sees spies everywhere. The Wretched Furnace, Hell Harbor's hulking prison, is filled to capacity with individuals suspected of ties to House Thrune and its machinations. Even the imps that clutter the slate roofs of the harbor's buildings have drawn Endymion's suspicion, and a proclamation offering a reward for each imp slain is posted in every tavern and bawdy house.

Methoth Lake: The body of water known as Methoth Lake is plagued by mysterious tentacled horrors and surrounded by swaths of hills riddled with cave complexes. A coven of witchfires that call themselves the Emerald Three make their lair beside the lake, capturing unwary adventurers who trek too close to the lake and sacrificing them to the foul beings below the waters, which the witchfires view as prophets for their cruel and otherworldly gods.

Mezdrubal: The southwestern settlement of Mezdrubal is ruled by a grasping and petty buccaneer called **Longbeard** (CN male human fighter 6), who resents the tribute he must pay to Hell Harbor at the beginning of every month, but lacks the power to contest Endymion's demands. Instead, he takes out his frustrations at a permanent gibbet sitting on the waterfront, which is constantly occupied with the latest victims of the pirate lord's cruel and often arbitrary judgments. Mezdrubal itself is as dark as its overlord's moods, and outsiders had best keep any clever banter to themselves. On the other hand, Longbeard is known as a lover of fine clothing and jewelry, and many pirate vessels head to his town when such wares are a part of their hauls, knowing that those seeking to appease Longbeard will pay a pretty price for these commodities.

Peshaka Naeu: A small settlement of jungle giants called Peshaka Naeu lies in the deepest part of the rainforest, peacefully raising crops and livestock as long as the humanoids of the island leave them and their land undisturbed. Scholars believe the jungle giants possess an oral history spanning back to the days of ancient Ghol-Gan, but every diplomatic mission to recover some of the giants' legends has failed thus far.

Pex: The pirate town of Pex at the south end of the Straits of Balthus is rough, ramshackle, and raucous.

Hardluck Massey (CN male human fighter 5) is its lord, known for his endless grumbling and impulsive pronouncements against those who have annoyed him—these unfortunates are placed in stocks at the center of town “to await their right deserved deaths,” only to be released 2 or 3 hours later after the capricious Hardluck's change of heart. The settlement itself boasts an inviting three-story inn called *Damned If It Didn't Rain*, run by **Hegmar of Frembrudd** (CN female human

rogue 2), widow of a celebrated pirate from the far north. The inn's common room is a rowdy gathering place for buccaneers of Ulfen descent, as well as Varisian traders who own warehouses on the waterfront.

Tyvas-Devas: The inland fortress town of Tyvas-Devas, built of stone by slave labor on the banks of the Holshod River, is a result of Arronax Endymion's paranoia. Endymion forbids outsiders from entering the town without his express permission. The castle at the town's center is thought to be all but impregnable, intended as the admiral's redoubt should his Chelish enemies arrive in strength against him. For now, the town is overseen by his fiercely loyal chief lieutenant, **Iome Paemadar** (LE female human summoner 7), whom many say bears an unrequited love for Endymion. The black-clad summoner and her fearsome eidolon are known to walk the well-ordered streets of Tyvas-Devas at night, making certain that all is ready for her beloved admiral should he ever arrive. Rich farmland tended by slave labor surrounds the town, providing food crops for the island, and locked away in trapped cellars below the fortress lies the bulk of the admiral's considerable wealth.



DEVIL'S ARCH





MOTAKU ISLE

Thriving Pirate Haven

Alignment: CN

Capital: Quent (12,560)

Notable Settlements: Bogsbridge (995), Lilywhite (780), Rapier Bay (1,340)

Ruler: Tessa Fairwind (CN female half-elf bard 10/duelist 3)

Major Races: Humans, half-elves, half-orcs, halflings

Languages: Common, Polyglot

Religion: Besmara, Calistria, Cayden Cailean, Gozreh

Plunder: Beasts, dyes, ores

Motaku Isle is both the largest island of the Shackles and its most geographically diverse. Most of it remains untamed wilderness, despite the four thriving settlements that line the north and west coasts. Past those sandy beaches, the rich and deadly Motak Jungle dominates the north side of the isle, while marshy rivers cover the south and east coasts, the quadrants known collectively as the Karsule Swamplands. Finally, Paego Peaks—the squat range of mountains that bisects the isle—and the Takalak Hills complete this varied picture. All of these biomes have their own dangers and enticements, for countless tales of treasure buried across Motaku Isle are told in every tavern in the Shackles.

Bogsbridge: The marshy wetland surrounding the small port of Bogsbridge may seem at first completely unsuitable for any sort of development, and for the most part it is. Falgood Boles, captain of the brig *Bitter Wind*, built Bogsbridge when he had a vision from Besmara, who he believed had tasked him with using his wealth to build a town in the seemingly inhospitable bogs. It was later revealed to Boles that the Besmaran “vision” was nothing more than a prank played on the captain by his wily crew members, but the devout pirate was steadfast in his goal to heed the desires of his patron deity. Indeed, he developed the settlement with every last copper piece he possessed, despite its boggy location and the fact that no ship larger than a flat-bottomed galley could use the harbor. He paid carpenters and stonemasons and built a pier, warehouse, and two-story inn, which he named Besmara’s Favor. Boles lived there alone with his wife for 2 years as the marsh gradually silted the harbor. Many considered his fortune completely wasted before he discovered a unique breed of snail in the surrounding marshes that produced a rare purple dye. The discovery made him a fortune and put Bogsbridge on the map, and since then the city has grown and continues to harvest its lucrative crop, transporting it via a sandy road to Lilywhite, where the dye is shipped far and wide. Besmara’s Favor still thrives and is tended by Boles’s cheerful granddaughter **Tendry Boles** (CG female

human alchemist 2/expert 3), who is also the settlement’s current mayor.

Chenogg Rainforest: Not a single major Ghol-Gan ruin has been found on Motaku, which has always puzzled scholars. How is it that sprawling empire never significantly populated the largest island in the archipelago? The answer may lie in the utterly alien, vine-choked monuments found in the fecund Chenogg Rainforest, the jungle that dominates the isle’s northern quadrant. Some speculate that these monuments are somehow gateways to subterranean vaults and that untold riches await whoever unlocks their secrets. At least seven of these monuments—crumbling obelisks of black stone—line the Ravensfoot River’s banks. Numerous adventurers have risked the dangerous jungles to try their luck at uncovering the mythical vaults, but have yet to find anything to support the speculations.

Karsule Swampland: The soupy swamps of Motaku are home to countless dangers. Large numbers of fuath gremlins and their cohorts populate the northeastern marshes around the Pit of Raugsmauda, and numerous vodyanoi tribes reside along the many lazy rivers that wind their way south. The lukwata-infested Glittering Lake lies at the center of the vast swampland, named for the unproven legends of pirate captains submerging entire chests of gold into its murky waters.

Lilywhite: The smallest of Motaku’s settlements, Lilywhite was founded 30 years ago by two ship captains: **Delemona Burie** (CG female human bard 6) of the sloop *Winsome Lass* and Shaggard Halleck of the barkentine *Mollusk*. Devotees of Cayden Cailean, the pair felt a haven for the deity’s pirate worshipers was long in coming, and with their pooled resources they laid the foundations for Lilywhite and a grand stone temple to the Drunken Hero. Halleck was killed in an alcohol-fueled duel with a local fisherman 10 years later in that same temple, both duelists so intoxicated they were barely able to wield blades (the quarrel apparently over Cayden’s preference for ale versus mead). Since then, Halleck’s son, **Little Shaggard** (CG male human rogue 5), and Burie have acted as joint pirate lords of the town, splitting levies evenly.

Paego Peaks: These granite mountains have no fewer than three active volcanoes. Home to numerous clans of cave, hill, and stone giants, as well as various breeds of trolls, the mountains’ cave complexes wind deep beneath the island’s surface, and the region’s rich veins of gold, platinum, and iron make mining a popular and viable enterprise for those brave enough to explore them.

Pit of Raugsmauda: The former subterranean lair of the infamous lich of the same name, the Pit of Raugsmauda’s mystique drove adventurers to plumb its depths nearly 200 years ago, inadvertently ejecting the undead sorcerer and driving her to her own island to the west. Though

the upper levels of the massive dungeon have long been plundered of their treasures over the years, much of the Pit's most cavernous depths still remain relatively unexplored, holding all manner of untellable treasures and horrors that once belonged to the vile lich.

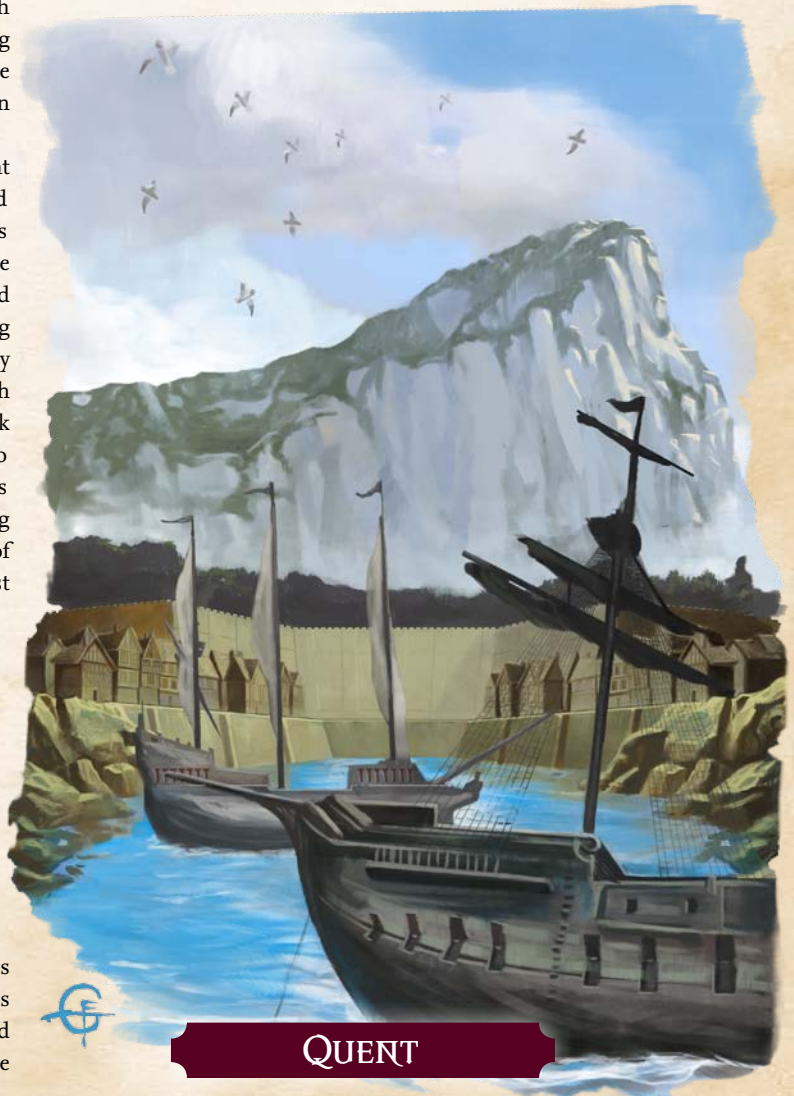
Quent: The second-busiest harbor in the archipelago after Port Peril, raucous Quent lies on the picturesque bay that bears the same name. Sheltered from surf and storm by large barrier islands, Quent is called the finest deepwater port in the Shackles by many sailors that either live or visit there. Charismatic Tessa Fairwind is lord of the port and a major voice on the Pirate Council—only the Hurricane King himself can boast of more pirate captains who answer his call. Lady Tessa frequents Quent's many dockside taverns when she is in port, such as the Lusty Mermaid, Fat Jessup's, the Barnacle, Three Sailors Smiling, the Drunken Boatswain, and Lilibeth's Tavern and Hostel. There she rubs shoulders with fellow pirates while her famous sloop-of-war *Luck of the Draw* is refitted or business keeps her ashore. She has an amazing way with sailors, charming some while simultaneously coercing others. All are flattered by her attention, and watching the pirate lord work a roomful of hardened sea dogs and turn them into infatuated lapdogs is a sight to behold.

The vast number of boarding houses and inns in Quent accommodate sailors whose ships dock here. Lilibeth's and Three Sailors are the largest, followed by Mama Leroux's and Haekle's Dry Berth, and lavish manor homes in the bayside hills known as Spendthrift Ridge house well-heeled buccaneers who prefer to luxuriate in privacy. Running right off the docks past the rows of warehouses is Blue Sky Road, the main thoroughfare through town, lined with every manner of mercantile establishment one could ask for. Unlike many outlaw ports, Quent has developed into a real city with a population of industrious landlubbers who make a fine living supporting the free-spending freebooters. The sacred prostitutes of Calistria's House of Stolen Kisses at the center of town are considered the best sources of information on the island, and can inform wayward travelers of many rumors and secrets, for a price.

Rapier Bay: Pirate lord **Maxevale Janis** (CN male human bard 4/cleric of Besmara 4) has led this rowdy settlement since the death of his predecessor 6 years ago. Captain of the galleon *Motaku Maiden*, Maxevale's is a voice that can be counted on to back up Lady Tessa when the Pirate Council meets in Port Peril. In fact, it has earned him the derisive nickname "the Puppy," a moniker no man dares to say to his face. As a port of Motaku Isle, Rapier Bay is a distant second to Quent, but it serves the needs of pirates who would rather draw less attention to themselves while sailing near the island. It is famous for one of its smithies, the Steel-Clad Giant, owned by the maker of some of the finest blades this side of the

Arch of Aroden, **Halgo Tewey** (N male human expert 4/fighter 3). He and his five children have long since finished with shoeing horses and banging out dents in armor; they now manufacture swords to order and are never idle. Word is that the wait list for a masterwork blade is now 8 months. Lady Tessa herself tried to lure the talented artisan to Quent, but Tewey has vowed never to leave Rapier Bay, as his beloved wife Marlu is buried in the local cemetery.

Takalak Hills: The rugged Takalak Hills have long been the hunting grounds of thylacine marsupials, predatory lions and tigers, manticores, and a few mated pairs of behirs. However, rumor has it that a tempestuous young copper dragon by the name of Rokiere has taken up residence in the central foothills just below the mountains and is vexing the more established denizens. It is also said that Rokiere has considerable knowledge about treasure buried in the region, bits of which she will divulge to any person able to make the normally humorless dragon laugh.



QUENT





SHARK ISLAND

Sahuagin-Plagued Slums

Alignment: CE

Capital: Ollo (7,340)

Notable Settlements: Blackblood Cay (915), Raketooth (1,275), Vilelock (470)

Ruler: Avimar Sorrinash (CE male human werewolf ranger 11)

Major Races: Humans, half-elves, half-orcs

Languages: Common, Polyglot, Skald, Varisian

Religion: Besmara, Gozreh, Norgorber

Plunder: Artifacts, gold, poisons, slaves

Many mariners who come to the Shackles dream of accumulating enormous wealth and living in luxury, perhaps retiring to their own little tropical islands. The reality is often much harsher than the fantasy, perhaps nowhere more so than Shark Island. The second-largest landmass in the archipelago, Shark Island was an early favorite of buccaneers when they first started using the region as a base. Its many hideouts suitable as deepwater ports, plentiful sources of fresh water, and varied game within a short distance of the beaches all made it an attractive locale, and it possessed enough tricky reefs, sandbars, and hidden coves to confound even the fiercest pirate hunters.

When the sahuagin arrived, however, it quickly became apparent that Shark Island's prosperity would be short-lived. The monstrous shark-people first came to inhabit the underwater caves lining the inlet approaching Moak Harbor, but have since greatly expanded in the past 200 years, especially in the region rightly nicknamed the Sahuagin Coast. The towns of Ollo and Raketooth have survived, and two smaller settlements, Blackblood Cay and Vilelock, have recently sprung up, but all still weather raids by the shark-toothed humanoids on a regular basis. Shark Island has degenerated into the undisputed slums of the Shackles, where the most desperate and depraved eke out a sordid existence.

Blackblood Cay: This small port town was built on a hidden inlet 9 years ago by the Free Captain **Simeon the Vain** (NE male human rogue 6), and he remains lord of the place and senior among 10 other pirate captains who call the port home. Simeon's sloop *Blushing Bride* is known for its amazing speed, and rumor has it that as soon as he builds up enough naval strength to contest Sorrinash's dominance of the island and secure a stable power base, he intends to enter the Free Captain's Regatta. Blackblood Cay itself is a makeshift little town, with berths along the wharf for only six ships at a time. Many joke about the well-coifed Simeon's flamboyant dress and taste for expensive colognes, but none would dare call the brash lord "vain" to his face, nor do any doubt his determination

to eventually challenge the authority of Ollo's lord. Other notable residents of Blackblood Cay include the Kellid bartender of the seedy tavern Fallen from Grace, **Arkel Kruggut** (N middle-aged female human barbarian 3/fighter 2). Arvelle's utterly humorless demeanor and the wicked scar that runs along the width of her brow have led many to believe her story is truly a dark one. Though she never speaks of her homeland, patrons of Fallen from Grace speculate that the bartender's past is somehow linked to the utterly foreign Kellid warriors who pay her a visit every few months, typically wearing cloaks marked with the blood-red symbol of a three-fingered handprint.

Lake of Scales: The unsettled areas of Shark Island are known for the wide variety of dangerous wildlife that inhabits them. Large herbivorous dinosaurs can nonetheless be a serious hazard for humanoids infringing on their territory. This is especially true for the Lake of Scales, which hosts herds of ankylosauruses, iguanodons, and stegosauruses near its shores. The lake also feeds the Greenscale River, which is of sufficient depth and breadth to allow smaller sloops to navigate it from lake to sea. The islet in the middle of the Lake of Scales is reportedly littered with ivy-smothered Ghol-Gan ruins, allegedly the burial sites of several long-forgotten high priests of that lost empire's dreadful alien gods. Several intrepid parties have sought out these hidden tombs, though none are known to have returned.

Lake Vene: Some maintain that a froghemoth adapted to the tropics lives in the swampy western hills framing the shore of Lake Vene, which just so happens to be the reputed location of several undiscovered treasure caches; this includes the hoard of Redburnt Hurdaz, captain of the legendary pirate galleon *Thief of Paradise*. Shortly before her mysterious disappearance, Hurdaz is known to have captured a fat Aspis convoy transporting a full year's tribute from a rich Garundi port.

Moak Harbor: Shark Island's first major settlement, Moak Harbor was once a thriving port city whose plentiful lumber and quality stone, as well as artifacts and other treasures pillaged from Ghol-Gan ruins in the western Shackles, drew over 8,000 people to its shores at the settlement's peak. The town's prosperity came to a crashing halt when the sahuagin living just off the island finally took notice of the development and laid utter waste to the city more than 200 years ago. Moak Harbor's demise was swift, and now the port is little more than ruinous remains. A few of the city's rotting docks still stand, and ships that need to make an emergency stop for repairs along the Sahuagin Coast may be able to find temporary refuge in the ramshackle and half-burnt-down buildings that line the shore of the harbor. Many sailors who have braved the harbor since its downfall claim that it's haunted by ghosts, and numerous mutated sahuagin—including the fabled malenti—are said to lair in the sewers beneath the city, awaiting the arrival of unwary visitors.

Ollo: The largest and oldest surviving town of Shark Island is Ollo, a miserable place of tumbledown hovels surrounded by dilapidated warehouses and the seediest of brothels, gambling houses, and taverns to be found in all the Shackles. Avimar Sorrinash is the undisputed lord of Ollo and captain of the dread brig *Blood Moon*, infamous for its crew of werewolves. Avimar himself is rumored to be a werewolf as well, and he is known for indulging his evil crew after successful forays at sea with horrific orgies of destruction on the island—when the moon is full, these foul lycanthropes rage across the jungles outside town, hunting down wild boar and other game, including unwary visitors to Ollo who foolishly wander past the town's tall log walls after dark. A percentage of every single copper piece brought into Ollo eventually finds its way into Sorrinash's stuffed coffers, and the Free Captains who use this port are obliged to fly his fanged skull flag.

Raketooth: The second-largest port on Shark Island, Raketooth is jointly ruled by two pirate lords—**Mauril Breakwater** (CE female human rogue 6), captain of the frigate *Banshee's Wail*, and “Baron” **Venigo Palpathe** (CN male human sorcerer 6), captain of the sloop *Water Nymph*. Palpathe claims he descends from an aristocratic Thrushmoor family in Ustalav but that unscrupulous enemies drove him out. However, he also claims that he has come within a hair's breath of touching the *Starstone*, keeps a ruby the size of a human head in his vault, and has shaken hands with the Whispering Tyrant in his prison-tomb below Gallowspire; when Palpathe says that fire is hot, the wise wave a hand over the flames to be certain. Raketooth itself is a dreary settlement specializing in pilfered luxury goods that usually make their way to Motaku Isle if not sold to the few non-slaver merchants who come to Shark Island. Raketooth is known to have the least difficulty with sahuagin of any settlement on the island; Breakwater and Palpathe tell any visitors who will listen that this is a benefit of their clever leadership. However, the ugly truth is that the pirate lords maintain the relative peace of Raketooth by providing tribute to the nearby sahuagin tribes in the form of slaves and captured outsiders. The citizens of Raketooth care little for what happens to these unfortunates after they are handed over to the town's beastly neighbors, though even the most naive understand that it is a fate worse than death.

River of Knives: Fed by several smaller waterways, the River of Knives is the longest river on the island. Lethal predators hunt the banks of this fast-flowing river, including giant frogs and leeches, jaguars, and various breeds of monstrous spiders. In addition, an extensive family of copper-skinned, green-feathered harpies known as the Whetted Brood also

resides in the hills around these waterways, preying on foolish travelers heading upriver. While tales of buried treasure along the river's banks are plentiful, adventurers can expect a fair challenge in removing such fortunes from the thick muck while fighting off a seemingly endless numbers of flying fiends.

Vilelock: This shady, lawless settlement changes its overlord more often than many of its pirate residents change their undergarments. The current dominant power in town is **Nisia Gbele** (CN female barbarian 5), the Mwangi captain of the frigate *Bloody Cudgel*. Visitors to this treacherous settlement can expect gory brawls, lurking cutpurses, and casual murder on a regular basis. The acquisition and sale of cruel and exotic poisons is a thriving market in Vilelock, as well as alchemical substances outlawed or strictly controlled in the more civilized nations of the Inner Sea.



BLOOD MOON PIRATE



TEMPEST CAY

Ramshackle Wetland

Alignment: CN

Capital: Drenchport (9,690)

Notable Settlements: Downpour (420), Drowning Rock (525), Maidenspool (875)

Ruler: Master of the Gales (N male human druid 15)

Major Races: Humans (most commonly of Ulfen ethnicity), dwarves, half-orcs, tengu

Languages: Common, Polyglot, Skald, Tengu

Religion: Besmara, Cult of the Eye, Gozreh

Plunder: Ale, pearls

Lashed more days than not by relentless storms thrown off by the Eye of Abendego, the island of Tempest Cay is an unlikely place for any kind of permanent settlement, let alone a major town boasting a population of nearly 10,000 souls. And yet the dank and dour city of Drenchport has one of the busiest and most chaotic harbors in all the Shackles, serving as the first real respite for mariners skirting the western extremes of the Eye or travelers' last stop before heading north for Mediogalti Island. The town was built in a haphazard fashion over the years from the ample driftwood and flotsam that washes ashore—the remains of unfortunate ships captained by sailors lacking the requisite skill or luck necessary to survive these treacherous waters.

Tempest Cay has inexplicably proven to be a magnet for pirates of Ulfen ethnicity, and Skald can be heard in conversation as often as the Common tongue. A number of tengu communities also call the various ports home. Visitors seeking a functioning government will be hard-pressed to locate any officials; those who dock at Tempest Cay are more or less on their own, though the prominent and ubiquitous temples of Gozreh are known to offer shelter and aid occasionally. Every business owner on the island is prepared to meet trouble with his own blade or cudgel, though neighbors will sometimes come to one another's aid, if for no other reason than the likelihood that sooner than later the shoe will be on the other foot. The enigmatic leader of Tempest Cay is the Master of the Gales, a powerful druid who spends 10 or 11 months a year at sea in his hardy black xebec *Kraken*. He comes back to the island a few days at a time each month, spending most of that time in sea caves a half-mile north of Drenchport that are only accessible at low tide. Few ask aloud what he is doing in those watery places, though many speculate in hushed conversations. Is he counting the bounty of his raids, conducting strange rituals known only to ocean-going druids, or engaged in unnatural congress with foul denizens of the deep? No one has ventured into the caves

to find out, and not a single pirate complains about the Master of the Gales' vague leadership or the tax each pays him as their putative lord. Rumor has it that those who have questioned the druid's right to authority have only days later washed ashore, dead, bloated, and with a second smile carved from ear to ear below the chin.

Bluehook River: The interior of Tempest Cay is thick, nigh-impenetrable rainforest, bisected by a lazy river called the Bluehook. The soil in this region is much more fertile and less rocky than that closer to the shoreline, but the near-constant rains make it difficult to grow any food crops, and the jungle is home to many varieties of predatory birds, carnivorous apes, venomous reptiles, and smaller dinosaurs—compsognathus being the most common. A particularly cruel catoblepas that goes by the name Gruzugr has recently made its home in the river, and the noxious breath it regularly uses to catch aquatic prey has poisoned much of the Bluehook, causing a significant problem for nearby settlements that rely on the river's now-dwindling numbers of fish.

Downpour: Founded to take advantage of the plentiful fish that once made their way up and down the Bluehook during spawning season, Downpour has seen a sharp decline in the catch as of late. Thankfully, the community's residents have been able to cling on to their meager lifestyles by harvesting the numerous clam colonies in the surrounding area. While youths born to this life are content with this simple lifestyle and the bland food it brings them, the town's older citizens yearn for the day when the fish will return.

Drenchport: The capital of Tempest Cay is a dangerous place. Newcomers can hope for no more than surly tolerance, and are far more likely to encounter bloodier attitudes if they fail to exercise extreme caution. Seedy taverns, warehouses, and ramshackle private dwellings cling to the rocky shoreline of the port town like barnacles on the hull of an ill-kept vessel. Many arriving sailors make a beeline for the Drowned Dwarf—this sturdy, two-story tavern is famed across the Shackles for two things: the alarming murder rate in its common room, and its sinfully delicious (and potent) black kelp beer. The recipe for the coveted brew is guarded with an obstinacy usually reserved for political secrets and the location of buried treasure. The current proprietors are **Dagrun** and **Narrika Lelkhammer** (N female dwarf fighter 5 and CN female dwarf fighter 3/rogue 2), blond-haired sisters who formerly sailed with the famed Redbeard Sewk on *Gozreh's Knuckles*. They were remarkable stewards of their loot over the years (an extraordinarily rare quality in pirates) and bought the Drowned Dwarf from their elderly cousin **Peffen Stonebreaker** (N male dwarf expert 3/rogue 4) some 2 years ago. The price, reputed to comprise entire chests of bounty, also bought the precious beer recipe.

Drenchport also has the largest concentration of followers of the youngest faith of the Shackles, the Cult of the Eye. This dark and weird religion centers its worship on the permanent hurricane that appeared following the death of Aroden more than a century ago. Its practices and doctrines are carefully guarded from the uninitiated, but outsiders have gleaned a few things from its itinerant clerics. First, followers believe the Eye to be the birth pangs of a new deity (sometimes called the Deluged God), who will eventually emerge from the storms to inundate all the landmasses of Golarion with a devastating flood. Sacrifices to this gestating power are intended to persuade it to spare some few places (the Shackles themselves, of course), along with the faithful, and prepare the world for life on the global oceans-to-be. Every worshiper is expected to make at least one pilgrimage to the Isle of Consummations to the northwest of Tempest Cay as proof of devotion. Rumor has it that not just the blood of animals is spilled on the god's altars, and some speculate that the cult is behind the mysterious disappearances of the city's lonely beggars and local drunks. There are at least seven shrines to the Deluged God in the shady districts of Drenchport, and its priests sail in small crafts around the Shackles, engaged in wild-eyed, apocalyptic evangelism, led by their mysterious high priest, **Father Chessardar** (CN male human sorcerer 10), who claims to have received his divine visions from the Deluged God after sailing into the heart of Ancient Azlant to the west. Thus far the cult's priests have won few converts outside Tempest Cay, but the temples to Besmara and Gozreh on the island keep close watch on the new faith, deeply concerned about its ultimate intentions, while the Master of the Gales has for the most part kept out of the matter completely.

Drowning Rock: Named for the towering stone that the settlement was built around, Drowning Rock's position on the southwest side of Tempest Cay largely shields it from the worst of the hungry winds racing out of the north. Since the town's founding, the monolith at its center has continued to gradually sink into the muddy soil. While the pillar is little more than a sizable naturally occurring stone, Drowning Rock's citizens hold their

landmark in high esteem, and go to great efforts to preserve their settlement's namesake. Every summer, the town throws a 2-day festival, and the main event involves the community's strongest farmhands coming together and hoisting the rock from the muck via rope and pulley. During the rest of the year, Drowning Rock residents keep busy on their kelp farms and the clam fields, doing the best they can to preserve their hard-earned town.

Maidenspool: Maidenspool once had pretensions of taking Drenchport's place as Tempest Cay's premier destination. Free Captain **Bradesmar Wache of Mediogalti** (CN male middle-aged human fighter 6/rogue 2) was the power behind this attempt, pouring enormous resources into the venture, building structures of stone and fine lumber and luring settlers with promises of low levies under his lordship. At the peak of the city's growth, Bradesmar openly boasted that the Master of the Gales's capital would soon be just so much driftwood. Quickly after this bold proclamation, Maidenspool suffered a succession of ferocious raids by inexplicably aggressive locathahs. More than half the town was destroyed by fire and hundreds were killed, including Bradesmar's darling wife, Ella "Sunburst" Wache.

Certain that the druid of Drenchport was behind this calamity, Bradesmar took his case to the Pirate Council in Port Peril for arbitration. They listened impassively to his raging for 2 days before sending him off empty-handed. Now Bradesmar sits in his half-built mansion at the center of the greatly diminished settlement, a brooding old man dreaming angry dreams. Occasionally, he invites Maidenspool visitors up to his home for dinner, asking them to take part in his latest grandiose plot for vengeance. He claims to have treasure buried at sites scattered around the Shackles to finance his schemes, and insists he will gladly reveal the location of his hoards to any who agree to help him.

Whether there is any truth to his ranting is much debated, and most question the vengeful pirate's mental stability.



CULTIST OF THE EYE



BESMARA'S THRONE

Mist-Veiled Island of the Pirate Queen

Notable Settlements: Queen Bes (1,115)

Dominant Denizens: Humans

Other Denizens: Cecaelia, other humanoids, sea drakes

Resources: *Besmaran pearls*, safe harbor

A thick veil of mist shrouds the base of the great cliffs surrounding the island known as Besmara's Throne. The sheer rock faces stand between 50 and 120 feet tall, pitted with crevasses and caves, and many are inhabited by carnivorous winged reptiles and birds. Those who have risked a closer approach to the sacred isle are harassed by these flying predators, and when they reach the fog, they find rocky spines lurking just below the water, eager to tear gaping holes in wooden hulls. Most sailors of the Shackles stay well away from the Throne, knowing that it is the province of the capricious and often harsh Pirate Queen.

Clerics of Besmara (and to a lesser extent, all worshipers) are expected to make at least one pilgrimage to the Throne in their lifetime, a journey known as the Voyage. A Voyage supplicant is usually brought to within sight of the Throne by a larger ship and sets off for the island alone in a launch. Of course, more orthodox adherents believe that this practice is a cheat; after all, any brute can row a dinghy a mile or two. Those truly devoted to the goddess should start their Voyage in a small sailboat hundreds of miles away, demonstrating the skills necessary to navigate and survive a real journey on the sea alone. The cliffs of the wide inlet just west of the northern curve of the Throne are pockmarked with dozens of perches and tiny caves, each voluntarily inhabited by penitent adherents of Besmara, who shout down challenges, insults, and warnings to any sailing by. The height of the cliffs slowly but steadily decreases the farther one follows the inlet to the southeast, until one passes the second narrowing and emerges gloriously into the beautiful Cove of the Queen.

Baydac Falls: A mated pair of sea drakes and their brood reportedly live in the caves below Baydac Falls on the northeastern cliffs of the isle, gobbling up the occasional sailor when weary of their usual ocean diet.

Cecaelia Swirl: An unpredictable tribe of the octopoid creatures inhabits the roiling surf around the waterfall known as Cecaelia Swirl, and are lead by a priest of Besmara. **Ogolomae** (CN female cecaelia cleric of Besmara 5) and her honor guard of skilled rangers quickly lose patience should they be bothered by anyone who is neither a priest nor a devout worshiper of the goddess. A sea cave below the falls contains a great collection of the belongings of such impious intruders.

The Holy Isle: Devout Besmaran worshipers seeking to make their Voyage to Besmara's Throne know that in order to complete their quest, they must seek out the mythical Holy Isle, said to stand at the center of the Cove of the Queen. Upon passing through the Queen's Processional into the quiet cove, the mists that cover much of the island suddenly vanish. Nearly a dozen watercrafts sail the cove, moving to and from the horseshoe-shaped Holy Isle, where Besmara's enormous chief temple lies, half of it submerged in the islet's tiny bay. Priests and acolytes in black silk constantly go about their duties, performing ceremonies and bidding hearty greetings to those who have reached the goddess's most holy place. The high priest is always within the temple; the current holder of this title is **Laharra Seaspray** (CN female old human cleric of Besmara 11).

Upon arriving at the isle, pilgrims are escorted to the high priest, who hears the tale of their Voyage, evaluates their devotion to the goddess, and then communes with Besmara herself to determine the pilgrim's Holy Labors—tasks meant to earn the blessing of the goddess. These deeds vary in number and nature from pilgrim to pilgrim, and not all survive their ordeals. All of these tasks occur within and around the Throne, which hosts remarkably diverse wildlife and myriad Ghol-Gan ruins. Those who do succeed in their tasks are granted a brief blessing as well as a coveted *Besmaran pearl*. These inscribed pinkish pearls are magical boons of varying potency attuned only to the supplicants to whom they were gifted, and they reflect the supplicants' own natures as well as the unpredictable will of the Pirate Queen herself. The effects of the pearls are as varied as the pilgrims who earn them, and veterans of the Voyage recognize each other by these pearls and thus know to respect one another.

Queen Bes: The town of Queen Bes sits on the cove and is populated by pilgrims who came to the Throne and never left. The port reeve of Queen Bes is **Panewa Oala** (CN male human fighter 3/rogue 4). Like all residents, he is a former pirate and devotee of the goddess, once famous as the captain of the brigantine *Desperation*, which is reputed to have made off with a month's worth of pay belonging to the Taldan army, leading the kingdom's fleet on a grand chase across the Inner Sea. Many arriving at the town stay in either the Rough Blessing Hostel or Mother Tagrette's Inn as they recuperate between Holy Labors. A permanent resident of the latter is poor **Gelrue Palane** (CN male middle-aged half-elf wizard 7), a former Pathfinder who was the lone survivor of a disastrous foray into the dungeons of Eel's Skull on Nalt's Island. Those seeking information about that mysterious place may attempt to persuade the forever-trembling spellcaster to share his knowledge.

THE CANNIBAL ISLES

Domain of the Blood Queen

Notable Settlements: Banukmaud (120), Ganagsau (215)

Dominant Denizens: Kuru

Other Denizens: The Blood Queen, primates

Resources: Relics, ruins

When pirates began using the Shackles as their base of operations, the peaceful natives known as the kuru were driven farther and farther west, unable to resist the rough aggression of the lawless buccaneers. For as long as possible, the kuru avoided the westernmost stretch of islands known in their prehistoric mythology as the Demon's Children. Eventually left with no other choice, however, they were forced to move their settlements to those forbidden isles, and the once friendly, peaceable race transformed into monstrous, degenerate cannibals.

The kuru of today bear little resemblance to those described in the journals of Chelish explorers recorded 600 years ago. Their depraved culture now often mirrors the appalling scenes depicted on Ghol-Gan ruins across the archipelago—their chief practice of cannibalism giving the islands their present name—and no region of the Shackles is so universally shunned as the so-called Cannibal Isles. Most kuru have settled on the outskirts of scattered degenerate ruins, inhabiting the same type of grass huts Chelish surveyors chronicled 6 centuries ago. The majority of settlements boast populations of no more than 50 tribespeople, though a handful of these camps exceed 100 residents. Since so much of what these fearsome natives do takes place beneath the veil of night or is hidden by their lush jungles, the first to come upon the islands did so in ignorance, seeing only idyllic beaches and inviting deepwater harbors. When ships failed to return from the isles, the mishaps were blamed on unfavorable weather, but with each failed voyage the true nature of the islands became more and more evident.

The only known individual to survive an encounter with the kuru is a legless beggar in Quent by the name of **Strong-Arm Hix** (N human fighter 4), who managed to escape in one of the kuru's dugout canoes. Hix claims that he and his crew came upon what they had believed to be an uninhabited Ghol-Gan ruin, and were surprised to find the native kuru living in the ancient locale. Initially coming off as friendly, the kuru led Hix and his companions to a flooded temple, where he watched the kuru's foul god, the Blood Queen, eat his comrades alive after it brutally crippled him. He only narrowly escaped the temple. While many refuse to believe his outlandish tales, few can argue with the scars he bears from that perilous journey, and ship captains harboring

in Quent have almost completely ceased to travel to the Cannibal Isles since Hix's return 50 years ago.

Banukmaud: The second-largest set of Ghol-Gan ruins in the Cannibal Isles, Banukmaud is revered among the kuru not so much for its own qualities but for the features of the ground upon which it stands. Deep within the soil beneath Banukmaud lurk enormous rot grubs, which have grown to such a size that the very earth trembles as they burrow beneath it, and the kuru consider these gargantuan vermin messengers of their foul god.

Ganagsau: The ruins known as Ganagsau are home to the most devout kuru of the Cannibal Isles, as it is also the location of their so-called deity, the Blood Queen. An outsider being of astounding power and evil, the Blood Queen claims to be a servant of the long-forgotten gods of ancient Ghol-Gan, marooned on the islands when the empire that venerated those vile deities collapsed in on itself. When the kuru were forced onto the Cannibal Isles, it convinced the kuru that it was a god, and transformed them into primitive monsters. It now rules the kuru through telepathy and dark magic, dwelling in a half-flooded underground temple known as the Sanguine Cathedral. Though its massive size keeps it constrained to a single chamber within the Sanguine Cathedral, the Blood Queen's influence spreads as far as its followers, and through the kuru it wreaks havoc all across the Cannibal Isles, as well as anywhere else it can manage. The Blood Queen's current high priest is **Bukrugosor** (CE male kuru barbarian 7/oracle 5), and is the intermediary between the scattered kuru and their voracious "goddess," making demands for live human sacrifices and other acts of repugnant devotion.

Kukgukmol and Heggapnod: The village of Kukgukmol has been at war with neighboring Heggapnod for so long, most of the warriors have forgotten why they began fighting in the first place. Their rapidly dwindling numbers ensure that should no intermediary force step in to stop them, they will surely obliterate one another. The Blood Queen, for its part, enjoys this bloodshed, and watches the weekly massacres through its kuru surrogates in each village.

Vhunsaub: Buried deep beneath the waters of the Shackles, this flooded ruin is thought to have once been the treasury of the Ghol-Gan society that dwelled near the Cannibal Isles. Though many have attempted to discover what treasures lie hidden in its vaults, few even get past the front door, which is steadfastly guarded by a magically compelled sea serpent.

Zhenbarghua: The westernmost kuru settlement in the Cannibal Isles, Zhenbarghua is perhaps also the least dedicated to the Blood Queen, and those few kuru who manage to escape the barbarity of their homeland in search of greater meaning often originate from this small, progressive society.



DAHAK'S FANG

Caves of the Dread Dragon Priest

Notable Settlements: None

Dominant Denizen: Aashaq the Annihilator (CE female ancient red dragon cleric of Dahak 7)

Other Denizens: Goblins, humanoids, wyverns

Resources: Fruit-bearing trees, hidden treasure, meat

The land mass known as Dahak's Fang is really two islands that were divided millennia ago when the gorge separating the island's halves, Fellhope Canyon, flooded with the surrounding ocean's water. Dahak's Fang is a rocky, inhospitable place that has long been the home of Aashaq the Annihilator, an ancient red dragon priestess of the destructive god after whom the isles are named. Aashaq came here some 5 centuries ago and destroyed or drove off the pirates who used this part of the archipelago for shelter, and she established a base from which to lure unholy adherents to her destructive faith.

The Dragon's Gullet: Though Aashaq sleeps and feeds in the Sanctum of the Sorrowmaker, she spends the majority of her time gloating over her precious treasure hoard, which lies deep within an expansive tunnel known as the Dragon's Gullet. The Gullet's entrance is a cave mouth hidden at the bottom of Lake Rogshagrox, which leads to a singular vertical cavern over 4 miles in length. Only the most resilient creatures can withstand the heat at the bottom of the Dragon's Gullet, though those who do manage to endure the extreme subterranean temperatures may just find Aashaq's extensive cache of gold, jewels, and ancient artifacts.

East Fang: The East Fang is mostly rainforest, and wildlife traditionally found in warm jungles thrives in the humid environment (predatory cats, primates, reptiles, and amphibians), with many individuals growing to monstrous size. Wyverns, including the subspecies molded by Aashaq, also nest around the edges of this island. Several cenotes are scattered about the jungle, offering access to aquatic caves occupied by a rather large and unpleasant clan of saltwater merrows. These caves also exit the land far below the waterline in Fellhope Canyon, from where these merrows launch attacks on any boats using the canyon straits as a shortcut across the Teeth.

Fellhope Canyon: Fellhope Canyon itself has become a legendary destination for some foolhardy, thrill-seeking pirates with more courage than sense. Piloting a small boat from one end of the canyon to the other has been the ultimate drunken challenge bellowed and accepted in many taverns across the Shackles, but very few have actually stuck to their bets in the morning when sobriety and comprehension of the dangers return. The most famous sailor who took the challenge and lived to tell the

tale was **Hego Gebel** (CN male half-orc rogue 4/sorcerer 7). The now one-eyed, one-legged pirate can be found in the common room of the Lusty Mermaid in Quent, and often narrates the story of his misadventures for newcomers who buy him a drink. Most of his compatriots on what is known as the Fellhope Run were not as fortunate, and were eaten or eviscerated along that awful journey. Further inducement may get Hego to share his secrets about successfully navigating the canyon. At least a half-dozen retired buccaneers who live on Spendthrift Ridge in Quent have offered quite a purse for any who can do the Fellhope Run and sail back home with proof of their daring.

Sanctum of the Sorrowmaker: Named after the foul dragon god whom its inhabitants devoutly worship, the Sanctum of the Sorrowmaker is the labyrinthine cavern complex that Aashaq and her minions call home. While the confusing cave system technically riddles the entirety of the western isle, its main entrances are centrally located high on the cliff wall overlooking Fellhope Canyon, and Aashaq's throne room and bloody temple to Dahak lie deep within.

In addition to the island's draconic ruler, the caves are also inhabited by numerous servant creatures of loathsome mien, including morlocks, slurks, tentamorts, and oversized vermin of all types. Three of Aashaq's primary lieutenants, **Borshaggat** (CE male adult umbral dragon cleric of Dahak 3), **Meshupullax** (CE female adult black dragon cleric of Dahak 5), and **Ungulustuk** (CE male old umbral dragon) also call the Sanctum their home, and enjoy positions of power as Aashaq's favored minions. Devotees of Dahak who populate the festering sore that is Dragonsthral on Dahak's Horn are responsible for bringing fresh humanoid sacrifices to these lieutenants as well as to Aashaq. Such victims are hauled deep into the caverns while unconscious and left to awaken confused and lost. The dragons and other creatures that live in these humid caves then delight in hunting the unfortunate souls, toying with and terrifying them before the inevitable kill.

West Fang: Comprising the majority of the island, the land above the West Fang caverns is mostly hilly plains and scattered clumps of rainforest. A few minor goblin tribes reside in the West Fang, including the **Biledrinkers** (led by **Hagluk the Foul**, NE female goblin fighter 4), **Stinkdragons** (led by **Bloodgut**, NE male goblin barbarian 3), and **Tongueyankers** (led by **Motherblood Ghusa**, NE female goblin rogue 5). These nomadic goblins constantly move about the island, both pursuing game and evading more dangerous carnivores, and the tribes are in ceaseless conflict with one another. Recently, the Stinkdragons and Tongueyankers have come to recognize each other as potential allies, however, as their relative proximity to Fellhope Canyon means they are both frequently hunted by young dragon devotees of Dahak, as well as by a voracious lesser bandersnatch known to stalk the nearby forests.

DAHAK'S HORN

Slaves of the Dragon's Will

Notable Settlements: Dragonsthrall (1,070)

Dominant Denizens: Humans

Other Denizens: Half-orcs, serpents, spiders

Resources: Fresh water, rare venoms, safe harbor

When the great dragon-priest Aashaq came to the Teeth to establish the Cult of Dahak, she chose the island of Dahak's Horn for her loyal humanoid worshipers to inhabit. Such cultists inevitably possess an appetite for mayhem similar to that of their cruel lord, but have nonetheless thrived on the rocky island. Thick vegetation covers much of the jagged landscape, and the island is home to numerous breeds of poisonous serpents and arachnids, coveted by many for their venom, which can be used as both poison and antidote—not a few alchemists have lost their lives seeking this tempting commodity.

Dragonsthrall: When Aashaq commanded her followers to build a base for the turmoil she planned to unleash on the region, the result was Dragonsthrall, a collection of jumbled structures made of stones, wood, and mud gathered on a broad-mouthed bay open to the perilous Straits of Aashaq. Over the centuries, this settlement has been destroyed many times by Aashaq, her minions, its own residents, and crusaders deluded in their belief that the despicable cult can be eradicated, and just as many times a new town has been rebuilt on the rubble of the old. The current incarnation of Dragonsthrall has grown rapidly since Aashaq herself torched the last one beyond recognition 17 years ago.

Today the settlement is built around a temple made of precariously balanced limestone slabs salvaged from the last burning ruin. Its chief priest is **Annessalli Suwaat** (CE male human cleric of Dahak 7), a squat, beady-eyed bully of Osirian stock who abuses his authority over the town's inhabitants. He answers only to **Houkna Bewul** (CE female half-orc barbarian 9), brutal master of the town and captain of the frigate *Black Dragon*. Her ship is one of the few seaworthy vessels in the cult's seedy fleet, which mostly consists of barely floating tubs, ramshackle rafts, and rickety launches. Houkna's primary goal at this time is to acquire sturdier vessels, and so many of her bandit parties patrol the waters around the Teeth, looking for foolish merchant ships that stray close enough to assault. The cultist-pirates have recently netted a small sloop, but little else to date. Should they experience greater

success, they may eventually become a more significant threat to the region's tenuous equilibrium.

The docks of Dragonsthrall are a muddled collection of piers and waterfront hovels strewn with sea-borne debris, discarded trash, and inexplicable corpses. Two taverns do brisk business here. Smoky Embers has burnt down and been rebuilt more times than any of its many proprietors could count; its current owner is **Hashal Ballock** (CN female human fighter 6), former second mate on the Ollo-berthed sloop *Philo's Fortune* that shipwrecked here years ago. She has managed to survive in this evil place through brute strength and sheer force of will, though she often secretly hopes for an opportunity to escape the dreaded isle once and for all. The other tavern, Bagog's Roundhouse, brews its own potent eponymous liquor; the stuff is infamous for the speed at which it intoxicates and the deleterious effects of regular consumption, which seem to vary from drinker to drinker and include blindness, idiocy, madness, and worse. **Bagog** (CE male half-orc rogue 3) himself has never tasted the stuff, but prolonged exposure to the fumes of his still has left him blind.



AASHAQ



DAHAK'S TOOTH

Secret City of the Harkule

Notable Settlements: Heslandaena (1,110), Yelligo Wharf (245)

Dominant Denizens: Drow (underground)

Other Denizens: Half-orcs, humans, jungle animals, wyverns

Resources: Fresh water, hunting, safe harbor

The island of Dahak's Tooth looks much like the East Fang—tropical rainforest populated by predatory cats, primates, and reptiles with dozens of watery cenotes scattered across the land. Though its shores boast many spots with superior anchorage, game is good, and fresh water plentiful, the wyverns and occasional dragons that fly overhead keep most outsiders away from the island, as do the untold horrors that lurk below.

The Blood Fountain: One of the two Ghol-Gan ruins on the isles of Dahak's Teeth, the Blood Fountain is named for the magical cistern that stands at the center of the ancient city built around it. Despite the rest of the settlement's ruinous condition, the sturdy cistern appears to be fully functional, save that red, bilious liquid constantly pours from its center, seeping into the ground around it and ensuring that no flora grows near the spot.

Heslandaena: The most remarkable feature of Dahak's Tooth cannot be seen aboveground. The cenotes that pockmark the land offer aquatic entry to miles of sea caves, which eventually emerge into unflooded, humid caverns. These dark and moldy caves and passages lead to the subterranean settlement called Heslandaena, an isolated drow town cut off from the Darklands by a curse. Many years ago, these dark elves, part of the Harkule clan, offended a powerful matriarch and were banished for their insolence. The isolated drow settlement is ruled by **Pelanquelle** (CE female drow noble sorcerer 12), wicked and resentful of her exile. She has been plotting vengeance for years and has worked hard to keep the existence of Heslandaena a secret from most of the outside world, and this thriving settlement yet remains unknown to even Aashaq herself. Most of the drow detest their exile every bit as much as Pelanquelle, but some have begun grumbling about the matriarch's leadership and suggest surfacing to join the freebooting life in the Shackles. However, such outspoken individuals more often than not end up dead and rotting on the outskirts of the settlement.

Only a handful of pirate captains know of the drow settlement and are trusted by its matriarch ruler: **Adis Vraisdottir** (CE female human barbarian 6), captain of the fast sloop *North Wind*, which sails out of Mezdrubal; **White Hollis Dobillo** (CN male human fighter 3/rogue 3), captain

of the brig *Stormrunner*, which sails out of Drenchport; and **Constanza Purgote** (CE female human bard 6), captain of the sloop *Constanza's Whim*, which calls Port Peril home. These three pirates, each unaware of the others, all have lucrative trading deals with Pelanquelle, running foodstuffs and supplies to the dark elves in exchange for raw gemstones and rarer substances found in the dark places beneath the earth.

Stone of Tears: The mythical Stone of Tears was once a singular structure within a sprawling Ghol-Gan city. However, much of the city is now in utter ruins, and the once-honored Stone of Tears now lies sideways, having fallen from its ornate pedestal near the city's temple. The giant rock is said to be the cage for a beautiful nymph who long opposed Ghol-Gan's efforts to expand their fiendish society, and was imprisoned when the residents of the ancient city managed to capture her. Should she be released, the nymph's knowledge of the Ghol-Gan empire could reveal valuable secrets of the lost civilization.

Yelligo Wharf: Surprisingly enough, a single small pirate settlement hides itself in Leatherwing Bay. Yelligo Wharf is only 3 years old, but is already home to four pirate crews who prey on the traffic hugging the mainland coast east of Shenchu. **Kamshika Heavyhand** (NE female human rogue 6) captains the armored sloop *Baleful Glare*, **Mean Steebyn** (CN male human fighter 3/rogue 3) captains the barkentine *Rough Customer*, **Noila the Knife** (CN female half-elf rogue 5) captains the brig *Harm's Way*, and **Pendahl of Rahadoum** (NE male human fighter 7) captains the sloop-of-war *Baalzebul*. These four captains specialize in a rather gruesome trade: capturing Inner Sea merchant vessels on their way home from Port Peril, stealing their cargoes, and selling their crews to the cultists of Dahak for sacrifice. The cultists have found this arrangement quite to their liking, as they themselves have thus far proven to be rather incompetent at piracy, and Aashaq's hunger for new blood exceeds what they can capture on their own.

The town itself is a ramshackle and low-key affair, with squat buildings made of driftwood and sod clinging to the shore. **Chadric of Laekastel** (NE male human rogue 7) is the ostensible leader of this entire venture. Former captain of the *Baleful Glare*, he represents himself as the only go-between the Dahak cultists will accept (though there is no truth to this) and as a consequence claims the biggest cut of the cult's payments while taking none of the risks at sea. He now sits in the only stone building in Yelligo Wharf, gleefully counting his growing horde of gold. His obsequious lickspittle, **Chak-Chak** (NE male tengu rogue 4) hangs about the place, eating Chadric's food and quietly pocketing a coin or bauble now and again—though Chadric is well aware of Chak-Chak's kleptomania, he keeps the tengu close by, superstitiously believing him to be the bringer of good luck he needs to keep up his precarious ruse.

FIREGRASS ISLE

Last Bastion of Freedom

Notable Settlements: Goatshead (470)

Dominant Denizens: Humans

Other Denizens: Sea birds, turtles

Resources: Fresh water, safe harbor

Nearly 200 years ago, the Chelish navy managed to trap the infamous buccaneer Knotbeard in the long, narrow cove of an island far south enough to be within spitting distance of the Fever Sea. Four ships faced off against his lone, battered barkentine, the *Mother o' Seasons*. Knotbeard and his crew were under no illusion that they could escape this time, so as soon as the full compliment of Chelish marines swarmed aboard, the pirate captain tossed a torch into the hold, and within seconds angry flames vomited from the portholes. The marines made a desperate attempt to extinguish the already raging fire, but as quick as they were, the flames were quicker. The rampant inferno soon reached a crate of volatile alchemical powders and the resulting explosion obliterated Knotbeard's ship along with three Chelish warships. The fourth ran aground, and the fire spread to the dry grass that covered the rocky island, consuming every living thing upon it. Of the 17 Chelish sailors who survived that day, only four emaciated souls managed to stay alive on the desolate isle long enough to be recovered by a passing ship a week and a half later. This fearsome battle gave the place its name: Firegrass Isle.

Only 70 years ago, a trio of pirate captains settled on the island. These buccaneers resented even the minor restrictions placed on them by the Pirate Council in Port Peril, and soon soured on keeping their strictures. The anti-piracy pact with Sargava, however, chafed them most, and so with a small settlement established on Firegrass, these captains and their crews set about flouting that treaty. Soon the Council laid the blame for all and any pirate misbehavior against Sargavan targets on the Firegrass freebooters, far more than their three ships could reasonably account for. Made the scapegoats of every Sargavan complaint, these three captains made the insult their own, adopting a flag that flaunted a white goat's head on a black field. Indeed, their little town took the name Goatshead as well.

Goatshead: The captains who founded the settlement on Firegrass Isle are long in their graves, but Goatshead continues to thrive. While to this day only three vessels call the port home, the little town boasts a population of over 400 souls, with three taverns, a pair of inns, and a half-dozen big warehouses. It sees its share of merchants anxious to barter for stolen Sargavan goods at bargain prices, and it is also rumored that the Pathfinders have

some interest in the town as a potential base of sorts, though their reasons have not yet been made clear.

Goatshead is a rough place. As for government, the town charter is affixed with a dagger to the wall of its oldest tavern, Walleye's Rum Room. Scrawled in the childish script of a semiliterate, it reads, "No lawsss, nor lords, evry won is hez oon mastr—We ar the lass baschun of freedym." It is signed by three very shaky X's, a testimony to the education of the founding trio as well as their intemperance. The three captains of today's Firegrass are not so different from those long-dead founders.

Captain of the frigate *Red Courage* is **Sweet Wilihem Poore** (CN male human fighter 8). His name refers to the fact that he is forever chewing a stalk of sugarcane and has nothing to do with his disposition; on the contrary, Sweet Wilihem is an ill-tempered terror and has had considerable difficulty keeping a first mate, who inevitably endures the lion's share of his captain's cantankerous wrath. In fact, the *Red Courage* is currently without a first mate, as the last was recently set ashore on Raptor Island. The long-suffering ship's surgeon, **Thecla Dumeili** (CN female half-elf cleric of Besmara 5), has taken on the first mate's responsibilities while the captain tries vainly to secure someone else willing to take on the job full time. **Tepen the Quiet** (CN male tengu fighter 3/rogue 2), the ship's carpenter, remains the only crew member onboard who escapes the captain's fury—Sweet Wilihem calls Tepen his "feathery good luck charm" and allows him certain privileges onboard that set less superstitious members of the crew to grumbling.

Captain of the three-masted barque *Bold Folly*, **Bent-Beak Charney** (CN male human fighter 7) is famous for his crooked, hawklike nose, which he's said to have broken more than two dozen times. His first mate is **Blondie Humbe** (CN female human rogue 5). Named for her elaborate, straw yellow braids, she is celebrated in taverns across the Shackles for the elegant artistry of her cursing. Other colorful crew members include three Mwangi Owwacho brothers, **Benna** (CN male human fighter 3), **Kwasi** (CN male human rogue 4), and **Themba** (CN male human ranger 4). Inseparable and given to practical jokes (especially ones directed at one another), the three have developed an uncanny martial harmony and are particularly skilled at fighting as a unit.

Dancing Darla Madile (CG female human bard 7), known across the Shackles for her rare wit, skill with a falchion, and lively manner, captains the sloop *Besmara Winks*. Darla also holds a reputation for being quite devout, and two priests of Besmara serve in her crew: **Hesla Fornathi** (CG female human cleric of Besmara 5) and **Green Jacobo** (CN male gnome cleric of Besmara 4). **Foul Margot** (CN female dwarf fighter 4) serves as boatswain—"foul" referring to a pessimism so black it snuffs out even the brightest ray of hope among her unfortunate deck crew.



GLENGARNIE CHAIN

The Rocks Of Fate

Notable Settlements: None

Dominant Denizen: Yacoobe the Hermit

Other Denizens: Sea birds, turtles, undead

Resources: None

At the north and westernmost edge of the Shackles lies a small chain of 13 islands. Only five truly deserve the name, the others being little more than barren rocks jutting out of the roiling sea. These isolated dots on the map's edge were named after a Chelish explorer who first charted them 6 centuries past, Jhen Garlnius—the pronunciation of which has evolved into its present form: the Glengarnies. In this treacherous locale, waves crash onto the stone and sand of uninviting shores, and hungry spears of ancient coral lurk beneath the waters. It is said that no one comes to these islands intentionally, and yet no one arrives by accident—for the Glengarnie Chain is also known as the Rocks of Fate, and much legend has grown up around them.

The chief legend is that of Cohol, Fate's Captain. The story goes that almost two dozen Taldan sailors were stranded on one of the Glengarnies after a freak storm drove their ship onto a ridge of sharp reefs. After 3 days and little hope of rescue, an ancient lateen-rigged caravel of elegant design sailed into view. Though the same reefs that marooned the sailors' ship should have prevented the approach of even small vessels, the caravel, which bore the name *Inscrutable Destiny*, drew close enough that the castaways could wade out to her. They were helped aboard the ornate ship by silent, pale crew members, clad in garb from a dozen different lands and eras, who escorted the castaways' elected leader to an opulently appointed cabin occupied by a man so ghostly white he seemed a walking cadaver. He introduced himself as Captain Cohol, speaking in a raspy voice. Cohol informed the castaways' leader that she and four of her comrades (whom he identified by name) were required by Fate to complete a task. In exchange for this service, Cohol would return all who had survived the shipwreck to the destinations of their choice. Each person named assented to the arrangement, and though the castaways succeeded in the perilous mission, one of their number was killed in the undertaking, his body irretrievably lost. The ethereal Captain Cohol was true to his word and returned all the survivors to their chosen ports, though the ship sailed through a constant fog and the time it took to reach the diverse locations was a fraction of what should have been required. When one survivor returned home to Kozan in Taldor, it is said that the body of his brother (the one slain

and lost) had arrived a day earlier, lying in an expensive coffin outfitted for burial.

Dozens of such stories about the Rocks of Fate are told, but all contain similar elements: shipwrecked, stranded, or otherwise desperate souls are approached by an ancient caravel and welcomed aboard. In every telling, Cohol is the mystery ship's captain, and the price of passage is some service that one or more of the castaways, whom he acts as if he knows and identifies by name, must perform. Though reports of such encounters have reputedly taken place all along the west coast of Garund, the majority are said to originate from the Shackles, especially the Glengarnie Chain. Legend has it that Cohol's *Inscrutable Destiny* sails not only the seas of Golarion, but also the space between the planes, perhaps even the seas of time itself, recruiting sailors for dangerous tasks decreed by Fate. Passengers report sailing into a perpetual night fog, and never seeing another ship or land until they have reached the mysterious location of their task or their home ports, always at night.

Coarse clumps of weedy vegetation and a cave-riddled interior mark the second-largest island of the Glengarnie Chain, which is largely considered home only to bats and insects. However, one of the caves is in fact home to **Yacoobe the Hermit** (CN male human sorcerer 13) and his numerous constructs. Legend has it he was a sorcerer on the infamous galleon *Black Havoc*, which sank with all hands over 400 years ago in a bloody battle with four Taldan pirate-hunting warships. Eighty years later, however, the first account of Yacoobe's presence in the Glengarnies surfaced. A certain Pence Berua, the story goes, was sole survivor of a shipwreck. Yacoobe took him in, fed him, and over the meal explained that since fate had washed the sailor onto his shore, Berua's life belonged to the sorcerer—a fortunate circumstance indeed for Yacoobe, who was in dire need of a left arm and four teeth for his "experiments." These parts were taken from poor Berua without further delay, and Yacoobe then teleported the man to a tavern in Quent. Other stories about Yacoobe are told in the common rooms across the Shackles, some alleged to have happened quite recently, with the sorcerer still alive and continuing to conduct his gruesome experiments.

Incorporeal undead are said to haunt the largest island of the Glengarnies, and many other wild stories about the islands are traded throughout the Shackles. However, no sane individual ever heads out that way to check the veracity of such mad tales. Sailors avoid the islands as a rule, with treacherous reefs and lack of good anchorage keeping away most of the uninformed and foolhardy. The island's only fresh water consists of rainfall collected in stony holes, but even that quickly dries up in the punishing heat. Birds and turtles can be caught for food, but firewood is nonexistent. Legends or not, no one disputes that most sailors shipwrecked here have found their graves.

HESMENE'S GROTTO

Lair of the Enchantress

Notable Settlements: None

Dominant Denizens: Blue Hesmene and her "pets"

Other Denizens: Sea birds, turtles

Resources: Fresh water, fruit, hidden coves, hidden treasure

When the Shackles first became a base of operations for pirates plaguing the Cheliox-Sargava trade routes, ships wishing to skirt the dangerous waters north of Dahak's Teeth often used this rocky island as a refuge. With several hidden coves and sources of fresh water, and populated mostly by various breeds of turtles and sea birds, the isle was perfect for buccaneers in need of a brief respite. These early visitors marveled over the island's most remarkable feature: dozens of grottoes filled with strains of phosphorescent algae that illuminate the sea caves in a miraculous glow of colors. For a time, many pirates considered the island and its mystical caverns to be a small piece of paradise in the Shackles.

About 100 years ago—not long after the Eye of Abendego erupted to the north—the spiteful rusalka known as **Blue Hesmene** (NE female rusalka sorcerer 9) came to these rocky caves, emerging from a portal that linked the isle to her home on the First World. She set about making the island her cruel playground, luring in sailors with ingenious ruses and populating the isle with her discarded playthings. Over the years she has amassed quite a large fortune, and secreted it about the island's numerous caves, most of which are only accessible at low tide. Tales of this wealth have drawn many adventurers to her grottoes, but very few have come away with anything but their lives and the disturbing dreams that plague their sleep to the end of their days.

When Hesmene tires of her playthings, she often releases them on the island to fend for themselves. This has produced a bizarre ecology, with strange, otherworldly creatures prowling the land, including numerous fey and magical creatures. Two small bands of shipwrecked sailors also live on the island, eking out a bare bones existence. The Merry Pranksters are a nasty group of two dozen pirates led by **Barkham of Botosani** (CN male human fighter 6/rogue 2), an irreligious iconoclast who revels in invoking the passionate ire of the island's beleaguered protagonists. These are the Penitents, a group of 18 religious pilgrims led by the long-suffering **Jayhalle Messierre** (LG female human paladin 7), who has worked mightily to keep this bunch of petulant scolds together for the past 2 years. Her thankless task has not been

made any easier by the endless theological arguments the pedantic devotees of Abadar and Erastil engage in, which sometimes even come to blows. Of course, intermittently Hesmene herself descends on the band to temporarily buck up their unity with a lethal threat from her and her agents. On a few occasions, the Merry Pranksters and the Penitents have been forced to work together in order to drive off whatever torment Hesmene has concocted. As it stands, neither party is ascendant, and the isle's tricky surf and reefs have prevented any of the castaways from escaping in their makeshift rafts and canoes. Given that most captains of the Shackles have the sense to avoid the place, they may be marooned here for good.



BLUE HESMENE

KEPRE DUA

Secluded Elven Enclave

Notable Settlements: Alendruan Harbor (1,255)

Dominant Denizens: Elves

Other Denizens: None

Resources: Fine silks, fresh water, gems, safe harbor

Far away from the Shackles, verdant Kyonin is the largest elven nation on all of Golarion. It has no access to the Inner Sea or Arcadian Ocean, and for many elves, the sea holds no allure. Those who have found their way to the Shackles and a life of piracy are a breed apart, and those familiar with the traditional elves of Golarion might be taken aback by the archipelago's inhabitants. They call themselves "ocean elves," and refer to their more traditional brethren as "the Landlocked" or "the Treebound," though no real racial distinction exists between them. Seemingly born to the sea, ocean elves tend to be fearless individualists—wild, short-tempered, and quick to take offense. They often find themselves hopping from one crew to another, staying under the leadership of a pirate captain for no more than a year or two, forever seeking some unspoken and unconscious goal that continues to elude them. For some Shackles-faring elves, this inexplicable compulsion draws them inevitably toward the isle of Kepre Dua.

Alendruan Harbor: Ninety years ago, the unpredictable elven witch **Kaala Raingold** (CN female elf witch 8/cleric of Calistria 6) came to the Shackles, flitting about from crew to crew like most of her seagoing kind. It was only after setting foot on the isle now called Kepre Dua that a miraculous change overcame the witch, who was inspired by either some unknowable magic or divine intervention. Calling herself Queen Kaala of the Veil, she soon began recruiting other Shackles elves with an evangelical fervor. "Listen to your blood," she would say. "It calls you to Calistria and Kepre Dua." As though enchanted, many flocked to her pale blue banner, and in a remarkably short time her settlement on the island, Alendruan Harbor, blossomed into a thriving port, soon boasting the largest population of elves in all the Shackles and occasionally even drawing adventurous continental land-dwellers to its shores. The settlement itself is a town of vibrant colors, devoted to the piratical lives of its inhabitants as well as to an uninhibited worship of the goddess that would make even the elves of Kyonin blush.

Non-elven vessels are allowed to dock and do business with the town, but none are permitted to leave their ships; indeed, those who dare set foot on the sacred island find themselves subject to severe punishments, including heavy fines, exile, and in the most extreme cases, execution.

While such acts of retribution extend to all non-elven intruders, the penalties for those of mixed blood are especially harsh, if not completely unpredictable to boot. Half-elves who wrongly step on the shores of Kepre Dua (whether purposefully or by accident) ineluctably find themselves subject to one of two possible punishments. For the unlucky, a brutal death is the only reward for intruding on the sacred island, as Queen Kaala's favored priestesses haul the unfortunates off to the eastern side of the island's forest, where they are bound to a towering, ornamental stake that soars above the jungle canopy. For days, the victim starves and burns beneath the harsh rays of the sun, until just before death, a swarm of giant wasps that makes its home on the island descends upon the individual and devours the unfortunate soul in minutes. Whether these oversized vermin are compelled by hunger, magic, or Calistria herself none can say.

The other possible outcome for half-elves who make their way onto Kepre Dua's mainland is a ritual known to the residents of the island as "Calistria's Whisper." Throughout the course of a week, the intruding half-elf is treated to exotic foods, rich wines, and all manner of bodily delights within the personal quarters of Queen Kaala herself, where she and her servants see to the chosen individual's every desire. On the final evening of the Whisper, the half-elf is paraded through the town on a lavish palanquin and marched to the temple of Calistria in the center of the city. It is there, in the locked and barred Nectar Room of the illustrious temple, that the half-elf is sacrificed to the Savored Sting. The exact details of the sacrifice are uncertain, but those who have dared to near the temple during the final night of Calistria's Whisper tell of unearthly wails of both immense pleasure and hair-raising agony.

The Obelisk of Wonders: Kaala's sudden devotion to elven purity and the goddess Calistria came about when she found on the island an old ruin known as the Obelisk of Wonders. Kaala claims that the monument, thought to be one of the many remnants of Ghol-Gan, is actually a beacon of her goddess, where the elven witch receives regular "revelations." However, some have begun to doubt Kaala's judgment—even her sanity, and a small stream of defectors now flows from the island. While her ultimate aims are unknown, many are concerned about the unpredictable Queen Kaala of the Veil, and still others long to investigate this Obelisk of Wonders and the surrounding ruins that brought about the queen's astounding transformation, though Kaala has thus far gone to great lengths to conceal the exact location of the mysterious obelisk.

A lush jungle blankets the rest of the island, rich in both plentiful game and sources of fresh water. Some fey creatures also reportedly wander the isle, strangely warped by the effects of the obelisk.

MGANGE COVE

Home of the Juju Pirates

Notable Settlements: Ngozu (695)

Dominant Denizens: Humans (primarily of Mwangi ethnicity)

Other Denizens: Boars, giant geckos, rhinoceroses

Resources: Fresh water, gems, juju relics, lumber, safe harbor

Known for their fierce dispositions and courage in the heat of confrontation, sailors native to the Mwangi Expanse are a staple of the Shackles, and many pirate captains actively seek Mwangi sailors for their crews. While these hard-working mariners are common throughout the archipelago, it is rare for crews to be composed exclusively of Mwangi sailors. The port of Ngozu is a notable exception—it is home to a sizable fleet of pirate vessels crewed by sailors of Mwangi heritage, nearly all of Bonuwat descent. The most famous ships hailing from that port include the frigate *Marjani* (“Red Coral” in Polyglot), captained by **Femi Ekua** (CN female human fighter 5/rogue 2); the brigantine *Bahari Laana* (“Seaborne Evil”), captained by **Bloody Abrafo** (CE male human bard 7); and, perhaps most legendary, the galleon *Kiburo Nguma* (“Proud Fist”), captained by **“Big Blue” Baolo** (CN male human fighter 6/rogue 3).

Ngozu: The picturesque port of Ngozu sits on the long cove that gave the island its name. While the port coolly tolerates non-Mwangi ships, their crews had best behave themselves while in town. Ngozu’s rules are strict for non-natives, whom the locals refer to as *ben kudu* (“lost ones”). Most infractions of the laws involve a “blood price”—punishment that demands the shedding of the offender’s blood. Ben kudu leaving the docks and entering the town proper travel a boardwalk lined with wooden posts, from which jut the right hands of outsiders (some skeletal, some rotting, and some distressingly fresh) who broke a rule for ben kudu. Perhaps the most disconcerting thing for visitors is the fact that rules for non-Mwangi don’t seem to be posted anywhere in Ngozu, and it is only through hearsay that visitors know exactly which manners are appropriate and which are deemed utterly irreparable while within the port town.

Residents of Ngozu are loyal devotees of the ancient Mwangi faith of juju (see pages 66–71 of *Pathfinder Adventure Path* #39), a religion committed to congress with the spirit world of the wendo, a vast pantheon of spirit beings who seek contact with the inhabitants of the Material Plane. **Ajuoga Baas** (CN female human juju oracle 8) acts as the chief wendifa (juju oracle) and putative ruler of the settlement. She is dedicated primarily to the

greater wendo spirit Mfuelleo the Journeyer and has two subordinates: **Mosi One-Knife** (CG male human oracle 4), a priest known for his kindness and service to the greater wendo spirit Sister Liiza; and **Xabasu** (CE female human oracle 5), a wild-eyed, beautiful Zenj woman known for her caprice and cruelty who is devoted to Lo Lulu the Night Lord. One of the three wendifa conducts communal juju rituals each night and ben kudu caught witnessing a ceremony (an act strictly forbidden) soon learn how to perform routine tasks with their left hands.

Most activity in Mgange centers on Ngozu and the cove, though the rest of the island boasts numerous sites of interest as well. The western end of the island is a verdant jungle, known for its fresh water and succulent fruits, along with tall, straight trees perfect for replacing a damaged mast. Game such as boars, deer, and rhinoceroses call the western forests home, as well as giant geckos and venomous snakes in the northern reaches of the isle. Of course, the natives of Mgange consider taking any of these resources without express permission a gross offense, though such prohibitions don’t necessarily stop the more daring and irreverent pirates from neighboring Firegrass Isle.

Ongongte Overlook: Natives of Mgange regard this narrow bluff on the southwestern corner of the isle as a particularly holy site, and numerous fervent juju worshipers make pilgrimages to it every month. Devotees claim that a lesser wendo spirit with allegiance to Mfuelleo the Journeyer resides at the edge of the promontory, a figure known as Donma Goko, though she only makes herself known when there is no moon in the sky. The late Free Captain Xelemni Adulian from Taldas Isle traveled to Ongongte Overlook 40 years ago in hopes of seeing the so-called wendo, and hid behind a large rock on the bluff to secure a discreet vantage point. The wendifa watching for the wendo’s appearance that evening scarcely noticed the Taldan intruder during the ceremony, until the spirit of Donma Goko possessed the captain’s body and hurled the insolent pirate off the cliff while befuddled onlookers watched the act of brutal vengeance. Since then, few outsiders have dared travel to the spot for fear of a similar fate.

Zhukuo Tegeg: The eerie communal cemetery of the residents of Ngozu, Zhukuo Tegeg has played host to numerous mysteries since the founding of Mgange Cove. Recently, the emergence of several juju zombies has led many of the townspeople to fear that an evil necromancer may be in their midst, though the only spellcaster powerful enough to summon such horrors is their chief wendifa, Ajuoga, who is personally responsible for putting down many of the undead monsters. The juju oracle has even begun to search for aid from outsiders in identifying and putting an end to the zombie menace, leading some of her followers to doubt their spiritual leader’s worthiness as chief wendifa.

NALT'S ISLAND

Gateway to an Ancient Evil

Notable Settlements: None

Dominant Denizens: Hill and stone giants

Other Denizens: Lamias, pterosaurs, vegepygmies

Resources: Buried treasure, fresh water

The tale of smuggler Nalt Tarbrow's rise to power, descent into madness, and self-immolation is well known across the Shackles and beyond. While those events are nearly 100 years past, the island that bears the smuggler's name still evokes feelings of dread and avarice.

Eel's Skull: Ships passing within sight of the isle can still see the ruins of the pirate lord Nalt's fortress, Eel's Skull, staring arrogantly over the edge of a sheer cliff on the northern expanse of the island's eastern shore. Every sailor knows untold wealth and power lie somewhere deep within that cursed castle's abandoned halls and caverns.



EEL'S SKULL

The rocky outcropping that gives Nalt's fortress its name once sat above the structure's entrance, but the grand iron portcullis that allowed broad carts laden with pirate booty to pass into the castle was crushed by tons of falling rock when the demented pirate lord put the place to the torch. The only known ways to access the fortress interior now are the "eye sockets" of the skull: two large oval openings, both blackened by the same flames that consumed Nalt. Reaching these apertures requires a perilous climb, with angry waves pounding the cliffs nearly 200 feet below. Once inside the place, there's no telling how deep the chambers and caves descend. Ancient demons of Ghol-Gan are thought to prowl the levels below, guarding the treasures and primeval artifacts Nalt saw fit to deny his enemies by setting the fortress and himself on fire. Numerous adventurers have set out to explore Eel's Skull (with at least three expeditions mounted by the Pathfinder Society), and it has been rumored in recent times that some parties even managed to access the labyrinthine lair's blocked-off dungeon levels. Only two adventurers, however, are known to have emerged from the dread dungeons alive, both terribly altered by the experience; no attempts at healing could restore either to full health or sanity, nor could they repair the survivors blind, pupil-less eyes; ash white skin; or permanent tremulousness. One eventually committed suicide by setting himself on fire (certainly more than mere coincidence, considering Nalt's own fiery end), while the other, a Pathfinder named Gelrue Palane, is last rumored to have set off for Besmara's Throne.

The Lake of Dead Dreams: The island's resident giants avoid the brackish waters of the Lake of Dead Dreams and the Ghol-Gan ruins around it, said to be haunted by ghosts of the vanished empire. The giants say that those who drink from the lake suffer thereafter from terrible nightmares wherein they must repeatedly witness their own death, though no explorers have thus far dared to test the veracity of such tales. Pterosaurs roost in the hillsides near the lake, swooping down on any creatures that pass too close to their nests.

Redbow Isle: The barrier island of Redbow is home to a violent tribe of vegepygmy natives who emerge from their caves to launch attacks at any ships that dare pass through the nearby straits, making strange, gleeful clicking noises as they force unwary crews toward the whirling vortex beneath Whirlpool Rush on the straits' far side.

Whirlpool Rush: Two sibling charybdises are said to be the cause of the perpetual vortex beneath the crashing waters of the seaside cataract known as Whirlpool Rush. Sailors seeking to skirt the hostile waters of Shark Island to the east sometimes brave the straits between Redbow Isle and Nalt's Island, though most come to wish they had risked the sahuagin-plagued waters instead, as many have met their doom beneath the crashing waves of the whirlpool.

PANGALLEY ATOLL

Berth of the Screaming Reaver

Notable Settlements: Fort Benbem (60)

Dominant Denizens: Humans

Other Denizens: None

Resources: Fresh water, fruit

The *Screaming Reaver*, an armored sloop-of-war originally captained by Black-Eye Benbem, bears a reputation as one of the most infamous pirate vessels currently sailing the Shackles. It was notorious for capturing merchant ships, pilfering the cargo, and leaving the crew with hands and feet bound on the ill-fated vessel, which was set adrift after a fire was lit in its hold. Tales tell that Benbem watched wistfully, smoking a pipe as the shrieks of burning victims drifted across the water.

This horrific pattern repeated itself many times before Benbem's first mate, known simply as **Coal-Dark** (CE female human fighter 4/rogue 4), grew weary of the waste and dull repetition and slit her captain's throat, politely asking her startled crewmates afterward if anyone objected to her taking on Benbem's recently vacated post. The crew made no objections. In the past 3 years, the *Screaming Reaver* has become far more efficient, with less pointless savagery, though its reputation for violence remains undiminished. The reviled crew includes first mate **Boc Haymartin** (CE male human bard 5), whose penchant for achieving pitch-perfect screams from captives he tortures precedes him; **Heric Whalebiter** (CE male human rogue 4), who boasts that he cannot be poisoned; **Mellas the Small** (CE female halfling cleric of Besmara 4), a former resident of Bag Island who escaped after setting fire to Gozreh's shrine in Beachcomber; and **Wolah** (CE female half-orc sorcerer 4), renowned for the dramatic vengeance she exacts for even minor discourtesies.

Fort Benbem: The small port fortress of Fort Benbem has been the base for *Screaming Reaver* since the ship was banned from using even Shark Island ports. Old Black-Eye chose the fort's location, hidden from prying eyes by thick palm trees, and had it built using slave labor that the wicked captain drowned soon after its completion. Today the settlement still bears his name, though it is little more than a dozen single-story wooden buildings surrounded by a sharpened log palisade. Coal-Dark is less arbitrarily violent than Benbem ever was—she would never drown slaves who could be sold on the market—but the uneasy residents of the sordid place are careful not to offend her, instead living gratefully off what largess she and her crew offer. The approach to Fort Benbem's solitary dock, not visible to anyone who doesn't already know its

location, is tricky for pilots because of its hidden reefs and shoals. The fort is well-provisioned: a large, internal lagoon makes for good fishing, crabs are plentiful, wild boar and other game populate the jungle, and the fort's walls encompass a freshwater spring. Thanks to their remarkable self-sufficiency, the pirates of Fort Benbem can hide out in their secluded atoll for weeks on end while naval vessels and rival pirates hunt them down, and all of their plundered riches can go toward funding the crew's lavish and expensive vices instead of food and water.

Heavywater Perch: This tiny site is little more than a single large rock that juts out of the water near the southern end of Pangalley Atoll, but the location has earned its infamy through its sole resident, **Crimson Clepsana** (NE female merfolk bard 5/sorcerer 3), a beautiful merfolk with the tail of an enormous red snapper who can often be found sitting atop the stone when the *Screaming Reaver* is leaving or returning to port. Residents of Fort Benbem know to steer clear of Heavywater Perch for fear of falling prey to the enchanting merfolk's captivating song, which has lured more than a few unwary sailors to their deaths. Captain Coal-Dark has informed her crew time and time again that any man or woman found staring at the sensuous Clepsana while aboard the ship will receive a dozen lashings from her wicked cat-o'-nine-tails, and she uses moist kelp to plug her crew's ears should they have to sail near the singing merfolk and her perch. Some of the crew members wonder in hushed voices why Coal-Dark doesn't simply take care of the wretched seductress herself, while others go so far as to suggest that the ruthless captain harbors a secret love for her ocean-dwelling rival. None of these rumors have reached Coal-Dark, for proponents of such whispered gossip know that their punishment would be gruesome indeed.

Wailing Cave: The half-submerged cavern known as Wailing Cave is routinely avoided by the residents of the isle, who claim the ghost of murdered Benbem haunts it. Indeed, at least two recent incidents have occurred in which some sailor deep in his cups while on leave from the *Screaming Reaver* has spoken unkind words about the unmourned buccaneer and been found the next morning strangled to death in his bed. "Looks like Benbem got 'em," has been the refrain, for while he was best known for burning captive enemies alive, Benbem also had a penchant for strangling those sailors among his own crew who displeased him. Coal-Dark scoffs at this explanation and cites her own undisturbed slumber in her featherbed on Pangalley Atoll as clear evidence to the contrary. Nonetheless, many sailors of the *Screaming Reaver* have taken to wearing leather collars and other protective accessories before going to sleep, and none dare to explore the dripping cavern complex thought to house his restless spirit.



RAMPORE ISLES

The Rakshasa's Kingdom

Notable Settlements: Ghrinitshahara (1,390), Halabad (710), Kora (900), Vezhnu (585)

Dominant Denizens: Humans (primarily of Vudrani ethnicity)

Other Denizens: Half-orcs

Resources: Fresh water, rice, safe harbor, slaves, sugar

The Vudrani sailors who have come to the Shackles have long tended to settle on the Rampore Isles, named after some long-forgotten captain or vessel. The town of Ghrinitshahara once so resembled the hamlets and villages of the distant Kingdom of Vudra that it managed to assuage the homesickness of many Vudrani mariners. But 50 years ago, a trio of rakshasas, fleeing bounties placed on their heads by a powerful rajah, made their way to the Shackles. These villains managed to infiltrate Rampore's loose organization, and within 2 years assassinated or imprisoned all rival Vudrani pirate lords. The remaining population of these once vibrant and thriving isles was subjugated by the rakshasas and the brutal thugs in their employ. The boldest of the three evil outsiders, a mandrill-headed rakshasa of astonishing cruelty and cunning named **Bedu Hanji** (LE male rakshasa magus 6), managed to do away with his equally treacherous partners, and thus became the undisputed master of the Rampore Isles. Unlike many of the islands of the Shackles, Rampore has become a well-oiled machine with a clearly delineated hierarchy of evil, centralized around the export and trade of humanoid slaves.

Rampore has a large, well-armed armada to protect goods being brought into the islands. Those wishing to trade for what Rampore has to offer must come to Ghrinitshahara, the city in the center of the rakshasa's domain—Hanji knows better than to risk his profits by transporting his wares past the greedy and envious eyes of his neighbors, who consider the rakshasa an affront to the freebooting spirit of the Shackles. Relations with nearby Bag Island are always especially tense, and several weeks of all-out war have broken out a number of times between these principalities over the past 5 years. The slaver-hating halflings of Bag Island consider the capture of a Rampore slave ship a reason for great celebration. Hanji himself has a simple policy when it comes to captured sailors of the Bag Island fleet: they are crucified on the shoreline Bedu has maliciously named the Halfling Coast.

Along with a full third of Rampore's growing fleet, Hanji and his ship, the massive galleon *Semudarogah* (translating roughly from Vudrani as "Sea Plague"), sail north around the Eye, pillaging merchant vessels as far away as Varisia,

as well as raiding the coastlines to secure fresh humanoid cargo for the rakshasa's thriving slave-training camps.

Ghrinitshahara: Hanji rules from his sprawling palace on the central island in Ghrinitshahara, the archipelago's capital. The busy town is famous for its large harbor and shipyards where captured vessels are repaired and refitted for sale to buyers across the Shackles, Sargava, and the greater Inner Sea region. Some nations even end up unknowingly purchasing their own vessels from Rampore agents, buying back ships that were captured by Rampore-based pirates and given new names and a fresh coat of varnish.

Two months out of the year, Hanji leaves Ghrinitshahara in the capable and cruel hands of three pitiless lieutenants, **Cuha Cahora** (LE female human rogue 6), **Rakhna** (LE female human bard 5), and **Vesyapremi** (NE male human fighter 6). Each of these subordinates harbors a burning hatred for the others matched only by his or her unswerving devotion to Hanji. This arrangement ensures that when the rakshasa returns to his enslaved kingdom, no serious plots have been hatched against him.

Halabad: Many of the slave-citizens of the Rampore Isles are born and raised in the town of Halabad. Here ramshackle housing complexes are interspersed with equally decrepit breeding centers, where slaves are forced to intermingle and create more of the humanoid chattel that make the islands rich. Brutal disciplinarians in the town's training camps teach children at an early age to perform the tasks they will likely perform for the rest of their lives, breaking their backs as well as their spirits.

Kora: Most of the islands' rice and sugar plantations are centered around Kora, the seat the isles' administration. The crops are sold to the less self-sufficient islands in the Shackles, and the trained thralls that work these fields also serve as a commodity to be traded to slavers. Tiny fishing settlements dot the city's coastline, but the inhabitants here are little better than slaves themselves, paying a crushing tax and barely eking out a subsistent living. Brutal overseers keep the entire operation running, mercilessly driving the platoons of slave labor and ultimately working them to their deaths.

Vezhnu: Large herds of livestock graze in the grassy plains surrounding Vezhnu. A veritable city of slaughterhouses lines the shore; the excess blood that runs down the factories' grates drains into the Arcadian Ocean, where ravenous sharks and other maritime carnivores glide through the crimson-hued waters. Many of the islands' more insolent citizens find themselves on Vezhnu's shores awaiting punishment for their crimes. This usually entails lashings on the so-called Docks of Chastening, though citizens deemed guilty of the worst crimes (such as attempting to instigate rebellion or free potential slaves) are tortured by being repeatedly dipped beneath the shark-infested waves until the beasts have had their fill.

RAPTOR ISLAND

Dinosaur-Infested Prison Colony

Notable Settlements: Fort Holiday (97)

Dominant Denizens: Deinonychuses

Other Denizens: Dinosaurs, giant beasts, humans, reptiles

Resources: Buried treasure, fresh water, fruit

Rocky shoals and jagged reefs prevent vessels of any significant size from approaching the shores of Raptor Island. To land here, a ship must anchor about a quarter-mile offshore and send out a longboat, carrying whatever ill-fated soul is destined to spend the rest of his or her days on the wild isle, for many Free Captains employ Raptor Island as a place to maroon particularly troublesome enemies captured in battle as well as malcontents and traitors. Most castaways are deposited on the barren beach known as Dead Slave Cove near the mouth of the Broken Hope River, the isle's main waterway. The rough seas around the island spell a quick death by drowning for all but the most skilled swimmers, as sharks and other marine predators infest the perilous waters. The land has been picked clean of most trees that could be used to build a serviceable escape raft; rather, thorny and fleshy vegetation suitable for little in the way of survival covers most of the island. Inevitably, marooned sailors trudge into the woods seeking a reliable food source, shelter, or some other means of escaping the island, but most discover only their unfortunate position in the food chain.

Raptor Island is well named for its most common denizens: ravenous packs of razor-toothed deinonychuses—other dinosaurs populate the isle as well, but none come close to the dominance of these voracious predators. Grassy hills roll along the island's interior, becoming drier the farther one travels from the Broken Hope.

Fort Holiday: Against all odds, a number of castaways managed to build this refuge atop a rocky hill at the fork of the Broken Hope and its main tributary. The base—wryly named Fort Holiday by its original denizens—consists of a number of huts surrounded by a wooden palisade made of the few substantial trees, and the marooned survivors continue to fortify their small sanctuary with rocky barriers gathered stone by stone. This hardy collection of true survivors grants safe haven to any castaway who can make it to the gates of their settlement, a task that proves both one's skill as well as one's sheer will to survive. Among the many colorful current

residents of Fort Holiday are **Benarny the Impressive** (CN male human rogue 5), ex-sailmaker on *Rosto's Glory*, who boasted to the wrong man of bedding the wrong woman; **Idylla Redboot** (CN female human cleric of Besmara 6), a priest who made the mistake of evangelizing in the port town on Kepre Dua; **Bug-Eyed Posk** (CN male half-orc fighter 5), who hijacked a slave ship captured by Bag Island's Jolis Raffles himself and then sold the recently liberated cargo right back into slavery, (though Posk claims to have done so at Raffles's behest, stating that the halfling leader betrayed him once the job was done); **Palco Justice** (CN male human bard 4), recently failed first mate of the *Red Courage* of Firegrass Isle; and **Velesa Mortana** (LE female half-elf fighter 3/rogue 3), a Chelish spy found out in Hell Harbor.

Ghost Lake: Rumor has it that Captain Blue Brio sank several chests full of booty a few hundred years ago at the center of Ghost Lake, which is said to have come by its name rightfully due to the restless spirits that prowl its shores. The residents of Fort Holiday claim that a particularly beautiful ghost also inhabits the lake, having been drowned here by a jaded pirate lover in life and who now seeks to inflict vengeance on her murderer's descendents. Which of Fort Holiday's original founders started the grisly ghost tales is unknown, but none wish to test the veracity of such gruesome accounts.



RAPTOR ISLAND DEINONYCHUS



RAUGSMAUDA'S REACH

Isle of the Dead

Notable Settlements: None
Dominant Denizens: Undead
Other Denizens: None
Resources: Hidden cove

Long before Chelish explorers made their way to the Shackles, two sorcerers of malign power with an abiding hatred for one another used the archipelago as a battleground for their feud. Gray Whyrlis and Raugsmauda brought to bear unholy energies that resulted in the destruction of one and the maiming of the other. The evil thaumaturge Raugsmauda survived, retreating deep into her subterranean stronghold on Motaku Isle to recover from her grievous wounds, both physical and psychic, and centuries passed wherein it was assumed she was gone forever.

Only 200 years ago, a group of adventurers descended into the Pit of Raugsmauda on Motaku Isle and discovered the sorcerer, now a malevolent lich. They managed to eject her from her lair, but she fled westward, eventually settling on an uninhabited, cave-riddled volcanic isle that now bears her name. Soon after the Eye of Abendego erupted in the north, Raugsmauda finally emerged from the sulfuric fumes of her lair and took to the seas as captain of the lumbering galleon *Naiegoul*. It flies a black flag covered with words of the Ghol-Gan language not spoken for millennia: *Geghalle Omutapura*, or “Hope Vanishes.” No flag is more feared in the starlit night than Raugsmauda’s, and all but the most stalwart (or foolish) flee before it.

The planks from which the *Naiegoul* is built are as black as a starless night and radiate powerful necromantic energy, leading many to believe that the ship’s wood is certainly not of this world, and instead is summoned from some horrid nether plane. Small batlike humanoid creatures scurry through its tattered sails, while augmented draugr, wights, and lacedon ghouls crew the decks below. Raugsmauda’s first mate is the graveknight **Chouzbec** (CE male human graveknight fighter 10), assisted by **Pyrada Naulk** (CE female human cleric of Lamashtu 11). While her equally malevolent crew members have proven unwavering in their faithfulness, **Raugsmauda** herself (CE female human lich sorcerer 14) always helms the *Naiegoul*, seeking victims for her undying malice.

The island of Raugsmauda’s Reach possesses an aura both unsettling and alien. Here sickly yellow-gray fumes waft up from the angry, rocky earth. Unhealthy, stunted trees—wrapped by thorny vines like murderous hands around a victim’s neck—writhe up from the cracked

landscape, and tangles of undergrowth cover almost everything else. Madly chittering arachnids as big as hounds patrol the black sand beaches, and fat, unnatural crows perch everywhere in great numbers. At the western edge of the islet rises Raugsmauda’s wide stone tower, six stories high, the bricks darkened as though licked hungrily by hellfire. What lies within and beneath this tower is a mystery reserved for sailors’ nightmares.

A long wharf rolls out from the tower’s heavy iron portcullis into the natural harbor like the lolling tongue of some corpulent beast—the berth of Raugsmauda’s *Naiegoul*. The galleon sails but one night each month, but can appear anywhere across the Shackles to snatch up lone vessels with unholy, gleeful ease. The Free Captains of all the civilized islands would like nothing better than to be rid of Raugsmauda, and the Pirate Council has agreed to bankroll any group of adventurers willing to take on this undead scourge. Three expeditions have been mounted thus far, but each ship sent out has returned to port awash with blood and unmanned but for a single sailor crucified to the mainmast.

The Lurching Mountain: Though much of the island is covered in miniature volcanic vents that constantly drizzle rivulets of white-hot magma, no area on Raugsmauda’s Reach is more geologically active than the soaring peak known as the Lurching Mountain. The towering volcano is the primary source of the yellow-gray clouds that loom over the isle, as well as the thick fumes constantly pour out of the crater at the top and roil down the sides of the mountain, the resulting ash as putrid and rotten-looking as the lumbering haze itself. Exactly what sort of chemical composition could create such a unique and unsettling ash cloud remains a mystery, though the few explorers who have dared near the island since Raugsmauda laid claim to it centuries ago say the lich herself can be seen practicing her foul magic on the lip of the treacherous mountain’s crater.

Steirwood: Thought to have once been a lush forest home to numerous woodland creatures, the small stretch of trees known as Steirwood now plays host to the majority of the hordes of undead that aimlessly roam Raugsmauda’s Reach. The lich creates many of her necromantic horrors using victims she captures on her monthly hunts, though some of the terrible creatures that wander Steirwood resemble animals that perhaps once populated the isle or distant lands, including bovine ghosts, elephantine skeletons, and serpentine ghouls. Regardless of their exact origins, these undead beasts and others now dwell strictly within the rotting forest. The winding trees with their pallid bark and twisted branches seem to absorb the unnatural taint of the land itself, and stray roots with barbed ends spontaneously animate to gore and consume zombie animals that wander too close.

SHENCHU BAY

Distant Tian Outpost

Notable Settlements: Cho-Tzu (1,230), Haigui Wan (995)

Dominant Denizens: Humans (primarily of Tian-Shu and Tian-Sing ethnicity)

Other Denizens: Tengus

Resources: Bullion, fresh water, safe harbor, slaves

In the years before the collapse of its hegemony in Tian Xia, the empire of Lung Wa sent forth many ships to explore Golarion's oceans, seeking new trade routes, markets, and goods. Some of those expeditions made their way to the Shackles. Seeing the relatively free lives of the Shackles pirates proved an enormous temptation for the brutalized sailors of the Tian fleets, and many crews mutinied, hanging their former officers from yardarms or running them through if they were lucky; those less fortunate were usually keelhauled. The newly liberated sailors took to piracy with aplomb, and could soon be found on ships across the archipelago, though many remained with others from their own native land. Some established a pirate base on an island between Dahak's Fang and the rocky shores of the mainland, which they named Shenchu Bay ("freedom" in Tien).

The island is ruled by a group of elected Free Captains known as the Wise Council of Three. Council members serve a 3-year term before submitting themselves again to the votes of all Shenchu captains. The current council members are **Jieh Hui** (CN male human rogue 5), the body's leader—an ancient man thought to already have one foot in the grave; the devious **Lo Shei Wen** (NE male human ninja 4), captain of the frigate *Serpent's Tongue*, which specializes in the capture and sale of slaves; and finally, **Chan Ai-Huao** (CN female half-elf fighter 5), a half-elf whose elven father, a buccaneer known as Laleu the Rapier, won the respect of these insular people and married a Tian-Shu woman in the process. Chan is greatly favored by the voteless common sailors of the island's pirate fleets, but barely secured a council seat in the last election. Lo Shei makes no secret of his animosity for the "half-breed shark," as he calls Chan in very public conversations. These feuding council members are known to hire outside agents as pawns in their internal conflicts—it is not uncommon for a foreigner to be approached dockside with offers of rich payment to perform a task that seems innocuous enough, but often before long these outsiders find themselves embroiled in local politics not to their liking.

A major part of Shenchu Bay's inland territory is swampy and well suited for rice paddies, which are tended by slaves and peasants, many from other Tian ethnicities. To this

day, rice and fish are staples in the diets of the islanders, and Shenchu is almost completely self-sufficient. The slaves who work the paddy fields live in tents and huts and are overseen by *neh cang*, a class of cruel freepersons unafraid to apply the whip to any who slack off from their duties.

Cho-Tzu: Shenchu Bay's main settlement, Cho-Tzu, is built around a large triangular harbor. Two-thirds of that harbor consists of docks where Shenchu pirate vessels and merchants' ships berth, while a veritable second city permanently at anchor accounts for the remaining third—50 or more junks, rafts, and other ramshackle watercraft occupied by over 200 Tian-Sings, descended from sailors from Zo Piaobo, the floating city of Minata (see page 31 of *Pathfinder Campaign Setting: Dragon Empires Gazetteer*). These clannish folk rarely set foot on dry land, and are known to provide a variety of services from fortune-telling to midwifery. It is well known that they can also be hired for less reputable tasks, including extortion, kidnapping, torture, and murder, though nearly all of Cho-Tzu's citizens stubbornly refuse to acknowledge any such wrongdoings taking place along their shores. While most of Cho-Tzu is populated by Tian-Sings, a sizable populace of expatriate tengus also makes its home in ramshackle neighborhoods on the northernmost side of the city, having escaped from Imperial Lung Wa long ago in pursuit of freedom, however lackluster it may look from the outside.

Haigui Wan: This settlement was built on the northeastern peninsula of the island for but one purpose: to serve as a base of operations for a fleet of 10 ships that patrol Shenchu Bay's northern coast, protecting the island from the looming threat that is Dahak's Fang. Raids by devotees of the dragon god's cult are common, consisting of crude watercraft aided from above by wyverns and other flying reptiles. Shenchu's defensive fleet consists almost exclusively of *kobuksons* (literally "turtle ships"), enclosed vessels originally developed back in Tian Xia by the clever naval engineers of Hwanggot. These large ships are driven primarily by oars and are lightly armored, their roofs covered with iron spikes so that boarding and aerial assaults are much more difficult. The large figurehead at the bow of the ship, usually depicting a snapping turtle or sea serpent, is actually hollow and manned by alchemists who burn various substances and expel the smoke from the figurehead's nostrils. This smoke, while usually employed for concealment, can also be poisonous or produce other effects, such as disorientation, blindness, or worse; the crews of Shenchu Bay's *kobuksons* protect themselves from this clever breath weapon by hiding within the safety of their vessels, which also sport shielded portholes used by archers and wielders of magic.



THE SMOKER

Volcanic Isle of Prophets

Notable Settlements: Plumetown (1,130)

Dominant Denizens: Humans

Other Denizens: Fey, magmins, mephits (fire)

Resources: Fresh water, fruit, safe harbor

Mount Keeba, the largest active volcano in the Shackles, is known to most denizens of the archipelago as the Smoker. Slow but steady rivulets of lava constantly course down the mountain's northern slope, and goutts of steam hiss violently as the molten rock strikes the ocean waters. A steady plume of smoke wafts lazily from the huge crater at the volcano's summit, which can be seen for many miles in all directions, although the volcano hasn't erupted violently in recent memory. Only one settlement exists on the island, which nonetheless remains a destination for the many pilgrims on their way to seek words of wisdom from the otherworldly inhabitants of Mount Keeba's mystical caves.



THE SMOKER

Cauldrons of Calm and Calamity: The road known as the Wise Artery is made of crushed seashells, and it wends its circuitous way from Plumetown to a cathedral-like series of caves at the foot of Mount Keeba called the Cauldrons of Calm and Calamity. Within these caves live three otherworldly soothsayers known as Keeba's Eyes: Cenabal, Raeke, and Zhaegog. No one knows the nature of their true forms, but the Eyes are renowned far and wide for their wisdom and oracular prowess. The caves and their chief supernatural denizens are served by mute, owl-mask-wearing women called the Caretakers, clad in simple tunics of rough-spun cloth tied with brightly colored sashes. Petitioners seeking answers arrive in Plumetown and are informed by the residents that a Caretaker will seek them out when one of the Eyes is willing to give an audience, a wait that might span anywhere from hours to years.

When a Caretaker does come to Plumetown with a summons, the silent figure escorts those invited for their journey on the long paved road to the foot of the mountain. Upon arrival, they are guided to one of Keeba's Eyes, who hears each petitioner's question and names the nonnegotiable price for its answer.

Cenabal the Crone appears as an impossibly ancient human woman clad in dark rags, her long white hair a hopeless tangle with the fine bones of small reptiles woven throughout. Her skin is parchment-thin and wrinkled, her mouth is toothless, and her eyes are the milky white of quartz. Her price is often the retrieval of specific items that make little sense to the petitioner.

Raeke appears in the form of an elf child with long golden braids, perfect pale skin, delicate features, slender limbs, and eyes the color of amethyst. She inhabits a large cavern whose ceiling is pierced above so that sunlight cascades down on a pool fed by a waterfall. Her price is always some task that ranges from an insignificant matter to one of enormous import. Vile Zhaegog appears as a lumbering cyclops, her sickly pale flesh covered by intricate scars and tattoos of vaguely disturbing design. Her price is the most unpredictable of the three, but it is always extraordinarily dangerous, cruel, or both.

Plumetown: The city of Plumetown is the only major settlement on the island of the Smoker. A retired sailor, **Willa Cloudbuster** (N female human fighter 3), is the de facto mayor of Plumetown, overseeing the settlement's sometimes-unruly guests with her small army of deputized constables, former pirates who carry massive clubs used to knock sense into the heads of impatient or disruptive visitors. Taverns, hostels, gaming houses, brothels, and the like dominate Plumetown. Indeed, the entire city seems designed solely to house, feed, and entertain those visitors who seek the wisdom of the mysterious soothsayers who occupy the cavernous innards of the Smoker.

TALDAS ISLE

Aristocracy of the Shackles

Notable Settlements: Little Oppara (1,365)

Dominant Denizens: Humans (primarily of Taldan ethnicity)

Other Denizens: Peacocks, red deer, wild pigs

Resources: Art, cloth, fresh water, gems, safe harbor

Danziul Maxeme was a minor noble of Taldor, tasked by his proconsul with eliminating piracy in the Inner Sea so as to further establish both Maxeme and his lord as powerful and vital members of the Empire's convoluted royalty. Maxeme was apparently quite successful in executing this charter until his well-managed flotilla captured a pirate galleon called the *Singing Duchess*, which was commanded by Ianetra Chareoth, a beautiful Free Captain of Taldan descent who utterly captivated the noble. Losing sight of his original mission, Maxeme swore to her that he would give her anything she asked if only she would be his wife. Chareoth asked that he win her an island, and Maxeme did just that, sailing to the Shackles with his fleet and wrenching a picturesque isle from a minor pirate lord southwest of Motaku. He renamed the isle Taldas and its only settlement Little Oppara, remaking it to mirror the opulence of far-off Taldor so that his new wife might live like a pampered noblewoman. And they lived happily ever after—or so the story goes.

The events in question occurred only 56 years ago, but many doubt the veracity of the tale. Danziul Maxeme did indeed conquer the island now known as Taldas, but some believe the true story is far less romantic: Maxeme was smitten not by a woman, but by the plentiful gold he found aboard the pirate vessels he captured, and so he decided to go rogue himself. He married a Free Captain in the process, and his two oldest grandchildren, **Iolandra** (CN female human aristocrat 2/summoner 6) and **Petrina Maxeme** (N female human aristocrat 3/fighter 5), now rule Taldas as joint pirate lords.

Petrina is without a doubt the workhorse of the pair, overseeing Little Oppara and their tiny kingdom while Iolandra spends most of her time as captain of her own frigate, *Lion's Reach*. Iolandra is a gifted summoner, her eidolon resembling a blue-feathered serpent with the wings of a bat, and her prowess as a pirate lord has struck fear in the hearts of many rival captains, who know to fear the blue-green flag of her ship. The sisters quarrel quite publicly about Iolandra's recklessness and the fact that bold exploits seem more important to her than actual plunder, so much so that the small bureaucracy that oversees most of the island's governance has had to cut costs in recent times, and Taldas Isle can only afford to import a scant dozen royal, gold-maned ponies from Taldor every year,

much to the dismay of Petrina, whose skill at riding has earned her minor fame throughout the archipelago. Ugly gossip even suggests that Petrina the workhorse might be ready to throw her rider, so to speak, and is presently seeking the means to do so despite Iolandra's vast popularity with the other captains of the isle.

Taldas Isle does feel very much like that decadent kingdom a continent away, with the exception that for the most part the "aristocracy" here comprises the descendents of the common Taldan sailors who crewed Danziul's original fleet. Many have adopted grandiose but meaningless titles for themselves, so one is certain to meet a number of dukes, barons, and viscounts of dubious pedigree while in port.

Though Little Oppara feels very much like a tiny district of the metropolis it is named after, the rest of Taldas Isle is largely wilderness made up of sprawling plains occasionally interrupted by rough thickets and small forests. Whoever previously ruled the island did little to establish any sort of society on the land, much of it still populated by beasts and wild monsters. Skittish red deer and wild pigs roam the rolling hills throughout central Taldas, and several families of peacocks make their home in the northwestern corner of the island.

Broken Hook: The southernmost edge of Taldas Isle is known to the locals as Broken Hook, named such for the way the craggy terrain curves and breaks apart as it goes out to sea, creating a veritable bridge of steppingstones that reaches into the sea and connects to various islets to the south. Children who have ventured to Broken Hook from Little Oppara often dare one another to jump from one flat rock to the next, deeming whoever goes out the farthest to be the bravest. Such youths claim that an oceanic giant lives in the water near Broken Hook, but the adults of Taldas have always regarded such tales as nothing more than children's idle fantasies. However, a recent string of disappearances centered around Broken Hook have led many townspeople to believe there might be some truth to the stories.

Cayden's Arm: Once a popular site for citizens of Little Oppara to picnic in their finest garments or celebrate profligate festivals during fair weather, the hilly cape known as Cayden's Arm was promptly abandoned when a native minotaur made his presence known to the people during one of their extravagant holidays. Petrina Maxeme was able to fight the beast back and trap him in his cavernous lair, but some fear it is only a matter of time before he escapes and exacts his revenge.

Little Oppara: In this opulent town, fine taverns serve delicacies from across Golarion, and richly attired men and women frequent plays, operas, and other sophisticated entertainment at the famed Blooming Rose Theater. One could easily forget this is a pirate haven and instead mistake it for a small city in the very heart of the Taldan Empire.



USHINAWA ISLES

Shogunate of the Shackles

Notable Settlements: Genzei (1,318), Robu (690), Zeibo (785)

Dominant Denizens: Humans (primarily of Tian-Min and Tian-Sing ethnicity)

Other Denizens: Elves, half-elves, tengus

Resources: Coins, fresh water, gems, safe harbor, silks

The story goes that nearly 2 centuries ago, seven ships from Minkai, led by an eccentric samurai patriarch named Tanagowu Useme, found their way to the Shackles. Useme and his rowdy followers had grown disillusioned with the subtle, labyrinthine intrigues of Minkai politics, yearning for a fabled earlier time when every samurai was his own lord and master, living by his skill with the blade. When these intrepid souls first set foot on what is now the largest of the Ushinawa Islands, they were greeted by the murderous kuru natives who populated the stony Ghol-Gan ruins that dotted the isle. A month of bloody fighting saw each and every kuru put to the sword. The proud warriors and the Tian-Min sailors and servants who had accompanied them on their journey halfway around the world established their home in the very ruins formerly inhabited by the vile natives, naming the newly cleansed limestone town Genzei. Within 4 years, the nine other islands of the archipelago were similarly cleansed of kuru and the Sublime Shogunate of Ushinawa was born.

While all pirates who call the Ushinawas their home pay a hefty tribute to **Shogun Tanagowu Heigo** (N male human samurai 9), the isles otherwise boast great independence. Human residents (mostly descendents of the original Tian-Min settlers) dominate the populace, but swashbuckling elves soured on the eccentric rule of Witch-Queen Kaala on Kepre Dua have made a home here as well, appreciating the bold meritocracy that is the shogunate. A surprising number of tengus for whom the seagoing life has lost its allure have also retired to these islands, typically tending shops and taverns or working the docks.

Ushinawa samurai have enormous scorn for slavery, and no enslaved persons are permitted to set foot on any of the islands. Though not above selling a captured shipload of slaves to willing buyers elsewhere in the Shackles, the residents of these isles feel great contempt for those who allow themselves to become the chattel of another. In fact, should it be discovered that someone is actually a former slave, he may find himself the subject of gross insults and challenges from haughty samurai offended by the mere presence of an ex-thrall.

Though great effort has been exercised to cleanse the limestone ruins on the islands of the kuru and Ghol-Gan

taint, adventurers still occasionally stumble upon entrances to deeper dungeons. Most such sites are marked and sealed off immediately, though not before a few intrepid souls have descended into the catacombs in search of treasure.

Genzei: Genzei, City of Lanterns, is the functioning capital of the islands, from which the descendents of Useme have reigned these many years, though not without numerous challenges. The arrogant samurai culture of the little kingdom inevitably breeds fiercely independent and aggressive warriors, and no citizen offers his fealty to any ruler who proves weak or vacillating. Heigo, the current shogun, has faced no fewer than seven serious challengers to his throne in the 8 years since his uncle's death, which Heigo himself brought about in a duel still spoken of in tones of admiration.

Anyone familiar with the ruins of legendary Ghol-Gan will be struck by the appearance of Genzei: The settlers went to great effort to erase any signs of the original builders, painting over the disturbing depictions of cannibalism and bloody alien rituals and obliterating the limestone carvings portraying their strange and ravenous gods. The smell of holy incense dominates the briny air, and the paper lanterns characteristic of Minkai monasteries hang all over the town, kept constantly lit as a way to ward off evil spirits of the crumbled empire, which are known to work mischief from time to time.

Robu: The settlers of the Ushinawa Isles constructed Robu so as to maintain a permanent presence on the region's second-largest isle. While the people of Robu have done a fine job of co-opting the Ghol-Gan ruins that stood on the site and eradicating the obscene reminders of their earlier occupants, the town nonetheless remains victim to a native evil in the form of a resident penanggalen named **Tiktakara** (CE female human penanggalen witch 8). The monster makes her lair in the woodlands outside of Robu and keeps entertained by tormenting the city's inhabitants and turning its women into subservient manananggals. The effective lord of Robu, **Kensai Hikarogawa** (LN male human samurai 6), is constantly searching for brave adventurers to rid Robu of this menace, and he is willing to pay a hefty bounty to anyone who brings him Tiktakara's head.

Zeibo: Zeibo was built by elven and half-elven citizens of the shogunate who did not care for the cold stone edifices of its sister towns. They instead constructed its wooden structures around the thick trees of the isle in an almost organic fashion. Zeibo is known for the Petal Seminary, a small but elegant school for geisha that has also skillfully integrated aspects of elven culture into its training. The Petal Seminary's respected instructor, **Kazumi Nanbatwa** (CN female human bard 7), is thought to hold even more power over Zeibo than the small city's lord, and bards from all over the Inner Sea have begun presenting themselves at the school's doorstep in hopes of being admitted.

WHYRLIS ROCK

Battle-Scarred Slave Mines

Notable Settlements: Chalk Harbor (895)

Dominant Denizens: Humans

Other Denizens: Crismals, earth elementals

Resources: Fresh water, safe harbor

The spectacular and inglorious collapse of Ghol-Gan left an enormous power vacuum in this region of Golarion for many years. Few scholars of the area know that several millennia later, two powerful sorcerers known as Raugsmalda and Gray Whyrlis came to the Shackles and fought one another for control of the archipelago. Both mages uncovered the very sorceries that caused the death of an entire sprawling empire, and each attempted to harness the buried miraculous might of that crumbled civilization. In the end, however, the sorcerers failed to fully understand the power they were tampering with as well as the possible consequences of their actions. The disastrous incident resulted in the utter obliteration of Gray Whyrlis and so injured Raugsmalda that she was forced to retreat into her dungeon on Motaku Isle for centuries to recover from her wounds.

Whyrlis Rock represents the aftermath of that rivalry, for whatever eldritch powers were unleashed here altered the place terribly. Most of the shoreline seems to have collapsed into the sea, with great spires of rock circling the island, having broken off from what are now sheer cliffs of white, chalky stone. A number of other landmarks on the island are persistently avoided by all and stand as testament to the folly of meddling with powers one doesn't understand, though some daring entrepreneurs have attempted to establish small settlements on the cursed rock.

Chalk Harbor: The only functioning settlement left on Whyrlis Rock, the grim mining town of Chalk Harbor serves as the base of operations for a slaver by the name of **Alahandra Boisich** (LN female human bard 6/fighter 3). Rumored to have once been a powerful baroness of Cheliox, Alahandra is the ruthless but effective captain of the barkentine *Cloudbuster's Dream*. Three months out of the year, Alahandra can be encountered anywhere throughout the isles of the Shackles as well as in the waters of the Inner Sea, where she attacks bloated merchantmen and noble-carrying vessels with her crew of highly disciplined and loyal pirates. Alahandra drags aboard any individuals from the other ship who manage to survive the *Dream's* onslaught, then offers her newly captured victims an interesting proposition: either die by the blade of her razor-sharp sabre, or serve her in the Chalk Harbor mines for a period of no less than 2 years. Needless to say, when faced with such a decision, most victims choose the latter.

Despite her ignoble means of recruiting new workers, Alahandra is a mostly kind overseer, and she sees to it that all her workers are fed, watered, and treated respectfully, and at the end of indentured worker's service, Alahandra repatriates refugees back to their nations of origin. She has remained secretive about her motives behind the entire mining operation, and even her loyal and inquisitive first mate, **Rockbogger** (N male gripli fighter 3/rogue 2), and her favored lieutenant and adopted younger sister **Luisa Boisich** (CN female human bard 2/commoner 1) have been left completely in the dark since Alahandra first organized the massive undertaking more than 5 years ago. While it remains to be seen how much longer the operation will continue before Alahandra finds what she is looking for, in the past few months she has become increasingly excited as her indentured miners have begun to strike patches of oddly shaped minerals and gemstones during their work.

There is no wildlife around Chalk Harbor save for the scattered nomadic bands of earth elementals and the few clusters of crismals that lair beneath the surface of the island, and no one can eat the sparse blighted crops that grow from its rocky soil. Water is drawn from the Elsewhere River, and all food is supplied by other islands, an expensive process paid for by Alahandra's personal treasure hoard.

The Field of Bones and Black Glass: Thought to be the place where the terrible final confrontation between Raugsmalda and Gray Whyrlis occurred, this bizarre site is about 4 miles in diameter. From a distance, it looks as though hundreds of skeletons clad in ancient armor were trapped and frozen in glassy black tar. As one continues to approach the field, however, one quickly discovers that these bones are fixed fast in solid obsidian, as though the very earth beneath the victims boiled and solidified in seconds. A magically dead zone similar to the Mana Wastes in eastern Garund, the area is superstitiously avoided by most. Few adventurers have had the courage to try their luck snatching a sword or helm from the skeletal soldiers stuck in the eerie battleground, and so most of this gruesome display has remained undisturbed for thousands of years.

Heskott Bay: One of three decent anchorages left on the island, the town of Heskott Bay was built here as an outpost for the fleet of the pirate lord Baillie Heskott in the early years of the Shackles. What happened to its residents 3 years into its existence is another mystery, but some say that they all simply vanished one day. Those few who have visited the abandoned town in recent times claim to have heard the sounds of a bustling city fading in and out, intermittently accompanied by screams of terror.

Norboro Ashes: Norboro was the second town built on Whyrlis Rock, founded only 6 months after Heskott Bay. At about the same time the residents of that sister harbor vanished into thin air, the entire town of Norboro turned to ash, not unlike that left behind by the eruption of a volcano.



WIDOWMAKER ISLE

Gladiatorial Gambling Paradise

Notable Settlements: Arena (1,190), Falchion Point (975), Myscurial (780)

Dominant Denizens: Humans

Other Denizens: Dwarves, half-orcs, orcs, wildlife

Resources: Blood sports, fresh water, gambling, safe harbor, slaves

Named in part because of the convoluted maze of sandbars and extensive colonies of jagged coral ringing the island's perimeter, Widowmaker Isle was once revered by pirates for its lush forests and plentiful game. Originally settled over a century ago by a small group of retired pirates whose reputations forbade them from returning to more civilized lands, the first denizens of Widowmaker Isle quickly grew tired of their humdrum lives on the verdant paradise, and set about making their settlements more to their liking. In their lifetimes, they managed to transform Widowmaker Isle from a tropical paradise into a tourist attraction unlike any other, and it has remained much the same way they envisioned it all those years ago.

Since the efforts of its early settlers, the island has become known as the best spot in the Shackles to indulge in a variety of vices, most notably all manner of gambling activities as well as violent blood sports. Each of the small cities on Widowmaker Isle possesses a somewhat unflattering reputation, and it is said that in these settlements, one can gamble on virtually anything for the highest stakes, whether that means treasure, slaves, or life itself. The towns' mayors oversee the gambling opportunities and contests that take place year-round on the island, and are awarded their extremely lucrative posts by winning a series of popular but deadly gladiatorial games called the Carnival of Kurgess, a bloody week-long affair named after the god of competition himself that is held every 2 years. Most such governors are able to hold office for only one or two terms, as competition for the elite positions is stiff. Oftentimes a ruler will simply relinquish her crown rather than risk her life at another Carnival, though particularly strong individuals have been able to maintain their authority for up to a decade.

Arena: Renamed after its citizens built a giant coliseum near the center of the small city, Arena is home to some of the most popular blood sports in all of the Shackles. Hundreds of roaring spectators attend such elaborate gladiatorial slave fights, and the mayor of Arena—an ex-pirate by the name of **One-Eyed Aethyl** (CN female human fighter 8)—makes a point of attending each major tournament at the coliseum, as well as betting a fraction of

her massive fortune on matches that she finds particularly compelling. Competitors who show exceptional prowess in the arena have been known to earn Aethyl's favor and a private audience with the personable overseer, and more than one such occasion has resulted in the purchase and immediate freedom of enslaved gladiators. The coliseum itself is truly a remarkable spectacle to lay eyes upon, as its towering bronze walls hint at but a small fragment of the wealth that circulates through the island thanks to its base attractions.

Falchion Point: The hastily constructed town of Falchion Point has a reputation for less ostentatious fighting, ranging from straightforward fisticuffs to especially gruesome spectacles such as the event known as Bloody Twins, in which two combatants are manacled together arm-to-arm while their free hands grip glass shards. More often than not, both opponents in a battle of Bloody Twins end up bleeding to death, regardless of who technically won the match. **Lefty Kemya** (NE male human rogue 5), Falchion Point's mayor, is famous for having actually survived the Bloody Twins, albeit at the cost of his right hand. Other attractions of an ignoble nature include Beaten Eyes, wherein four combatants are temporarily blinded with magic and pitted against one another in a bare-knuckle battle royal, as well as an as of yet unnamed game of wits that involves two heavily armored combatants who duel in a small sparring pit, the ground of which is covered in hidden explosive runes and deadly traps.

Myscurial: Built on Sweet Tooth Lake in the island's interior, Myscurial hosts mock naval engagements between desperate captives or hapless debtors armed with primitive spears in flimsy rowboats. The spectacle is made yet more unique thanks to the rapacious beasts that inhabit the lake, nightmarish monsters brought in from all over the Inner Sea that include fiendish lukwatas, giant toads and snapping turtles, and a ravenous catoblepas who has proven unbeatable for nearly 3 years. Myscurial's mayor, **Salty Chuzek** (CN male half-orc barbarian 6), is responsible for bringing such creatures to the aquatic arena, and remains particularly tight-lipped when asked about his specific methods of capturing and holding such deadly beings. Chuzek's favored assistant and lover, **Dagoros Wildrum** (CN male human monk 2/ranger 5), is far less aloof than his partner, and often boasts of their daring joint exploits. It is well known that Dagoros has a sizable bounty on his head and has been banned from docking in Drenchport, but so far all attempts at taking his life or capturing the elusive pirate have been met with utter failure. It is widely known that Salty Chuzek himself is personally responsible for dismembering and maiming many of the would-be bounty hunters, flying into an unstoppable rage if someone so much as alludes to the price on Wildrum's life.

YOHA'S GRAVEYARD

Misty Isle of the Damned

Notable Settlements: None

Dominant Denizens: Demons, undead

Other Denizens: None

Resources: Unknown

Seventy years ago, the Pathfinder Brance Yoha was regarded as one of the most ambitious veterans of the Taldan navy, but his low birth prevented him from adequately climbing the ranks of the kingdom's armed forces. After enduring years of answering to incompetent aristocrats who denied him further station, he eventually resigned his commission to shop his services to other governments of the Inner Sea region. Absalom finally hired him as mercenary leader of a fleet consisting of seven vessels with a bold charter: taking the fight directly to the vile pirates of the lawless Shackles and stopping them from threatening the free city's mercantile health.

Though Yoha was not himself an aristocrat, he did unfortunately possess the arrogant pride and bullheadedness characteristic of that breed. When Yoha and his crew spied the first island that could properly be called a part of the Shackles just northeast of Devil's Arches, the captain was amazed at its plentiful fresh water, game, lumber, and fruit, and even more so that no pirates called the isle their home. He failed to heed the pleas and warnings of his crew members, who had been to the Shackles and knew that the island's myriad relics depicting gruesome acts of cannibalism indicated that the land was haunted by the restless horrors of ancient Ghol-Gan. Yoha regarded his crew's warnings as the foolish superstition of commoners, and decided to make the island his crew's base of operations. They positioned their camp at the base of a ziggurat devoted to a powerful demon known to the Ghol-Gan people as Moxix, the Drinker of Human Hopes, whose statue loomed at the top of the forbidding temple.

After his bold decision, Yoha and his crew were never heard from again. It is thought that the Taldan somehow unleashed the fell powers of the ancient ziggurat, cursing the entire island. The most popular tale is that the crew went mad, slaying one another and resorting to cannibalism and other acts of depravity defying description, all mimicking Ghol-Gan's hideous faith. Today the island known as Yoha's Graveyard is always shrouded in impenetrable mist. Those who have dared to make a closer inspection have reported the dark outline of a fully rigged barkentine in the fog

resembling Yoha's fabled flagship, *Griffon Unfettered*. Once each year during the Clearing Moon—the first full moon after the rainy season—the fog that perpetually veils Yoha's Graveyard lifts for but one night, but so far few have dared seize this chance to explore its eerie grounds. Perhaps most dreadful to sailors who drift near the island are the moans and wails of the tormented souls of Yoha and his crew echoing across the water. While Absalom has maintained their stance that the Taldan mercenary is presumed dead, the Pathfinder Society thinks there is more to this mystery than meets the eye, and every year attempts to hire some bold Pathfinders to explore Yoha's Graveyard during the Clearing Moon. Many such intrepid explorers have made their way to the isle in hopes of finding their fortunes, but the vast majority of crews fail to even make it back, and the few who have returned did so tattered, shaken, and irreparably damaged, a swollen brand resembling a crooked pentagram emblazoned on the back of each crew member's head.



Moxix



ISLETS, ROCKS, & ATOLLS

An exhaustive catalog of the countless smaller islands of the Shackles has never been compiled. The first Chelish explorers made note of many locations, but after coming upon enough unsettlingly gruesome Ghol-Gan ruins, the surveyors chose to skirt much of the grand archipelago. The following is a sampling of some of the more colorful little islands of the Shackles.

Bhudrek Atoll: This coral island totally encircles a strange lagoon, at the center of which lies a submerged artifact that fell from the sky many years ago. It is said that whatever this extraterrestrial object may be, it has warped the wildlife and vegetation on the atoll, creating terrible mutants. A few bold botanists and zoologists have made trips to this isolated place, but among those who returned a fair number have themselves been transformed into mindless, twisted horrors, eventually put down by authorities for the safety of others.

Culp's Menagerie: This sizable island was once the province of Bregadie Culp, eccentric captain of the pirate galleon *Scarlet Skies*, who as an amateur zoologist assembled a collection of diverse (and dangerous) creatures in her own menagerie. When word reached the tengu zookeepers she had employed that the *Scarlet Skies* was sunk off the coast of Tempest Cay, they fled, leaving the animals to fend for themselves. Word is that many of the creatures thrived and even crossbred in some cases, resulting in a bizarre and unique ecosphere best avoided by those who wish to live long, full lives.

Darguro Plate: The flat, expansive beige rock known as Darguro Plate looks innocuous enough to passing ships making their way from Bag Island to Quent, but the islet's wonders quickly become apparent as soon as one looks beneath the rolling surf around the giant stone. Few know that the soaring Plate, which peeks over 40 feet out of the ocean, is actually hollow, with a doorway leading to its inside only accessible well beneath the surface of the water. Within, a floating globe of fluorescent blue light hovers near the top of the vast chamber, and soaring walls coated with magical crystals bounce the orb's light throughout the cavity. Attempts to remove the orb or the crystals result only in the intruder's burnt flesh. Sages of the Shackles speculate that the stony hall may have once been a meditation chamber for some aquatic race lost to the tides of history.

Fernlat Islet: Rumor has it that Salu Chakat, captain of the all-tengu carrack *Winged Predator*, attempted to found a colony for his kind on this small island some 20 years ago. However, the lot of them succumbed to a wasting disease after uncovering the foundation of a ruin built from unnatural greenish-black stone. The place has been avoided since then, despite the existence of good anchorage, fresh water, and fruit aplenty.

The Goblin Isles: In addition to the constantly warring goblins on Dahak's Fang, four other sizable goblin tribes can be found on their own islands in the Shackles (see page 22 of *Pathfinder Player Companion: Goblins of Golarion* for more information on these tribes). The **Squidwhistlers** lair on Benbog Isle, off the mainland to the northeast of Oyster Cay; the **Reefrunner** tribe claims Blacksand Beach; the **Dark Hook** tribe lives on Raingale Isle, just north of the Isle of Consummations; and the **Bigbarb** tribe lays claim to Skinny Whale Bay. Most of the time these clans are no more than a nuisance to pirate activity; nonetheless, their islands are best avoided.

Haekin's Rebuke: This small collection of islands to the southwest of Mganage Cove is home to a tribe of sylphs, who have subsisted on the isle's native natural resources for generations. Though sailors have attempted to establish communication with the strange natives, few of the attempts have yielded any tangible results, though it is known that the sylphs' ancestors were placed on the rock by a greater djinni claiming to have sired the lot. The genie assured his children that he would return sometime in the future to retrieve them or their descendents and take them back to their home on the Plane of Air, though he provided no reason for his abandonment. Regardless of the curious circumstances by which they arrived, the sylphs populating Haekin's Rebuke have thrived in recent decades, scraping together a small civilization for themselves and prospering under the leadership of their current chief, an aging sylph who goes only by **Jernai** (N old male sylph oracle 5). For now, the people of Haekin's Rebuke (the island is supposedly named after the djinni who delivered its populace) are content to bide their time on their private paradise, but they are always on the lookout for signs that their otherworldly ancestor is coming to reclaim them.

Isle of Consummations: The mysterious high priest of the Cult of the Eye leads this small religious community of over 100 acolytes and postulants of the new faith. Adherents of the sect are expected to make a pilgrimage to the isle and undergo some ceremony in a partially submerged temple converted from Ghol-Gan ruins. More established faiths mutter about this new cult's secretive practices, fearing that something dreadful is afoot.

Moluune Parapet: Located just off the coast of the isle of Mount Keeba, the coral reef known as Moluune Parapet shares many of the mysterious properties of the neighboring volcano. Massive fish and sea serpents adapted to the unusually warm water make their homes in the various nooks and crannies that adorn the reef, their freakish size thought to result from a mutation caused by the strange arcane energies that radiate from the center of Moluune. Numerous unwary sailors on their way to the Smoker to garner the wisdom of its monstrous prophets

have crashed upon the low-lying reef, whose purple veins of coral jut out of the water at unnatural angles, and nearly as many sailors have lost their lives to the ravenous beasts that lurk in the area's waters. Survivors of such accidents have stated that it was as though the water itself was trying to boil them alive, and the burn scars that cover these individuals' bodies lend further credibility to such tales.

Onokin: The eerie islet known only as Onokin has played host to countless horror stories over the years, its close proximity to the Ushinawa Isles leading many of those islands' citizens to formulate their own legends and tales regarding the anomalous site. Most such myths have several common elements, however, and are more steeped in truth than perhaps many of their tellers know. The story goes that a woman and her young lover would meet on this tiny spit of land once every year to indulge in their forbidden love. Unbeknownst to the two, the islet was also home to unknowable fiendish energies, and when one year the woman presented her lover with their twisted offspring, the man recoiled. Ashamed and disgusted, he slew both the woman and their child in a fit of passion. Unable to live with his rash actions, the man took his own life quickly thereafter, and it is said now that the spirits of this broken family plague the island, ghosts that beckon to lovers so that they may suffer a similar fate to the deceased couple and their unnatural child.

Paeterpade, the Blinking Isle: More than 200 years ago, the sorcerer **Hegesander of Manaket** (CE male old elf sorcerer 12) came upon the isle of Paeterpade, its grassy hills empty save for a tall tower of Ghol-Gan construction at its center. Hegesander impulsively activated an ancient machine in the tower's foreboding dungeons, which caused the entire island to become unmoored from this reality and blink about the multiverse, seemingly at random. Legend has it that Hegesander has gone insane, trapped forever on this island, which reappears in the Shackles only once or twice each year. It remains no longer than a day or two before vanishing for some other random destination. Those foolish enough to land on Paeterpade's shores during its brief appearance have been lured into the tower and made prisoners along with mad Hegesander.

Sai Riang's Refuge: Tian-Shu pirate **Sai Riang** (LN human female fighter 3/monk 5) long ago left a life of piracy and founded a monastery on this island, where buccaneers who have grown weary of their profligate lives may take the cowl and join her strange Order of Infinite Emptiness. The abbey was reputedly built using limestone from Ghol-Gan ruins, and the Refuge's 70-odd contemplatives tend the isle's vineyards, gardens, and sheep, living a peaceful existence in stark contrast to their former pirate lives. Of course, many cynics insist that the

wily Sai is running some sort of elaborate scam—it's just that no one has sussed it out quite yet.

Sarenvent: This lonely little isle with its largely enclosed lagoon is what remains of an extinct volcano, a large depression filling its center. Much of Sarenvent is infested with violent and territorial harpies, though it was once home to numerous mated pairs of fickle chickcharneys, whose abandoned eggs can still be found throughout much of the isle. Beck the Brutal, the scarcely missed captain of the sloop *Dawn Approaches*, is thought to have hidden four magical gems among the chickcharneys' nests when they still inhabited Sarenvent, though the power and value of these jewels differs with the teller of the tale.

Taypan's Rock: Captain of the sleek caravel *Howl*, Taypan Goodwater is said to have buried a chest on this little outcropping containing possessions of the famed alchemist Voxong of Pashow. Among the rare potions and substances rumored to be in this case is at least one vial of the *sun orchid elixir* for which Thuvia is famous. Of course, it is also thought that Taypan left numerous guardians to watch over the chest—supposedly cyclopes from a neighboring island known only as Butcher's Rock.

Vaelyn and Kellan: Local bards and storytellers claim these tiny islets are haunted by two lovers, each marooned on the isolated rocks by the evil pirate captain Louxus Baern, who was jealous that the woman he coveted, a half-elf named Vaelyn, had given her love to his second mate, Kellan Dennas. Though the islets are less than 150 feet apart, the rough seas between them are home to vicious predatory creatures that prevented the two from going to one another, and they died of starvation with the other in sight. Their evil ghosts, twisted by sorrow, are said to plague ships that come near their shores.

Ungoro Tedar: The lonely isle known as Ungoro Tedar lies just north of Devil's Arches, and was one of the first small islands explored by Chelish venturers around 600 years ago. Though it boasts none of the fabled Ghol-Gan monuments for which Devil's Arches is famous, Ungoro Tedar remains as eerie and unwelcoming as its larger neighbor, for in the very center of the islet lies a vast cavity that plunges farther into the earth than the eye can see. A small river wends its way through the isle, eventually terminating in a wide, shallow waterfall that cascades into the pit. Explorers have only ventured so far into the hole, as the vast cavern grows steadily creepier and more haunting the deeper one goes. Dim symbols of Ghol-Gan origin dot the walls of the pit here and there, hastily written warnings written in a dead language and falling on deaf ears. Most of those who have dared to journey to any great lengths in the cavern have never come back out, but those who have claim to have seen truly otherworldly spectacles, including entire chambers of rare gems, vents of intoxicating mists, and vast lairs of living megafauna.



THREATS OF THE SHACKLES

“Sure, kid, I love the sea. I love the salty spray of the ocean in my face, the breeze playing in my hair. Nothing makes you feel freer than riding the waves, the sun dappling the waters.

“Yeah, I love the sea, but I don’t necessarily love what’s in it—that’s what’ll make you lose sleep. All teeth, claws, and tentacles, the terrors that rest in the deep. And don’t rest easy when we put ashore on some sunny island either, kid. Just because it can’t pull you beneath the water doesn’t mean it can’t kill you in a second.”

—Henessa Cayhopper of the Shackles,
boatswain on the pirate frigate *Weeping Trident*, to a young shipmate



WANDERING MONSTERS

The waters of the Shackles teem with monsters both mundane and otherworldly. Depending on where one finds herself on the high seas around the Shackles, a seafaring adventurer might come across any number of diverse denizens. Whether she is exploring shoreside Ghol-Gan ruins, traversing vast swaths of open ocean, or investigating a submerged shipwreck at the bottom of the ocean floor, she is sure to encounter nasty brutes that have either already laid claim to the region or are simply looking for their next meal.

Beasts of the Shallows

Most of the waterways between the countless islands of the Shackles are relatively shallow, and the monsters presented below can often be encountered while traveling throughout the archipelago.

SHALLOWS ENCOUNTERS

d% roll	Result	Avg. CR	Source
1–5	1d4 dolphins	1	<i>Bestiary</i> 88
6–9	1 incutilis	2	<i>Pathfinder</i> #55 84
10–16	1d4 hippocampi	3	<i>Bestiary</i> 2 155
17–25	2d6 merfolk	3	<i>Bestiary</i> 204
26–29	2d6 grindylows	4	<i>Bestiary</i> 2 148
30–38	2d4 stingrays	4	<i>Bestiary</i> 2 232
39–44	1d8 manta rays	5	<i>Bestiary</i> 2 232
45–54	2d4 sea snakes	5	see page 59
55–59	1 grodair	5	<i>Bestiary</i> 3 143
60–67	1d6 adaros	6	<i>Bestiary</i> 3 7
68–74	1d4 cecaelias	7	<i>Bestiary</i> 3 49
75–83	1 tylosaurus	8	<i>Bestiary</i> 2 91
84–91	1d6 giant moray eels	8	<i>Bestiary</i> 119
92–95	1d4 giant sea snakes	9	see page 59
96–98	1 dire shark	9	<i>Bestiary</i> 247
99–100	1 nereid	10	<i>Bestiary</i> 2 198

Coastal Terrors

These monsters have a penchant for lairing near coastal towns and fishing settlements, and can be a menace to those looking for a safe place to dock or anchor.

COASTAL ENCOUNTERS

d% roll	Result	Avg. CR	Source
1–9	1 giant crab	2	<i>Bestiary</i> 50
10–16	1 bunyip	3	<i>Bestiary</i> 2 50
17–19	1 draugr captain	3	<i>Bestiary</i> 2 110
20–28	1 kelpie	4	<i>Bestiary</i> 2 172
29–34	1d6 reefclaws	4	<i>Bestiary</i> 2 234
35–41	1d6 draugr	5	<i>Bestiary</i> 2 110
42–49	1 globster	5	<i>Bestiary</i> 3 131
50–53	1d4 tidepool dragons	5	<i>Pathfinder</i> #55 82
54–60	1 saltwater merrow	6	<i>Bestiary</i> 2 189
61–68	2d4 jinx eaters	6	see page 50

69–71	1d6 pteranodons	6	<i>Bestiary</i> 85
72–78	1 shark-eating crab	7	<i>Bestiary</i> 3 60
79–85	1d4 sea drakes	8	<i>Bestiary</i> 2 109
86–91	1 coral golem	9	see page 47
92–96	1d6 duppies	10	see page 48
97–100	1d4 giant snapping turtles	11	<i>Bestiary</i> 2 273

Deep Sea Monsters

Presented below are several monsters one may encounter while traversing the blue waters around the Shackles.

DEEP SEA ENCOUNTERS

d% roll	Result	Avg. CR	Source
1–4	1 giant sea anemone	2	<i>Bestiary</i> 3 238
5–7	1d4 death's head jellyfish	3	<i>Bestiary</i> 3 155
8–14	1d4 sharks	4	<i>Bestiary</i> 247
15–22	1d8 tritons	5	<i>Bestiary</i> 2 270
23–31	1d4 ceratioidi	5	<i>Bestiary</i> 3 50
32–37	1d4 weresharks	5	see page 54
38–43	1d4 devilfish	6	<i>Bestiary</i> 2 88
44–51	1 sea scourge	6	see page 58
52–61	1d6 jellyfish swarms	9	<i>Bestiary</i> 2 170
62–67	1d6 giant jellyfish	10	<i>Bestiary</i> 2 170
68–75	1 charybdis	13	<i>Bestiary</i> 2 56
76–82	1 shipwrecker crab	13	<i>Bestiary</i> 3 60
83–88	1 great white whale	14	<i>Bestiary</i> 2 282
89–94	1 lusca	17	see page 53
95–97	1 kraken	18	<i>Bestiary</i> 184
98–100	1 deep sea serpent	19	<i>Bestiary</i> 3 240

Island Menaces

The following monsters are commonly encountered on some of the more untamable isles of the Shackles.

ISLAND ENCOUNTERS

d% roll	Result	Avg. CR	Source
1–4	1 monkey swarm	2	<i>Bestiary</i> 2 212
5–12	2d4 baboons	3	<i>Bestiary</i> 2 212
13–17	1d4 garden oozes	4	<i>Bestiary</i> 3 122
18–27	2d6 kuru	4	see page 51
28–32	1d4 chickcharneys	5	see page 46
33–38	1d6 giant chameleons	6	<i>Bestiary</i> 3 186
39–42	1 elder nirento	6	see page 55
43–50	1d4 archelons	7	<i>Bestiary</i> 3 192
51–57	1d6 cyclopes	8	<i>Bestiary</i> 52
58–64	1d4 soucouyants	10	see page 61
65–72	1 larabay	11	see page 52
73–82	1d4 jungle giants	12	<i>Bestiary</i> 3 129
83–87	1d4 gholdakos	12	see page 49
88–93	1 storm giant	13	<i>Bestiary</i> 152
94–97	1 jubjub bird	15	<i>Bestiary</i> 3 157
98–100	1d4 kongamatos	17	<i>Bestiary</i> 3 169



AASHAQ'S WYVERN

This light purple dragon has immense wings and a bifurcated tail, each end tipped with a hooked stinger. Heavy smoke drips from the beast's nostrils and jaws.

AASHAQ'S WYVERN

CR 8



XP 4,800

CN Large dragon

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +20

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 103 (9d12+45)

Fort +11, **Ref** +7, **Will** +9

Immune dragon traits, magic paralysis and sleep; **Resist** acid 10, fire 10; **SR** 19

OFFENSE

Speed 20 ft., fly 60 ft. (poor), swim 40 ft.

Melee bite +13 (2d6+5 plus grab), 2 stings +13 (1d6+5 plus poison), 2 wings +8 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (30-ft. cone, 6d6 fire damage plus fumes, Reflex DC 19 half, usable every 1d4 rounds), rake (2 talons +16, 1d6+5)

STATISTICS

Str 21, **Dex** 12, **Con** 20, **Int** 9, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 26

Feats Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Fly +7, Intimidate +12, Perception +20, Stealth +9, Swim +25; **Racial Modifiers** +4 Perception

Languages Draconic

SQ hold breath

ECOLOGY

Environment temperate or warm hills

Organization solitary, pair, or murder (3-5 and 1-3 wyverns)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, an Aashaq's wyvern can emit a cloud of noxious fire in a 30-foot cone that deals 6d6 points of fire damage. Creatures that take damage are also temporarily blinded by the fumes as though by *glitterdust* for 4 rounds. A DC 19 Reflex save halves the fire damage and negates the *glitterdust* effect. The save DC is Constitution-based.

Poison (Ex) Sting—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

Aashaq's wyverns resemble the typical wyverns commonly found throughout the Inner Sea region in many regards, but they have been warped by magic. Unlike their more mundane cousins, these wyverns have bifurcated tails that



allow for two stinging attacks, and are able to emit a noxious blast of gas that burns and blinds those in its path. Aashaq's wyverns reside in the natural caves that honeycomb the cliffs of Dahak's Teeth, and were common wyverns until the evil dragon Aashaq commandeered the islands. Seeing these beasts as the perfect deacons for her dark cult, Aashaq twisted the very fabric of the wyverns until she settled upon the form now most commonly encountered on Dahak's Teeth. Their very name is indicative of the wyverns' servitor status, and they are occasionally even ridden as mounts by Dahak cultists.

Aashaq gives her wyvern minions a remarkable amount of freedom, but most never stray too far from the three islands that make up Dahak's Teeth. Mariners who make their way past the dreaded isles know to watch out for the beasts, which assail unprepared ships from both sky and water in order to feed upon their crews and capture their cargo for Aashaq. The corrupting influence of Aashaq's chaotic manipulations has also provided these unpredictable creatures with resistance to acid, fire, and magic.

A typical Aashaq's wyvern is 18 feet in length (including its bifurcated tail) and weighs 2,500 pounds. Their scales can vary in tint, but are usually purple. Though only slightly more intelligent than their common kin, the Dahak-worshiping wyverns enjoy lording their "superior" status over the lesser specimens found on other islets.

BESMARAN PRIEST

Clad in black silk and a chain shirt, this bold woman has a strong stance and wields a masterfully crafted rapier; the tricorne hat atop her head depicts a skull and crossbones.

BESMARAN PRIEST

CR 4



XP 1,200

Female cleric of Besmara 5

CN Medium humanoid (human)

Init +5; **Senses** Perception +3

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)**hp** 33 (5d8+7)**Fort** +5, **Ref** +2, **Will** +7

OFFENSE

Speed 30 ft.**Melee** mwk rapier +4 (1d6/18–20) or
sap +3 (1d6 nonlethal)**Special Attacks** channel positive energy 5/day (DC 14, 3d6)**Domain Spell-Like Abilities** (CL 5th; concentration +8)

6/day—icicle (1d6+2 cold damage)

6/day—storm burst (1d6+2 nonlethal damage)

Cleric Spells Prepared (CL 5th; concentration +8)3rd—*remove disease*, *water breathing*^D2nd—*aid*, *cure moderate wounds*, *fog cloud*^D1st—*bles*, *cure light wounds*, *deathwatch*, *obscuring mist*^D,
*remove fear*o (at will)—*create water*, *purify food and drink*, *read magic*,
*stabilize*D Domain spell; **Domains** Water, Weather

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 14**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Combat Casting, Dodge, Improved Initiative, Mobility**Skills** Diplomacy +10, Knowledge (religion) +8, Sense Motive +9,
Spellcraft +6, Swim +1**Languages** Common**SQ** aura

ECOLOGY

Environment any oceans or coastlines**Organization** solitary, pair, or clergy (3–6)**Treasure** NPC gear (+1 *chain shirt*, masterwork rapier, sap,
potions of cure light wounds [5], *wand of cure moderate wounds* [9 charges], *wand of bull's strength* [8 charges], holy water [2 flasks], other treasure)

Priests of Besmara are common fixtures on pirate vessels sailing the Shackles, simultaneously serving as healers and spiritual guides for comrades who often have no time for religion until death is already grinning in their faces. While clerics of Besmara often end up captaining ships of their own, they

usually spend most of their pirating careers as first mates or ship's surgeons.

When not needed to confront a more immediate peril, a cleric of Besmara sees to the health of the crew, purifying spoiled food and water, healing the inevitable injuries sailors acquire in the course of their duties, or curing crew members of the diseases so widespread in the tropics and the sordid brothels that are a staple of every seaside town. If these duties spare her any time, a Besmaran priest goes out of her way to assist others in their tasks onboard and learn everything there is to know about running a ship and crew, for there is no telling what duties will be required aboard Besmara's own *Seawraith* should the cleric earn a coveted berth in the afterlife. In addition, every priest of Besmara is expected to make a pilgrimage to the mysterious island called Besmara's Throne at least once in her life, and shipmates greeting a cleric upon her return are often struck by the renewed fervor with which she sets about her tasks.





BLOOD QUEEN

This hideous monstrosity looks like an enormous curled maggot, varicolored like deeply bruised flesh. Three flailing tentacles adorn each side of the thing's huge, pulsating mouth, and five more arch from its hindquarters.

BLOOD QUEEN

CR 23



XP 819,200

CE Gargantuan outsider (native)

Init +4; **Senses** blindsight 120 ft., surrogate senses;

Perception +39

DEFENSE

AC 38, touch 6, flat-footed 38 (+32 natural, -4 size)

hp 471 (23d10+345); regeneration 10 (good)

Fort +28, **Ref** +9, **Will** +24

DR 15/epic and lawful; **Immune** disease, electricity, mind-affecting effects, poison, sonic; **SR** 34

OFFENSE

Speed 10 ft.

Melee bite +29 (2d6+10), 5 stings +29 (2d6+10/19-20 plus 2d6 electricity), 6 tentacles +24 (2d8+5/19-20 plus grab)

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

Special Attacks horrifying bellow, swallow whole (15d6 acid damage, AC 26, 47 hp), unholy gestation

Spell-Like Abilities (CL 23rd; concentration +36)

5/day—*cacophonous call** (DC 25), *deeper darkness*, *dispel good* (DC 28), *inflict critical wounds* (DC 27)

3/day—*greater command* (DC 28)

1/day—*mass suffocation** (DC 32)

* See the *Advanced Player's Guide*.

STATISTICS

Str 30, **Dex** 11, **Con** 40, **Int** 20, **Wis** 29, **Cha** 37

Base Atk +23; **CMB** +37 (+41 grapple); **CMD** 47

Feats Alertness, Awesome Blow, Bleeding Critical, Critical Focus, Improved Bull Rush, Improved Critical (sting), Improved Critical (tentacles), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Bluff +39, Diplomacy +39, Heal +32, Intimidate +39, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (planes) +31, Knowledge (religion) +31, Perception +39, Sense Motive +39, Spellcraft +31

Languages Abyssal, Aklo, Common, Draconic, Kuru, Undercommon; telepathy 100 ft.

SQ blood link

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Blood Link (Su) Three times per day as a standard action, the Blood Queen may psychically link to up to 23 Hit Dice of kuru within 100 feet of either itself or one of its kuru surrogates; it

may choose which specific kuru it would like to affect with this ability, but HD that are not sufficient to affect a creature are wasted. Any kuru linked to in this way must succeed at a DC 28 Will save or be forced to carry out the Blood Queen's telepathic commands to the best of its ability. In addition, a linked kuru gains a +4 morale bonus to Strength and Constitution and is immune to mind-affecting effects. The blood link lasts for 1 minute or until the Blood Queen ends the effect (a free action). When the blood link is broken, the affected kuru takes 1 point of Intelligence damage and cannot be linked to again for 24 hours. The save DC is Charisma-based.

Horrifying Bellow (Su) Three times per day as a standard action, the Blood Queen can release a terrifying bellow that affects a 30-foot-radius spread. Any creature within the affected area must succeed at a DC 34 Will save or be paralyzed for 1d4 rounds. The save DC is Charisma-based.

Surrogate Senses (Su) In addition to its blindsight, the Blood Queen can constantly see and hear through its unholy kuru surrogates as though with a permanent *clairaudience/clairvoyance* spell. If at any time one of the Blood Queen's surrogates is killed, it is dazed for 1 round.

Unholy Gestation (Ex) Whenever the Blood Queen swallows an unconscious humanoid or renders a humanoid unconscious with its swallow whole ability, it moves the victim through its digestive track, where the victim no longer takes damage, but rather begins to gestate within the Blood Queen's transformative stomach for 1d4 rounds. After the creature has finished gestating, it is regurgitated from the hindquarters of the Blood Queen, encased in an opaque mucous pod. Any attempt to remove a gestated humanoid from its pod causes massive system shock, and the humanoid takes 6d6 points of damage unless it succeeds at a DC 25 Fortitude save or those releasing it succeed at a DC 25 Heal check. As a swift action, the Blood Queen can send strong telepathic emanations to any pod within 100 feet, causing it to violently explode. The resulting spray of bilious ooze deals 6d6 points of acid damage to the creature encased in the pod and to any creatures in a 15-foot-radius burst.

Alternatively, the Blood Queen may allow an encased humanoid to continue to gestate for at least 24 hours, and after that duration may release the fully metamorphosed creature from its pod at any point. When released, the victim completes its transformation into a kuru surrogate (see the Kuru Surrogate section below). The Blood Queen may create any number of pods, but can only possess up to six kuru surrogates at any one time (if the Blood Queen releases a seventh kuru surrogate from its mucus pod, the oldest surrogate immediately dies no matter where it is and the Blood Queen is dazed for 1 round). The save DCs are Constitution-based.

Millennia ago, when the repugnant cyclops empire of Ghol-Gan populated the Shackles, its foul and alien

gods sent powerful servants from beyond to act as their intermediaries, guiding and corrupting the empire until its ignominious collapse, at which point the gods and their minions fled Golarion altogether. However, one of these vile servants remained even after Ghol-Gan's collapse, a wretched horror known as the Blood Queen. It has dwelt for centuries in its foul subterranean chamber in a ruined Ghol-Gan temple called Ganagsau in the Cannibal Isles, and it was this blasphemous being who transformed the kuru into the degenerate race they are today, convincing them that it is a living goddess worthy of their veneration. The Blood Queen has a kuru high priest who goes by the name Bukrugsor, and this devoted thrall sees to it that his dark patron is brought regular sacrificial victims and offerings of blood.

The Blood Queen has no eyes, per se—rather, what look like angry pustules all over its bloated body act as sensory organs. In addition, it is able to see and hear the world through the various kuru surrogates its followers have interspersed throughout the Cannibal Isles. Its grotesque mouth is capable of articulating a number of languages, though if it deigns to speak with a creature it usually does so via its telepathy. While the Blood Queen uses the short tentacles that extend from its mouth to devour prey and sacrificial offerings, the tentacles that emanate from its hindquarters are long, muscular, and tipped with bonelike stingers that allow it to manipulate objects and electrify victims.

The Blood Queen is nearly immobile, being a massive, swollen beast that sits in the middle of a huge underground temple chamber in its ruined cathedral. While it may slowly undulate its bulk in one direction or another, in the years since its appearance on Golarion, the Blood Queen has grown far too large to fit through any of the limestone chamber's exits. Only the Blood Queen's high priest, those destined to become surrogate kuru, or sacrifices to the behemoth monster are allowed within this foul throne room. Sometimes unwilling sacrifices are dropped into the chamber from a hole in the ceiling and the exits are sealed so that the Blood Queen may toy with its food before it feeds. A being of monumental evil, the Blood Queen expresses its rage at its divine abandonment by spreading as much pain and havoc as it can. Whether it ever escapes its ancient, self-made prison remains to be seen, though all right-thinking creatures that know of its existence shudder at the prospect.

Kuru Surrogates

The Blood Queen's favored deacons are known as kuru surrogates, and such monstrosities are created when the horror digests a creature and entombs the victim in one of its paralytic sacs for long enough. The creature that emerges is essentially brain-dead, having been completely stripped of its wits and nervous system. A kuru surrogate remains in its vegetative state until it starves, is killed, or is affected by a *heal* spell or a similar effect of equal or greater power.

Kuru surrogates are revered among the Blood Queen's devout, who transport the immobile things around the Cannibal Isles, perpetually caring for the "blessed" individuals. The Blood Queen acts through these surrogates and uses them to augment and command its kuru followers, linking with its minions in order to capture any who oppose it or its wicked cult of cannibals.



CHICKCHARNEY

Resembling a filthy owl with the gangly long legs of a stork, this almost comically ugly bird has piercing black eyes and emits an annoying screech.

CHICKCHARNEY

CR 3



XP 800

N Small magical beast

Init +3; Senses darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 30 (4d10+8)

Fort +6, Ref +7, Will +2

OFFENSE

Speed 20 ft., fly 30 ft. (average)

Melee bite +8 (1d4–2 plus ill–luck), 2 claws +8 (1d3–2 plus ill luck)

Special Attacks maddening screech

STATISTICS

Str 6, Dex 17, Con 14, Int 2, Wis 13, Cha 15

Base Atk +4; CMB +1; CMD 15

Feats Dodge, Weapon Finesse

Skills Fly +10, Perception +6

SQ blessed trill

ECOLOGY

Environment warm forests, hills, or plains

Organization solitary or nesting pair

Treasure none

SPECIAL ABILITIES

Blessed Trill (Su) Once per day as a standard action, a chickcharney can emit a melodious trill that grants all creatures within a 20-foot radius a +1 morale bonus on saving throws for the rest of the day. This is a sonic, mind-affecting effect.

Ill Luck (Su) When a chickcharney hits a creature with one of its natural attacks, the target is exposed to the chickcharney's curse.

Curse of Ill Luck: save Will DC 14; *effect* the creature takes a –1 penalty on attack rolls, saving throws, ability checks, and skill checks. A creature can be affected by a curse of ill luck multiple times (up to a maximum cumulative penalty of –4). Chickcharneys are immune to this curse. The save DC is Charisma-based.

Maddening Screech (Su) Three times per day as a standard action, a chickcharney can emit a piercing cry that affects all other creatures within a 30-foot radius. An affected creature must succeed at a DC 13 Fortitude save or become confused for 1d3 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Chelish explorers first came upon this strange magical bird during their early voyages to the Shackles. While the unusual creature was initially laughed at for its unsightly appearance and awkward gait, the tempestuous bird has nonetheless proven to be a force to be reckoned with in its own way. A chickcharney can grant good luck to those it deems worthy of its gifts, but its favor can just as easily turn to scorn, and a mere scratch from a chickcharney's accursed beak or claws has spelled the end for countless unwary seafarers.

Naturally curious and trusting, chickcharneys freely approach most non-threatening humanoids, even accompanying them for short times and often leaving their nesting spots unprotected if they have no eggs or mate. However, they are fickle things, and if they recognize hostility or rudeness, they inflict all manner of chaos upon those who provoke them. Chickcharneys fiercely protect their eggs and young, their eggs being highly coveted by predators as well as humanoids. The shells are thought to possess alchemical properties that can be employed in numerous formulae, and many alchemists are willing to pay exorbitant sums for intact specimens.

While some pirates of the Shackles continue to insist that encountering a chickcharney is a good omen, a much larger contingent gives the ornery and erratic bird a wide berth. A chickcharney is 3 feet tall and weighs 50 pounds.



CORAL GOLEM

This tall creature appears to be made of wrinkled stone and coral, bits of plant life clinging to its creased body and clublike hands.

CORAL GOLEM

CR 9



XP 6,400

N Large construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

hp 96 (12d10+30)

Fort +4, Ref +4, Will +4

DR 10/adamantine; Immune construct traits

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (2d8+10/19-20 plus bleed)

Space 10 ft.; Reach 10 ft.

Special Attacks bleed (1d6)

STATISTICS

Str 24, Dex 11, Con —, Int —, Wis 11, Cha 1

Base Atk +12; CMB +20; CMD 30

SQ aquatic reconstruction

ECOLOGY

Environment warm oceans or coastlines

Organization solitary or gang (2-5)

Treasure none

SPECIAL ABILITIES

Aquatic Reconstruction (Ex) Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.

Immunity to Magic (Ex) A coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a coral golem of 1d6 points of damage per level of the caster (maximum 10d6).
- *Transmute rock to mud* slows a coral golem (as the *slow* spell) for 1d6 rounds (no save).
- *Transmute mud to rock* increases the golem's bleed damage to 2d6 for 3 rounds.
- *Soften earth and stone* causes a coral golem to lose its damage reduction for 3 rounds.

Powerful Blows (Ex) A coral golem applies 1-1/2 times its Strength modifier on damage rolls made with its slam attacks and threatens a critical hit on a roll of 19-20.

Coral golems are constructs made entirely of a colony of living coral drawn from the ocean. While their sharpened appendages are capable of performing tasks that require meticulous precision, they are equally useful in martial combat. Wizards and sorcerers employ these golems to

collect delicate specimens of plant life from local beaches, spear and retrieve fish from the ocean for meals, and protect valuable locations such as their master's home or veins of minerals and other potent resources. A coral golem is 9 feet tall and weighs 1,000 pounds.

Construction

A coral golem's body is made of a healthy colony of living coral weighing at least 1,000 pounds, infused with rare organic substances and minerals worth 3,500 gp.

CORAL GOLEM

CL 11th; Price 57,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *geas/quest*, *keen edge*, *limited wish*, *water breathing*, creator must be caster level 11th; **Skill** Craft (sculpture) DC 15; **Cost** 30,500 gp



DUPPY

This floating, ghostly humanoid wears a cowl, but the face beneath it is a blend of human and animal, radiating hatred and fury. Transparent, canine shapes twine around its legs.

DUPPY

CR 7



XP 3,200

CE Medium undead (incorporeal)

Init +10; Senses darkvision 60 ft.; Perception +14

Aura unnatural aura (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 14 (+4 deflection, +6 Dex)

hp 76 (9d8+36)

Fort +7, Ref +11, Will +8

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

Weaknesses resurrection vulnerability, sunlight powerlessness



OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +12 (2d8 negative energy plus 1d6 Str drain)

Special Attacks ravenous hounds

STATISTICS

Str —, Dex 22, Con —, Int 13, Wis 15, Cha 19

Base Atk +6; CMB +12; CMD 26

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Lunge, Step Up

Skills Fly +26, Intimidate +16, Perception +14, Sense Motive +14, Stealth +18

Languages Common, Polyglot

ECOLOGY

Environment warm coastal regions

Organization solitary, pair, or pack (3–8)

Treasure none

SPECIAL ABILITIES

Ravenous Hounds (Sp) Once per day as a standard action, a duppy can bring into being a pack of incorporeal hounds for 1d4+3 rounds. The ravenous hounds attack as a single unit, have a +11 attack bonus, deal 2d6+3 points of force damage on a successful hit, and threaten a critical hit on a natural 20. This ability is otherwise identical to *mage's sword* (CL 7th).

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a duppy destroys it (Will negates). Using the spell in this way does not require a material component.

Strength Drain (Su) Creatures hit by a duppy's touch attack must succeed at a DC 18 Fortitude save or take 1d6 points of Strength drain. On each successful attack, the duppy gains 5 temporary hit points. The save DC is Charisma-based.

A duppy is the spirit of a cruel and brutal sailor who died by violence on land, away from his ship and crew, and thus was unable to receive a proper burial at sea. While its ghostly form is evidence enough of its twisted hatred, a duppy also possesses power over a pack of faithful, otherworldly hounds that share in their master's malignance. Duppies typically seek out sailors and pirates to exact their vengeance on, seeking to inflict great violence on those living creatures who remind them of what they lost in life. For this reason, duppies are most often found in seaside towns or nearby beaches, and settlements that rely on the ocean know to fear and hate these ghostly beings.

The presence of a duppy is often preceded by the distant sound of unearthly howling. While a duppy's incorporeal form ensures that it cannot be captured via mundane means, those who do manage to trick a duppy into a trap are wise to keep the horror confined until day, when its otherworldly abilities are hindered and it can be more easily defeated. However, few creatures can muster powers strong enough to cage a duppy, whose hounds confound enemies and allow the ghostly monster to attack victims from all sides.

GHOLDAKO

A single milky eye stares from the forehead of this towering giant wrapped in filthy, rune-covered strips of bloody linen.

GHOLDAKO

CR 10



XP 9,600

NE Large undead (giant)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 25, touch 9, flat-footed 25 (+4 armor, +12 natural, -1 size)

hp 127 (15d8+60)

Fort +9, Ref +5, Will +10

Defensive Abilities channel resistance +3; DR 5/good;

Immune undead traits; Resist cold 10, fire 10

OFFENSE

Speed 30 ft.

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

Space 10 ft.; Reach 10 ft.

Special Attacks blinding breath

STATISTICS

Str 25, Dex 10, Con —, Int 10, Wis 13, Cha 19

Base Atk +11; CMB +19; CMD 29

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (claws), Power Attack, Weapon Focus (claws)

Skills Intimidate +22, Knowledge (history) +8, Perception +19, Sense Motive +11, Stealth +11

Languages Ghol-Gan

ECOLOGY

Environment warm coasts

Organization solitary or guard (2-4)

Treasure standard (hide armor, other treasure)

SPECIAL ABILITIES

Blinding Breath (Su) Once every 1d4 rounds, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a DC 22 Fortitude save. The save DC is Charisma-based.

Disease (Ex) Seaside rot—claw; save Fort DC 22; onset 1 minute; frequency 1/day; effect 1d4 Str and 1d4 Dex; cure 2 consecutive saves. The save DC is Charisma-based.

A gholdako is a dreadful undead cyclops created by the foul priests and necromancers of the fallen empire of Ghol-Gan thousands of years ago. A gholdako's eyeball is sunken and milky, and its body and limbs are wrapped tightly in ragged strips of soiled linens much like a mummy, though disturbing and incomprehensible glyphs remain scribbled on the ancient cloth, written in what appears to be dried blood. Layers of skin continually flake off of the monster's parched, exposed flesh, which is a sickly, pale yellow. The average gholdako stands 9 feet tall and weighs 500 pounds.

Gholdakos are nearly always guardians of some special relic or tomb in Ghol-Gan ruins, having been ordered to protect the object or location in life and remaining faithful to their duties even after dying. While they strive to keep their wards safe from depredations, gholdakos are nonetheless short-tempered and easy to lure away from their posts, though being caught by the undead giant almost always spells a gruesome and untimely end for most would-be tricksters.

Dread Gholdako (+1 CR): Some gholdakos were created specifically to guard the tombs of Ghol-Gan royalty. Such dread gholdakos possess a bluish-white halo of smoke around their perpetually peeling scalps. A dread gholdako generally possesses additional Hit Dice, and can inflict paralysis (1d4 rounds, DC 10 + 1/2 dread gholdako's racial HD + dread gholdako's Con modifier) on its foes with its bite attack.





JINX EATER

Black feathers cover this crow-headed swashbuckler, his hands and legs ending in powerful talons. He wields a long, curved sword and wears brightly colored studded leather armor.

JINX EATER

CR 2



XP 600

Male rogue (charlatan) 3 (*Ultimate Combat* 72)

CN Medium humanoid (tengu)

Init +7; **Senses** low-light vision; Perception +10

DEFENSE

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

hp 20 (3d8+3)

Fort +2, **Ref** +6, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6–1/18–20)

Ranged mwk light crossbow +6 (1d8/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 8, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +5, Bluff +7, Climb +1, Diplomacy +7, Escape

Artist +9, Intimidate +7, Knowledge (local) +6, Linguistics +4,

Perception +10, Sense Motive +8, Sleight of Hand +9, Stealth

+11; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth

Languages Common, Tengu

SQ advanced rogue talents (rumormonger*), gifted linguist,

grand hoax*, natural born liar*, rogue talents (convincing

lie*), swordtrained

* See *Ultimate Combat*.

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (masterwork studded leather, masterwork

rapier, masterwork light crossbow with 20 bolts, *potions of cure*

light wounds [2], *potion of invisibility*, alchemist's fire, antitoxin,

smokesticks [2], tanglefoot bag, thunderstone, other treasure)

Perhaps nowhere in the Inner Sea region are tengu a more common sight than aboard a pirate vessel in the Shackles. Superstitious by nature, many sailors in this region have assigned to these feathered humanoids the dual role of good luck charm and mascot, based on the misguided belief that tengu can absorb ill omens and bad luck. Where this notion came from is anyone's guess, though some scholars have suggested that tengu may have been confused with the chickcharney, with whom they have nothing in common aside from their feathered forms. While this old sailor's conceit may earn such tengu, referred to as "jinx eaters," some special treatment aboard ship, perhaps exempting them from the rough bullying so common in pirate crews, it does not mean they do not have the same responsibilities and duties of all mariners engaged in piracy. Jinx eaters must be able to hold their own in a fight, though most adopt methods of avoiding such conflicts altogether, honing their skills of guile and misdirection instead of brawn and steel.

Jinx eaters are typically mad for plunder, especially seeking out jewelry and other such baubles, at times even lifting them from unsuspecting shipmates. Such pilfering inevitably leads to angry confrontations onboard, and the kleptomaniacal tengu must rely on his reputation as a source of good luck if he is to be spared a severe beating at the hands of his cohorts.

Several settlements around the Shackles host rookeries of decent size, and it is common to find retired jinx eaters in such districts; often these are particularly boastful individuals who have given up on the life at sea or have been ousted from their old ship by their increasingly jaded crew members.



KURU

Disturbing tribal tattoos cover this red-eyed humanoid's face, and his jagged teeth appear to have been filed down to points.

KURU

CR 1/2



XP 200

Male barbarian 1

CE Medium humanoid (kuru)

Init +0; Senses low-light vision; Perception +6

DEFENSE

AC 12, touch 8, flat-footed 12 (+4 armor, -2 rage)

hp 16 (1d12+4)

Fort +5, Ref +2, Will +4

Weaknesses light sensitivity

OFFENSE

Speed 40 ft.

Melee club +5 (1d6+6), bite +0 (1d6+2 plus cannibalistic vitality)

Special Attacks rage (5 rounds/day)

TACTICS

Base Statistics When not raging, the barbarian's statistics are

AC 14, touch 10, flat-footed 14; hp 14; Fort +3, Will +2;

Melee club +3 (1d6+4), bite -2 (1d6+1 plus cannibalistic vitality); Str 15, Con 12; CMB 3, CMD 13; Climb +3

STATISTICS

Str 19, Dex 10, Con 16, Int 10, Wis 14, Cha 13

Base Atk +1; CMB +5; CMD 13

Feats Lightning Reflexes

Skills Climb +5, Intimidate +5, Perception +6, Survival +6

SQ fast movement, kuru courage

ECOLOGY

Environment any coastal

Organization pair, gang (3-6), raid (7-15), or tribe (16+ plus 33% noncombatants, 1 shaman of 3rd level per 20 adults, and 1 leader of 5th-7th level)

Treasure NPC gear (hide armor, other treasure)

SPECIAL ABILITIES

Blood Courage (Ex) Once per day when a kuru makes a saving throw against a fear effect, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

Cannibalistic Vitality (Ex) When a kuru hits a living creature with its bite attack, he gains 1 temporary hit point by ingesting the target's blood. This ability does not work on creatures that do not have blood.

Kuru are savage natives of the Shackles, dreadfully transformed by their loathsome "goddess," the Blood Queen. While most kuru live in small tribal villages in or around Ghol-Gan ruins, some choose to abandon their cultic faith and seek adventure beyond the islands from which they hail, though such individuals are extremely rare.

Kuru Characters

Kuru are defined by their class levels (they don't possess racial Hit Dice) and have the following racial traits.

+2 Dexterity, +2 Constitution, -2 Intelligence: Kuru are abnormally fast and hardy, but bloodlust clouds their thinking.

Low-Light Vision: In dim light, kuru can see twice as far as humans.

Blood Courage: See above.

Cannibalistic Vitality: See above.

Light Sensitivity: See the universal monster rules in the *Pathfinder RPG Bestiary*.

Natural Weapon: Kuru possess a natural bite attack that deals 1d6 points of damage.

Languages: Kuru begin play speaking Kuru. Kuru with high Intelligence scores can choose bonus languages from the following: Abyssal, Common, Polyglot, Undercommon.





LARABAY

This pale, blond-haired humanoid possesses bright blue eyes, needlelike teeth, and the large, multicolored wings of a parrot.

LARABAY

CR 11



XP 12,800

CN Medium fey (shapechanger)

Init +10; Senses low-light vision; Perception +27

DEFENSE

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)

hp 144 (17d6+85)

Fort +10, Ref +16, Will +13

Resist cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee rapier +15/+10 (1d6+4/18–20 plus mischief)

Special Attacks befuddling gaze

Spell-Like Abilities (CL 11th; concentration +14)

5/day—burning hands (DC 14), gust of wind (DC 15)

3/day—hallucinatory terrain (DC 17), invisibility, solid fog, suggestion (DC 15)

1/day—cone of cold (DC 18), mirage arcana (DC 18)

STATISTICS

Str 18, Dex 22, Con 21,

Int 15, Wis 16, Cha 17

Base Atk +8; CMB +14; CMD 29

Feats Agile Maneuvers, Alertness,

Combat Reflexes, Dodge, Flyby

Attack, Improved Initiative,

Mobility, Weapon Finesse, Weapon

Focus (rapier)

Skills Bluff +23, Diplomacy +23, Disguise +23,

Fly +30, Knowledge (nature) +22, Perception

+27, Sense Motive +27, Stealth +26

Languages Common, Polyglot, Sylvan

SQ change shape (Medium humanoid; alter self)

ECOLOGY

Environment temperate or warm coastlines or forests

Organization solitary, pair, or rabble (3–6)

Treasure standard

SPECIAL ABILITIES

Befuddling Gaze (Su) Three times per day as a standard

action, a larabay can employ a befuddling gaze attack in a

30-foot cone. Creatures that fail a DC 21 Will save become

dazed for 1d4 rounds. Creatures that successfully save are

dazzled for 1 round. The save DC is Charisma-based.

Mischief (Su) A larabay can channel its magical energy through whatever one-handed weapon it wields to mystify and disorient foes. Creatures hit by a larabay's weapon must make a DC 21 Will save or take 1 point of Dexterity damage and become confused for 1d6 rounds. The save DC is Charisma-based.

Larabays are capricious fey creatures that gravitate toward coastal regions with warm and temperate islands. They are especially fond of toying with sailors and fishermen, playing pranks aboard ships or in seaside towns by assuming various shapes and using their otherworldly powers of mischief. A larabay's idea of fun can quickly become quite serious, however, when its love of trickery begins to outweigh its sympathy for humanity, and a larabay's well-executed joke may result in a potentially fatal situation for those involved. In their never-ending pursuit of a good laugh, larabays have been known to employ their supernatural illusions to draw ships and their crews into precarious situations such as hazardous waters or hidden shoals, and the depredations of a larabay are often only realized after it's too late. On land, larabays entice their unknowing dupes off cliffs' edges, through monster lairs, or into hidden ravines or pools of quicksand.

Larabays use their shapechanging abilities to craft intricate webs of social intrigue, though such schemes are always concocted in an effort simply to conduct a masterful hoax, usually resulting in the devastation or heartbreak of one or more of the parties involved rather than any concrete gains on the fey's part. While larabays have been known to inadvertently perform acts of good in the process of gulling cruel-hearted individuals, their unpredictable and precarious natures make them difficult allies, and one can never be sure just how long a larabay will remain faithful to a particular cause before getting bored or whether its companions are simply its latest victims.



LUSCA

This behemoth has three huge, snapping sharklike heads on short, scaly necks, while its lower body appears to be that of a gigantic octopus with eight muscular tentacles.

LUSCA

CR 17



XP 102,400

CE Gargantuan magical beast (aquatic)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 32, touch 6, flat-footed 32 (+26 natural, -4 size)

hp 270 (20d10+160)

Fort +20, Ref +12, Will +11

Immune electricity, poison

OFFENSE

Speed 10 ft., swim 40 ft., jet 200 ft.

Melee 3 bites +27 (2d8+10/19-20), 8 tentacles +21 (1d8+5 plus grab)

Space 20 ft.; Reach 20 ft.

Special Attacks constrict (1d8+5 plus poisonous suckers), rend ship

Spell-Like Abilities (CL 18th; concentration +22)

3/day—chain lightning (DC 20), geyser* (DC 19)

1/day—summon (level 8, 1d3 dire sharks 50%), vortex* (DC 21)

* See the *Advanced Player's Guide*.

STATISTICS

Str 30, Dex 11, Con 26, Int 13, Wis 21, Cha 18

Base Atk +20; CMB +34 (+38 grapple); CMD 44

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Power Attack, Sickening Critical, Snatch, Vital Strike, Weapon Focus (bite)

Skills Perception +28, Stealth +11, Swim +41

Languages Aquan, Common

SQ tenacious grapple

ECOLOGY

Environment warm oceans

Organization solitary

Treasure double

SPECIAL ABILITIES

Poisonous Suckers (Ex) A creature constricted by a lusca's tentacles is exposed to its deadly venom.

Lusca Venom: Constrict—injury; save Fort DC 28; frequency 1/round for 6 rounds; effect 1d6 Dex; cure 2 consecutive saves.

Rend Ship (Ex) As a full-round action, a lusca can attempt to use four of its tentacles to grapple a ship of its size or smaller by making a combat maneuver check opposed by the ship's captain's Profession (sailor) check; the lusca receives a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the lusca grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can't attack foes at all with its shark heads. Each round it maintains its hold on the ship, it automatically deals bite damage to the ship's hull.

Tenacious Grapple (Ex) A lusca does not gain the grappled condition if it grapples a foe with its tentacles.




Luscas are among the most feared predators in the open ocean, their snapping shark heads and writhing tentacles spelling the end for many crews. A lusca's presence can first be felt in the air, as its body naturally conducts electricity, and sailors who have encountered the being claim that thunderclouds seem to roll in alongside the creature. Ravenous and unpredictable, a lusca claims wide swaths of territory in order to maximize the number of ships it can sink and crews it can feast upon. While luscas prefer to make quick meals of the sailors onboard a ship, they will eat just about any aquatic creature, and even giant octopuses and whales know to steer clear of a hungry lusca.

The average lusca is 90 feet from tentacle to snout and weighs 3,800 pounds.



LYCANTHROPE, WERESHARK

This muscular creature has a human body, but the head of a ravenous shark, complete with jet black eyes and razorlike teeth.

WERESHARK (HUMAN FORM) CR 3   

XP 800

Human natural wereshark barbarian 2

CE Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage)

hp 28 (2d12+10)

Fort +7, **Ref** +1, **Will** +4

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk trident +8 (1d8+4)

Special Attacks rage (8 rounds/day), rage powers (raging swimmer +2)

TACTICS

Base Statistics When not raging, the barbarian's statistics are AC 15, touch 11, flat-footed 14;



hp 24; **Fort** +5, **Will** +2; **Melee** mwk trident +6 (1d8+2); **Str** 14, **Con** 15; **CMB** 4, **CMD** 15; Climb +5, Swim +5

STATISTICS

Str 18, **Dex** 12, **Con** 19, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +6; **CMD** 15

Feats Power Attack, Weapon Focus (trident)

Skills Climb +7, Perception +7, Survival +7, Swim +7

Languages Common




SQ change shape (human, hybrid, and shark; *polymorph*), fast movement, lycanthropic empathy (sharks and dire sharks)

ECOLOGY

Environment any oceans or coastlines

Organization solitary, pair, or shiver (3-6)

Treasure NPC gear (chain shirt, masterwork trident, other treasure)

WERESHARK (HYBRID FORM) CR 3   

XP 800

Human natural wereshark barbarian 2

CE Medium humanoid (human, shapechanger)

Init +2; **Senses** blindsense 30 ft., low-light vision, keen scent; Perception +7

DEFENSE

AC 20, touch 10, flat-footed 18 (+4 armor, +2 Dex, +6 natural, -2 rage)

hp 30 (2d12+12)

Fort +8, **Ref** +2, **Will** +4

Defensive Abilities uncanny dodge; **DR** 10/silver

OFFENSE

Speed 40 ft.

Melee mwk trident +10 (1d8+9), bite +3 (1d8+3 plus curse of lycanthropy)

Special Attacks rage (9 rounds/day), rage powers (raging swimmer +2)

TACTICS

Base Statistics When not raging, the barbarian's statistics are AC 22, touch 12, flat-footed 20; **hp** 26; **Fort** +6, **Will** +2; **Melee** mwk trident +8 (1d8+7), bite +1 (1d8+2 plus curse of lycanthropy); **Str** 19, **Con** 17; **CMB** 6, **CMD** 18; Climb +7, Swim +7

STATISTICS

Str 23, **Dex** 14, **Con** 21, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +8; **CMD** 18

Feats Power Attack, Weapon Focus (trident)

Skills Climb +9, Perception +7, Survival +7, Swim +9

Languages Common

SQ change shape (human, hybrid, and shark; *polymorph*), lycanthropic empathy (sharks and dire sharks), fast movement

In either humanoid form, a wereshark is generally burly, has a mouth full of unusually large and crooked teeth, and is crude and bullying.

NIRENTO

Thorny vines encircle this tropical tree's thick, spongy trunk, and jungle debris lies strewn about its base.

NIRENTO

CR 4



XP 1,200

N Large plant

Init +6; **Senses** blindsight 60 ft., low-light vision; Perception +7

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 42 (5d8+20)

Fort +8, **Ref** +3, **Will** +0

DR 5/slashing; **Immune** plant traits, sonic

OFFENSE

Speed 10 ft.

Melee 2 vines +7 (1d6+4 plus grab and trip)

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

Special Attacks constrict (1d6+4), hypnotic display

STATISTICS

Str 18, **Dex** 14, **Con** 19, **Int** 2, **Wis** 9, **Cha** 11

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 20

Feats Combat Reflexes, Improved Initiative, Weapon Focus (vines)

Skills Perception +7

ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or grove (3-5)

Treasure incidental

SPECIAL ABILITIES

Hypnotic Display (Ex) Once

per day as a standard action, a nirento can sway and dance in such a way that it attracts any who see the tree within a 60-foot radius. Any creatures other than nirentos in the area must succeed at a DC 17 Will save or become entranced by the nirento's graceful movements, thereafter believing the nirento to be a perfectly normal tree. Affected creatures become passive for 1d6 minutes and refuse to attack the nirento during this time. Affected creatures can attempt a new Will save each round that the nirento attacks an ally—if a hypnotized creature is attacked by the nirento, it gains a +4 bonus on its Will save to see through the hypnotic display. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

ELDER NIRENTO

CR 6



XP 2,400

N Huge plant

Init +6; **Senses** blindsight 60 ft., low-light vision; Perception +11

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size)

hp 76 (9d8+36)

Fort +10, **Ref** +7, **Will** +2

DR 5/slashing; **Immune** bludgeoning weapons, plant traits, sonic

OFFENSE

Speed 10 ft.

Melee 4 vines +10 (1d8+5 plus grab)

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

Special Attacks constrict (1d8+5), hypnotic display, uproot

STATISTICS

Str 20, **Dex** 14, **Con** 19, **Int** 2, **Wis** 9, **Cha** 11

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 25

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (vines)

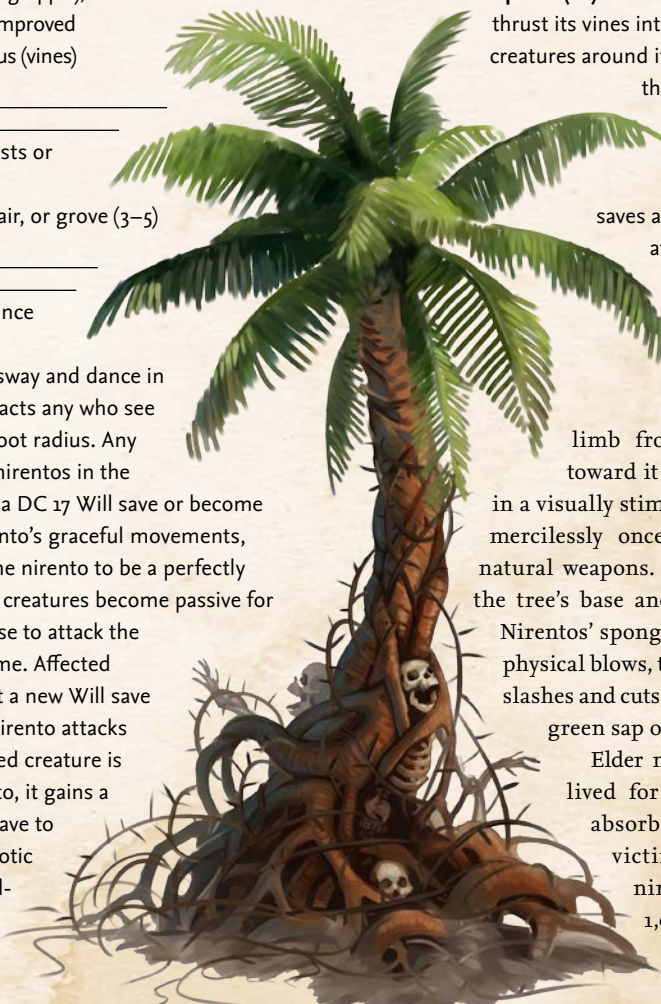
Skills Perception +11

SPECIAL ABILITIES

Uproot (Ex) As a full-round action, a nirento can thrust its vines into the soil and attack up to four creatures around it in a 10-foot radius. Creatures in this area take 1d8+5 points of damage (DC 17 Reflex half). In addition, a nirento can attempt to trip any creatures that fail their Reflex saves as a free action without provoking attacks of opportunity. The save DC is Constitution-based.

Nirentos are predatory plants with brutish intelligence, their thorny vines able to tear foes limb from limb. A nirento lures prey toward it by swaying its branches and vines in a visually stimulating dance, striking at victims mercilessly once they are within range of its natural weapons. Slain prey then piles up around the tree's base and is absorbed through its roots. Nirentos' spongy bodies ensure they absorb most physical blows, though they remain susceptible to slashes and cuts, and when so injured, a translucent green sap oozes from their wounds.

Elder nirentos are individuals that have lived for well over a century, and have absorbed nutrients from countless victims over the years. A typical nirento is 15 feet tall and weighs 1,000 pounds, while elder nirentos can reach heights of up to 25 feet and weigh over a ton.





PIRATE CAPTAIN

This confident-looking bearded man is dressed in rich and flamboyant clothing, an ornate, sheathed rapier at his side.

PIRATE CAPTAIN

CR 5



XP 1,600

Human fighter 5/rogue 1

CN Medium humanoid (human)

Init +5; Senses Perception -1

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)

hp 41 (6 HD; 5d10+1d8+5)

Fort +6, Ref +4, Will +0; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee +1 rapier +10 (1d6+6/18-20)

Ranged mwk light crossbow +7 (1d8/19-20)

Special Attacks weapon training (light blades +1), sneak attack +1d6

STATISTICS

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

Base Atk +5; CMB +7; CMD 19

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +9, Bluff +11, Diplomacy +11, Intimidate +11, Profession (sailor) +7, Swim +10

Languages Common, Polyglot

SQ armor training 1, trapfinding +1

ECOLOGY

Environment any oceans or coastlines

Organization solitary or crew (1 plus 2-4 officers and 10+ sailors)

Treasure NPC gear (+1 chain shirt, +1 rapier, masterwork light crossbow with 20 bolts, *potions of cure moderate wounds* [2], other treasure)

In addition to being a sailor of consummate ability and a cunning strategist, a successful captain of a pirate ship must possess a number of skills that enable him to lead a crew of independent-minded ruffians who don't relish taking anyone's orders. A judicious application of diplomacy, intimidation, charm, and inducement is necessary to maintain one's position as captain, and while most pirate captains are elected by their crews, they are just as easily unelected, either by vote or a well-placed blade.

Pirate captains are typically both fighters and rogues, as the occupation necessitates a strong arm as well as a firm grasp over various skills. Clerics also make for potent leaders, their ability to confront various perils emboldened by their comprehension of divine powers as well as magical anomalies.

PIRATE OFFICER

Armed with a rapier and wearing leather armor, this half-elf possesses an amiable demeanor and a lute at her side.

PIRATE OFFICER

CR 3



XP 800

Half-elf bard 4

CN Medium humanoid (elf, human)

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

DEFENSE

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

hp 25 (4d8+4)

Fort +2, Ref +7, Will +3; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

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

Ranged dagger +6 (1d4/19-20)

Special Attacks bardic performance 13 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +7)

2nd (2/day)—*enthrall* (DC 15), *rage* (DC 15)

1st (4/day)—*charm person* (DC 14), *comprehend languages*, *hypnotism* (DC 14), *summon monster I*

0 (at will)—*daze* (DC 13), *detect magic*, *know direction*, *message*, *read magic*, *resistance*

STATISTICS

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

Base Atk +3; CMB +6; CMD 16

Feats Agile Maneuvers, Skill Focus (Perform [string])^B, Weapon Finesse

Skills Acrobatics +10, Bluff +10, Diplomacy +10, Perception +8, Perform (string) +13, Profession (sailor) +6, Sense Motive +6, Use Magic Device +10; Racial Modifiers +2 Perception

Languages Aquan, Common, Elven

SQ bardic knowledge +2, elf blood, versatile performance (string)

ECOLOGY

Environment any oceans or coastlines

Organization solitary or pair

Treasure NPC gear (+1 studded leather, masterwork rapier, dagger, *potion of cure moderate wounds*, *potion of invisibility*, lute, other treasure)

Officers are the captain's most trusted mates, individuals who see to it that their leader's orders are obeyed and ensure the ship's safety and autonomy. Many officers are either bards or fighters, though any seasoned buccaneer who gains the captain's trust may take on such a role. Dealing directly with grievances, identifying troublemakers, meting out punishments, and advising the captain are all part of a pirate officer's daily duties.

PIRATE, SAILOR

This rugged character is clad in colorful, mismatched clothing, his hair tied back in a bandana.

SAILOR	CR 1/2
XP 200	
Human rogue 1	
CN Medium humanoid (human)	
Init +3; Senses Perception +4	
DEFENSE	
AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)	
hp 9 (1d8+1)	
Fort +1, Ref +5, Will +0	
OFFENSE	
Speed 30 ft.	
Melee falchion +2 (2d4+3/18–20) or mwk dagger +3 (1d4+3/19–20)	
Special Attacks sneak attack +1d6	
STATISTICS	
Str 15, Dex 16, Con 13, Int 12, Wis 10, Cha 8	
Base Atk +0; CMB +2; CMD 16	
Feats Combat Reflexes, Dodge	
Skills Acrobatics +7, Bluff +3, Climb +6, Diplomacy +3, Disable Device +7, Escape Artist +7, Intimidate +3, Knowledge (local) +5, Perception +4, Sense Motive +4, Swim +6	
Languages Common, Polyglot	
SQ trapfinding +1	
ECOLOGY	
Environment any oceans or coastlines	
Organization solitary, pair, or gang (3–8)	
Treasure NPC gear (leather armor, falchion, masterwork dagger, other treasure)	

The average pirate is a free-spirited renegade who would have great difficulty surviving in the cultured depths of polite, civilized society. Rogues and fighters typically make up the majority of a pirate ship's crew of sailors, as they possess both the skill and brawn necessary for day-to-day raids and heists. These colorful, adventurous characters chafe at society's laws and restrictions, and the exciting life of the buccaneer is well suited to pirates' ferocious independence.

PIRATE, SMUGGLER

This shady-looking sailor has a knowing glint in his eyes, which shift from side to side as he evaluates his surroundings.

SMUGGLER	CR 2
XP 600	
Human rogue (smuggler) 3 (<i>Pirates of the Inner Sea</i> 23)	
CN Medium humanoid (human)	
Init +6; Senses Perception +7	
DEFENSE	
AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)	
hp 20 (3d8+3)	
Fort +0, Ref +5, Will +2	
OFFENSE	
Speed 30 ft.	
Melee mwk scimitar +3 (1d6/18–20), sap +4 (1d6 nonlethal)	
Ranged shortbow +4 (1d6/x3)	
Special Attacks sneak attack +2d6	
STATISTICS	
Str 10, Dex 14, Con 8, Int 12, Wis 13, Cha 17	
Base Atk +2; CMB +2; CMD 14	
Feats Improved Initiative, Toughness, Weapon Finesse	
Skills Appraise +7, Bluff +9, Diplomacy +9, Disguise +9, Intimidate +9, Knowledge (local) +7, Perception +7, Sense Motive +7, Sleight of Hand +8, Stealth +8	
SQ bribery*, conceal item*, distraction*, rogue talents (fast stealth)	
* See <i>Pathfinder Player Companion: Pirates of the Inner Sea</i>	
ECOLOGY	
Environment any oceans or coastlines	
Organization solitary, pair, or team (3–5)	
Treasure NPC gear (masterwork studded leather, sap, masterwork scimitar, shortbow with 20 arrows, <i>potion of eagle's splendor</i> , <i>potions of invisibility</i> [2], other treasure)	

Smugglers sneak their ill-gotten gains past nosey port functionaries as well as naval inspections and blockades, and are typically stealthy rapsCALLIONS, marvelously gifted beguilers, and nimble-fingered pickpockets.



SEA SCOURGE

This whitish-gray amoeboid creature has bits of flotsam embedded in its amorphous form, which moves inexorably against the current.

SEA SCOURGE

CR 6



XP 2,400

N Large ooze (aquatic)

Init -2; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 7, touch 7, flat-footed 7 (-2 Dex, -1 size)

hp 76 (9d8+36)

Fort +7, **Ref** +1, **Will** -2

Defensive Abilities amorphous; **Immune** acid, ooze traits

OFFENSE

Speed 10 ft., climb 10 ft., swim 20 ft.

Melee 2 slams +12 (1d6+7 plus 1d4 acid and grab)

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

Special Attacks acid jet, constrict (1d6+7 plus 1d4 acid), engulf (DC 21, 1d6 acid and paralysis)

STATISTICS

Str 24, **Dex** 7, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 22 (can't be tripped)

Skills Climb +15, Swim +15

SQ amphibious

ECOLOGY

Environment warm oceans

Organization solitary, swarm (2-5), or bloom (6-9)

Treasure standard

SPECIAL ABILITIES

Acid Jet (Ex) Once every 1d4 rounds as a standard action, a sea scourge can shoot a stream of acidic juices in a 30-foot line, dealing 2d8 points of acid damage to any creatures in the area (DC 18 Reflex save for half damage). The save DC is Constitution-based.

On watch at night in warm seas, wise sailors are especially vigilant for the hated sea scourge, an ooze that has adapted itself so well to its maritime habitat as to become a significant hazard to native oceanic creatures as well as to humanoid seafarers. While its typical diet consists of sea turtles, dugongs, and other aquatic prey, the sea scourge will feed on whatever creatures it can manage to get a hold of, and is known to prey on humanoids both in shallow waters and at sea, even going so far as to board seagoing vessels. A sea scourge's acid is capable

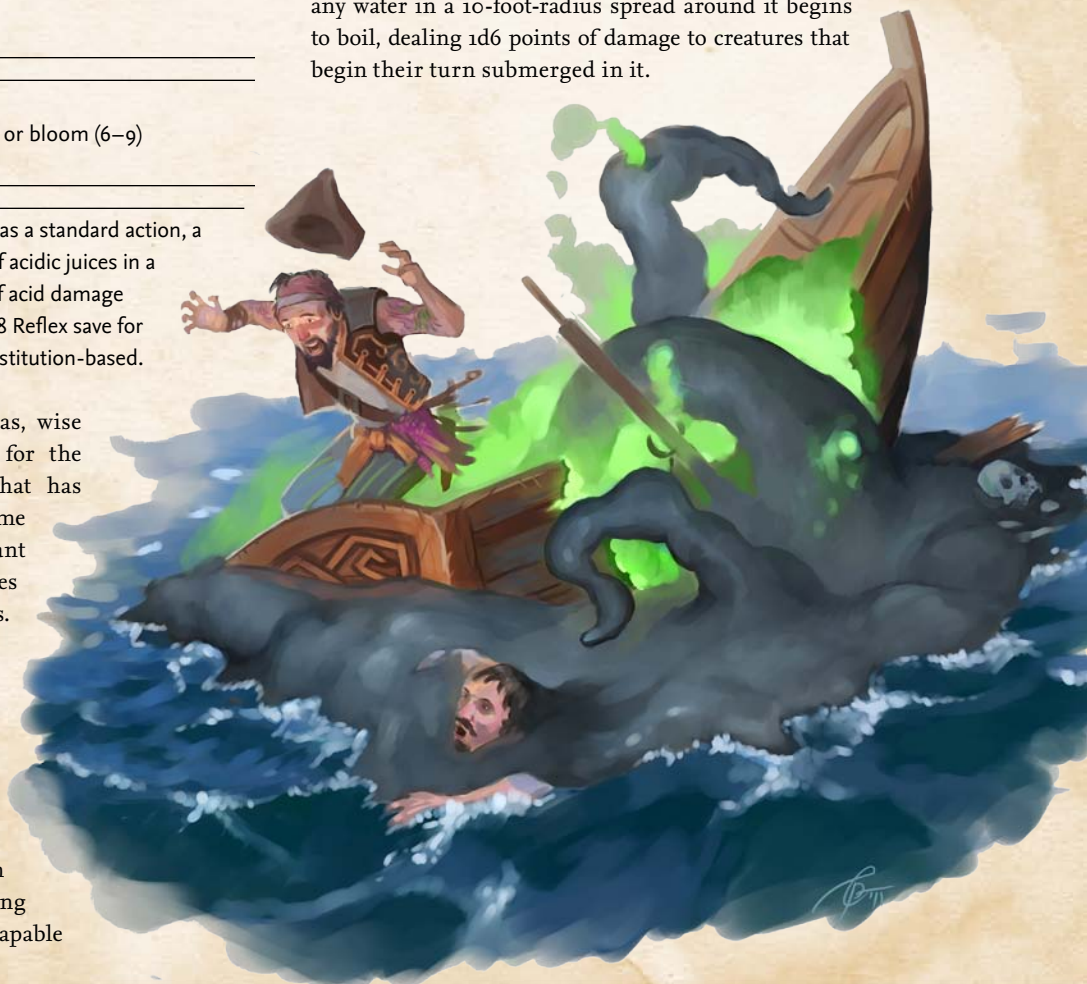
of dissolving wood in addition to flesh and bone, making it a particularly dangerous threat to most boats. Though it can swim beneath the waves indefinitely, a sea scourge more often tends to search the surface of the ocean for prey, camouflaged as a large clump of ambergris or other seaborne excretion.

Variant Sea Scourges

Most sea scourges are encountered off the western coast of Garund in the Arcadian Ocean, but some breeds have been known to stalk other parts of the high seas.

Coldwater Scourge (+0 CR): Stalking the watery expanses of the northern Arcadian Ocean and Inner Sea, the coldwater scourge is a menace to merchant ships and war galleons alike. A coldwater scourge is immune to cold damage, and creatures that fail their Reflex saves versus the scourge's acid jet are also staggered for 1 round.

Steaming Scourge (+1 CR): The steaming scourge plagues the open waters of the Obari Ocean, sapping the life from unsuspecting marine animals as well as unwary fisherfolk and small seaside settlements. A steaming scourge possesses additional Hit Dice and the heat universal monster ability, and emits so much energy that any water in a 10-foot-radius spread around it begins to boil, dealing 1d6 points of damage to creatures that begin their turn submerged in it.



SEA SNAKE

This scaly blue-green snake skims the surface of the water in a sinuous ballet of muscle and agility.

SEA SNAKE	CR 1
XP 400	
N Small animal	
Init +2; Senses low-light vision; Perception +9	
DEFENSE	
AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)	
hp 11 (2d8+2)	
Fort +4, Ref +5, Will +1	
OFFENSE	
Speed 20 ft., climb 20 ft., swim 40 ft.	
Melee bite +4 (1d4–1 plus poison)	
STATISTICS	
Str 8, Dex 15, Con 12, Int 1, Wis 13, Cha 2	
Base Atk +1; CMB +2; CMD 11 (can't be tripped)	
Feats Agile Maneuvers, Weapon Finesse ^P	
Skills Climb +7, Perception +9, Stealth +14, Swim +7; Racial Modifiers +4 Perception, +4 Stealth	
SQ hold breath	
ECOLOGY	
Environment any oceans	
Organization solitary, pair, or nest (3–8)	
Treasure none	
SPECIAL ABILITIES	
Poison (Ex) Bite—injury; <i>save</i> Fort DC 12; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d3 Con; <i>cure</i> 1 save.	

This nasty water-dwelling creature is a particular bane to fisherfolk in tropical seas, occasionally getting caught up in their nets and striking angrily at unwary sailors as they spill their catch out onto the deck. The sea snake tends to follow schools of fish and pick off stragglers, choosing to hunt smaller prey instead of larger foes and only attacking more formidable enemies if it feels threatened. A sea snake's anatomy is particularly well adapted to its environment, and its single lung takes up its entire length.

The average sea snake is 4 feet long from tail to head and weighs 10 pounds.

SEA SNAKE, GIANT

This great, writhing aquatic beast is pale blue with bright yellow stripes, and possesses a flipperlike tail to aid it as it swims.

GIANT SEA SNAKE	CR 7
XP 3,200	
N Huge animal	
Init +6; Senses low-light vision; Perception +12	
DEFENSE	
AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, –2 size)	
hp 85 (9d8+45)	
Fort +11, Ref +10, Will +5	
OFFENSE	
Speed 30 ft., climb 20 ft., swim 40 ft.	
Melee bite +14 (2d8+13/19–20 plus poison)	
Space 15 ft.; Reach 15 ft.	
Special Attacks poison	
STATISTICS	
Str 29, Dex 14, Con 20, Int 1, Wis 15, Cha 2	
Base Atk +6; CMB +17; CMD 29	
Feats Improved Critical (bite), Improved Initiative, Lightning Reflexes, Snatch, Weapon Focus (bite)	
Skills Climb +17, Perception +12, Stealth +7, Swim +17; Racial Modifiers +4 Perception, +4 Stealth	
SQ hold breath	
ECOLOGY	
Environment warm oceans	
Organization solitary or pair	
Treasure none	
SPECIAL ABILITIES	
Poison (Ex) Bite—injury; <i>save</i> Fort DC 19; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Dex and 1d2 Con; <i>cure</i> 2 consecutive saves.	

The giant sea snake is one of the biggest reasons many sailors of the Shackles have a downright visceral and phobic response to the thought of falling overboard. These patient predators are known to follow sailing ships, swimming just below the surface of the water while they wait for the opportunity to strike at any unfortunate crew members who might fall over the side. Particularly hungry giant sea snakes have been known to climb the side of a vessel and snatch unwary sailors right from the deck.

Giant sea snakes typically reach up to 30 feet in length and weigh 500 pounds.

SHACKLED SORCERER

Clad in multicolored silks, this fierce-looking woman seems ready to unleash devastating sorcery upon enemy vessels and water-dwelling monsters alike.

SHACKLED SORCERER

CR 5



XP 1,600

Human sorcerer 6

CN Medium humanoid (human)

Init +2; Senses Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 35 (6d6+12)

Fort +4, Ref +5, Will +7

OFFENSE

Speed 30 ft., swim 30 ft.

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

Ranged mwk light crossbow +6 (1d8/19-20)



Bloodline Spell-Like Abilities (CL 6th; concentration +10)
7/day—*dehydrating touch**

Sorcerer Spells Known (CL 6th; concentration +10)

3rd (4/day)—*fireball* (DC 19)

2nd (6/day)—*gust of wind* (DC 18), *locate object*, *slipstream**

1st (7/day)—*alter winds*, *burning hands* (DC 17), *hydraulic push**, *mage armor*, *magic missile*

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *light*, *message*, *ray of frost*, *read magic*

Bloodline Aquatic*

STATISTICS

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

Base Atk +3; CMB +2; CMD 14

Feats Arcane Strike, Combat Casting, Eschew Materials, Greater Spell Focus (evocation), Spell Focus (evocation)

Skills Knowledge (arcana) +6, Profession (sailor) +6, Spellcraft +9, Swim +13, Use Magic Device +11

Languages Common

SQ aquatic adaptation*, bloodline arcana

ECOLOGY

Environment any oceans or coastlines

Organization solitary, pair, or unit (3-7)

Treasure NPC gear (masterwork light crossbow with 20 bolts, masterwork dagger, *bracers of armor* +1, *cloak of resistance* +1, *potions of cure light wounds* [2], *potion of invisibility*, *scroll of misdirection*, *scroll of nondetection*, *scrolls of shield* [2], *wand of web* [10 charges], other treasure)

* See the *Advanced Player's Guide*.

For the vast majority of ships, the shackled sorcerer provides the main artillery in skirmishes, sending sheets of flame at enemy vessels or targeting burly, hostile sailors with blasts of arcane might from the rear of a boarding party. Most buccaneers give their sorcerers a wide berth, knowing their destructive power, and thus sorcerers sometimes find themselves ostracized from the rest of their crewmates, misunderstood by their less gifted and more superstitious compatriots. In battle, however, pirates do all they can to protect their magic-wielding allies from harm, knowing that their powers can mean the difference between victory and swinging from a gibbet.

The majority of shackled sorcerers are considered officers, but they rarely assume traditional positions of authority such as a captain's first mate. Instead, they are considered advisers as well as weapons, and powers such as the ability to locate treasure or change the direction of the winds are highly prized among sea-faring magic-wielders. While the bloodlines of shackled sorcerers are often connected in some way with life at sea—including the Aquatic or Stormborn bloodlines—any gifted arcane casters who can hurl destruction are welcomed aboard most ships.

SOUCOUYANT

This walking nightmare resembles a white-haired old woman who looks as though she has been skinned alive, her bloody muscles and sinews pulsing grotesquely.

SOUCOUYANT

CR 8



XP 4,800

NE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft., *detect good*, *detect magic*; Perception +18

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 102 (12d10+36)

Fort +7, **Ref** +14, **Will** +11

DR 5/cold iron and magic; **Immune** fire, charm, disease, fear, sleep; **SR** 19

OFFENSE

Speed 30 ft.

Melee bite +16 (2d6+4), 2 claws +17 (1d6+4 plus grab)

Special Attacks blood drain (1d2 Constitution)

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect good*, *detect magic*

At will—*chill touch* (DC 15),

deep slumber (DC 16),

scorching ray (DC 16),

spider climb

STATISTICS

Str 18, **Dex** 22, **Con** 17, **Int** 14,

Wis 17, **Cha** 19

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 33

Feats Agile Maneuvers, Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (claw)

Skills Acrobatics +18, Bluff +16, Disguise +16, Intimidate +19, Perception +18, Stealth +21

Languages Abyssal, Common, Infernal

SQ fiery form, mask evil

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Detonate (Su) As a standard action, a soucouyant in her fiery form can choose to explode in a 30-foot-radius burst of fire that deals 8d6 points of damage (DC 19 Reflex save for half damage) to all creatures in the area. Using this ability returns a soucouyant to her

humanoid form.

Fiery Form (Su) As a standard action, a soucouyant who has removed her skin can assume the form of a flying ball of fire similar to that created by a *flaming sphere* spell (CL 8th) for up to 8 rounds. Upon returning to humanoid form, a soucouyant must wait 1d4 rounds before she can assume fiery form again. A soucouyant who enters the same space as a creature stops moving for that round and deals 3d6 points of fire damage to the creature unless it succeeds at a DC 18 Reflex save. A soucouyant in fiery form retains her usual AC, but is immune to nonmagical attacks and effects. A successful targeted *dispel magic* spell or dealing 20 points of cold damage to a soucouyant in fiery form forces her to return to her humanoid form. A soucouyant can assume fiery form a number of times per day equal to her Charisma modifier (6 for most soucouyants). The save DC is Charisma-based.

Mask Evil (Su) During the day, a soucouyant has the appearance of an old woman, an illusion created by an effect like *alter self*; at night the illusion fades, revealing her monstrous nature. While she is "wearing" her skin, a soucouyant's evil nature is masked as though by a constant *undetectable alignment* spell.



Soucouyants are insidious monsters also known as blood crones. They prefer to live near small humanoid societies, assuming the appearance of a wizened old woman. It is only at night that she assumes her true form, when her wrinkled skin peels back and reveals the monstrosity that lurks within, which seeks the blood of those sleeping, unsuspecting neighbors who know her merely as the eccentric widow living at the edge of town. Soucouyants prefer to capture victims for their cruel experiments when possible, and drain such unfortunates of their blood over a course of days or even weeks to sate their sanguinary appetites.

A typical soucouyant is 6 feet tall and weighs 120 pounds. The most powerful soucouyants take it upon themselves to further their spellcasting abilities, and usually possess levels as witches.

UNDEAD PIRATES

DRAUGR PIRATE

CR 3



XP 800

Draugr rogue 1 (*Pathfinder RPG Bestiary 2* 110)

CE Medium undead (water)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 12, flat-footed 16 (+3 armor, +2 Dex, +2 natural, +1 shield)

hp 22 (4 HD; 3d8+1d8+5)

Fort +2, **Ref** +5, **Will** +4

DR 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk falcata* +9 (1d8+5/19–20/x3 plus nausea) or slam +7 (1d10+5 plus nausea)

Special Attacks sneak attack +1d6

STATISTICS

Str 21, **Dex** 14, **Con** —, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +2; **CMB** +7; **CMD** 19

Feats Improved Initiative, Weapon Focus (falcata*)

Skills Acrobatics +8, Climb +10, Perception +7, Profession (sailor) +7, Stealth +8, Swim +18

Languages Common (cannot speak)

SQ trapfinding +1

ECOLOGY

Environment any oceans or coastlines

Organization solitary or gang (2–5)

Treasure NPC gear (masterwork studded leather, light wooden shield, masterwork falcata*, other treasure)

* See the *Advanced Player's Guide*.

The ghastly brutes known as draugr plague all oceans surrounding the Inner Sea, but those who crew so-called “ghost ships” within the Shackles are particularly notorious for their cunning and ruthlessness.

DRAUGR CAPTAIN

CR 4



XP 1,200

Draugr captain rogue 2 (*Pathfinder RPG Bestiary 2* 110)

CE Medium undead (water)

Init +4; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 armor, +4 Dex, +4 natural)

hp 39 (5 HD; 3d8+2d8+17)

Fort +4, **Ref** +8, **Will** +6

Defensive Abilities evasion; **DR** 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk scimitar +12 (1d6+10/18–20 plus 1 negative level) or slam +10 (1d10+10 plus 1 negative level)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 5th; concentration +8) 3/day—*obscuring mist*

STATISTICS

Str 25, **Dex** 18, **Con** —, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +3; **CMB** +10; **CMD** 24

Feats Combat Reflexes, Power Attack, Weapon Focus (scimitar)

Skills Acrobatics +12, Bluff +9, Climb +15, Intimidate +11,

Perception +11, Profession (sailor) +11, Stealth +12, Swim +23

Languages Common (cannot speak)

SQ rogue talents (bleeding attack +1), trapfinding +1

ECOLOGY

Environment any oceans or coastlines

Organization solitary

Treasure NPC gear (leather armor, masterwork scimitar, other treasure)

While most draugr captains were the masters of their ships in life, exceptions have been known to exist, particularly among lowly crew drudges who derived the most power from their transition to undeath. Such gifted individuals are usually seen by their fellow undead crew members as the rightful captains of the ghost ships they have come to command.

GHOST CAPTAIN

CR 7



XP 3,200

Human ghost fighter 3/rogue 3 (*Pathfinder RPG Bestiary 144*)

CE Medium undead (augmented humanoid, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

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

hp 70 (6 HD; 3d10+3d8+36)

Fort +9, **Ref** +9, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1, channel resistance +4, evasion,

trap sense +1, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +8 (7d6, Fort DC 18 halves)

Special Attacks corrupting gaze (2d10 plus 1d4 Charisma, DC 18), sneak attack +2d6

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 13, **Wis** 12, **Cha** 20

Base Atk +5; **CMB** +8; **CMD** 24

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will,

Lightning Reflexes, Weapon Finesse

Skills Bluff +14, Diplomacy +14, Fly +11, Intimidate +14,

Knowledge (geography) +4, Perception +9, Profession

(sailor) +10, Sense Motive +10, Stealth +20, Swim +6; **Racial**

Modifiers +8 Perception, +8 Stealth

Languages Common, Polyglot

SQ armor training 1, rogue talents (bleeding attack +2), trapfinding +1

ECOLOGY

Environment any oceans or coastlines

Organization solitary or crew (1 ghost captain plus 2–4 draugr captains and 6–15 draugr pirates)

Treasure NPC gear

Sometimes, pirate captains' dedication to looting and pillaging drives them to continue such heinous crimes even after death. Such vile leaders inevitably remain at sea, where they command ghost ships crewed by dreadful draugr, who recognize ghost pirates as powerful undead spirits perhaps most capable of captaining crews of undead.

Ghost Ships of the Inner Sea

Legends of ghost ships crewed by the damned are more common in the Shackles than perhaps any other place in the Inner Sea. Legend or no, the undead are a very real hazard in the archipelago and one of the reasons why so many sailors hate and fear sailing in supposedly haunted waters at night, when most ghost ship sightings occur. In most cases, crews of such ships are made up of corporeal undead, especially draugr and draugr captains, though lacedons and wights are also prevalent undead on the high seas. The driving force behind most ghost vessels is a bottomless hatred for all things living, and most seafaring undead seek souls upon which they can vent their undying malice. The stat blocks presented here represent a typical crew of a ghost ship, but countless other combinations exist.

Of all the undead pirate ships in the Shackles, none is more feared than the galleon of the lich Raugsmalda, a dreaded vessel known as *Naiegoul*. The following are other deeply feared ghost ships that sail the Inner Sea region.

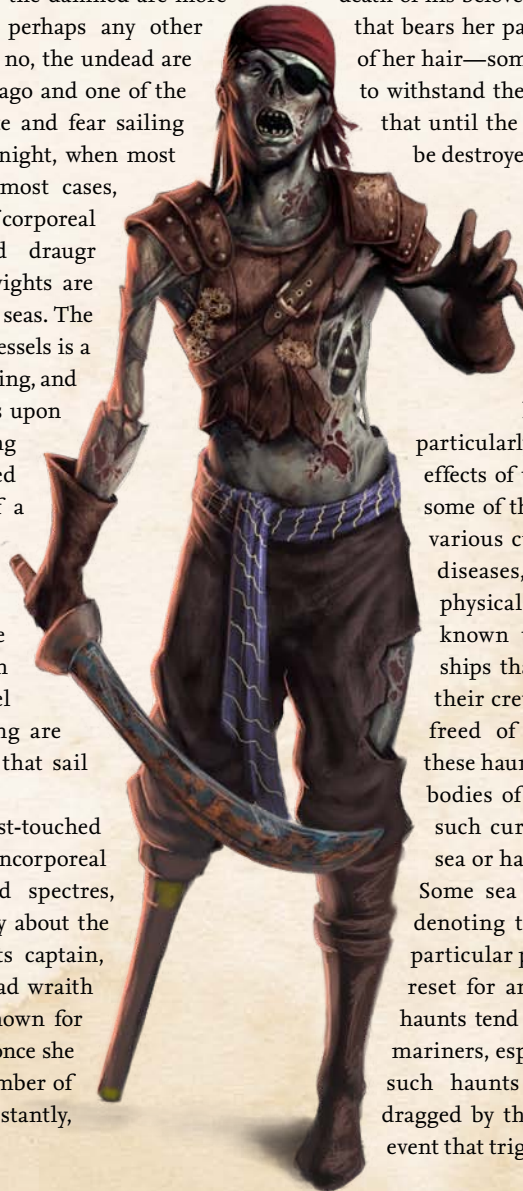
Lamashan Tempest: This ghost-touched xebec is crewed entirely by incorporeal undead, primarily shadows and spectres, though poltergeists are said to fly about the ethereal vessel's tattered sails. Its captain, **Bolmarka Isslent** (LE female dread wraith witch 8), is a hateful creature known for shamelessly toying with her prey once she has victims in her clutches. A number of her wraith spawn attend her constantly, flitting about her obsequiously.

Mark of Yunnarius: This agile sloop is captained by **Emalynday** (CE female elf banshee sorcerer 5), an astonishingly bitter and odious spirit who leads a crew composed entirely of undead elves. Three undead male elven archers known as the *Unsung Three* prowl the ship's decks, wielding magical bows rumored to be artifacts unearthed from a musty Ghol-Gan tomb. It is said the crew members of any vessel unlucky enough to cross paths with the *Mark of Yunnarius* feel the sting of the *Unsung Three's* arrows before even sighting the dread sloop.

Nightclaw: This rat-infested frigate is the ship of the vampire **Holaux the Gaunt** (CE male human vampire antipaladin 10). Once a lieutenant of Raugsmalda, he escaped the lich's service and crewed his ship entirely with pirates made into his vampire spawn. Legend has it he was once a paladin of Iomedae, but turned to evil with the tragic death of his beloved wife, Sabina. Holaux wears a locket that bears her painted silhouette and contains a lock of her hair—some say that this keepsake enables him to withstand the light of the sun, while others claim that until the locket is taken from him he cannot be destroyed.

Ghost Ship Haunts

Many ghost ships take the form of a haunt (*Pathfinder RPG GameMastery Guide* 242), usually triggered by a ship sailing at night into an oceanic region hexed by some maritime tragedy or particularly terrible event. The most common effects of these haunts are fear-related, though some of these ocean-bound terror-traps inflict various curses upon victims, such as rotting diseases, premature aging, or permanent physical debilitations. Some haunts are known to place a powerful *geas* on those ships that run afoul of them, requiring that their crews complete some task before being freed of a dreadful blight. Destruction of these haunts is often extremely difficult, as the bodies of the restless spirits that perpetuate such curses usually lie at the bottom of the sea or have drifted ashore on remote islands. Some sea haunts are tied to a specific date denoting the anniversary of a tragedy near a particular point in the ocean, and thus may not reset for an entire year. Such commemorative haunts tend to be more feared and dangerous to mariners, especially since the bodies or treasures such haunts are anchored to are sometimes dragged by the tides far from where the original event that triggered the haunt occurred.



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DAN SCOTT



PIRATES AND PLUNDER!

Intrepid seafarers seeking glory and gold need look no further than the vast and untamed island chain known as the Shackles. Throughout these isles, undead cyclopes guard eons-old treasure vaults, lycanthropic pirates maraud the waterways, and cannibalistic natives sacrifice trespassers to their otherworldly god-queen. On the treacherous seas surrounding the Shackles, a bold sailor may even rise to become one of the realm's infamous Free Captains, second only to the bloodthirsty Hurricane King himself—though the rapacious pirates who raid the archipelago's ports ensure that only the cunning and swift survive for long.

Isles of the Shackles provides a comprehensive overview of the verdant islands that make up this region, complete with buried treasure, dastardly corsairs, and ominous ruins of a fallen empire. Inside this book, you will find:

- An expansive overview of the six civilized regions of the Shackles, from the mainland's sprawling seaside metropolis of Port Peril to the sahuagin-plagued shores of Shark Island, complete with details on histories, notable rulers and personalities, and gazetteers of each region's varied locales.
- Detailed entries on more than 20 of the Shackles' most dangerous and mysterious islands and islets, each with numerous plot hooks, helpful or treacherous NPCs, and unique locations for brave adventurers to discover and explore.
- Stat blocks for each island, detailing the region's notable settlements and denizens, as well as possible plunder and resources, such as hidden harbors and shipwrecks.
- A huge bestiary of new monsters and villains that roam the islands of the Shackles and the high seas around them, including the three-headed lusca, undead pirates and ghost captains, and the degenerate kuru cannibals of the Blood Queen.
- Stat blocks for a wide range of seafaring NPCs, from humble deckhands and smugglers to pirate captains and shipboard sorcerers.

Isles of the Shackles is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be used in any fantasy game setting.



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