

# PATHFINDER SOCIETY<sup>®</sup>

ADVENTURE CARD GUILD



## HURRICANE WEATHER

SEASON OF THE SHACKLES





# Adventure 0-6: Hurricane Weather

**Scenario Design** • Tanis O'Connor

**Story Text** • Tanis O'Connor and Brian Campbell

**Editors** • Brian Campbell and Vic Wertz

**Contributing Artists** • Filip Burburan, Andrew Hou,  
Diana Martinez, Miroslav Petrov, Bryan Sola,  
Craig J Spearing, Tyler Walpole, Ben Wootten

**Cartographers** • Jason Engle, Rob Lazzaretti

**Pathfinder Adventure Card Game Development Team** •

Mike Selinker, Chad Brown, Tanis O'Connor,  
Paul Peterson, Keith Richmond, Liz Spain,  
and Gaby Weidling,  
based on a game concept by Rian Sand

**Publisher** • Erik Mona

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Paizo Inc.

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

[paizo.com/pathfindersociety](http://paizo.com/pathfindersociety)



# SEASON OF THE SHACKLES

Some pirates choose to become scurvy scum, but some are merely heroes who've strayed a bit off course. You could have chosen to live among honest, reputable folk, but through misadventure, you've drifted into the Shackles, a chain of islands off the western coast of Garund, just south of an eternal hurricane called the Eye of Abendego. Power and privilege increase your chances of survival here, so you'll want to gain a ship of your own, recruit a crew you can trust, and seize enough ships to form a fleet. If you're gonna stay here, there's no better path to power than claiming a seat on the Pirate Council. Through courage, conquest, exploration, and a little bit of skullduggery, you'll prove to the council you're dangerous enough to rule beside them... because if they don't, your armada is going to blast their ships to the briny deep. Survive the Shackles, and one day, you could be worthy of setting sail with the Hurricane King himself.

### COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Lost at Sea
2	A Pirate's Life
3	Treacherous Waters
4	Island of the Damned
5	Run Out the Guns
6	Hurricane Weather

### DURING THIS ADVENTURE PATH

After completing Treacherous Waters, at the beginning of each new adventure, when you add a new Adventure Deck to your game box, remove all cards with the Basic or Elite trait that have adventure deck numbers at least 3 less than the adventure deck you just added. (Treat the set indicators **B**, **C**, and **P** as 0.) Do not remove Blessings of the Gods.



Cartography by Rob Lazzaretti

## REWARD

Each player chooses 1 of his Pathfinder Society Adventure Card Guild characters. That character may treat the loot Councilor's Ring as if it is in his Class Deck box.





# HURRICANE WEATHER

## This Adventure Requires:

- The *Pathfinder Adventure Card Game: Skull & Shackles Base Set*, including *The Wormwood Mutiny Adventure Deck*,
- the *Raiders of the Fever Sea Adventure Deck*,
- the *Tempest Rising Adventure Deck*,
- the *Island of Empty Eyes Adventure Deck*,
- *The Price of Infamy Adventure Deck*, and
- the *From Hell's Heart Adventure Deck*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Skull & Shackles Character Add-On Deck* is also required.

During this adventure, the game box should include only cards with set indicators of **B, C, P, 1, 2, 3, 4, 5, and 6**.



### COMPLETE THESE SCENARIOS IN ANY ORDER:

- 0-6A: Get a Clue
- 0-6B: The Battle of Abendego
- 0-6C: The Monster Marsh
- 0-6D: The Pirate Party
- 0-6E: Into the Maelstrom
- 0-6F: Lost in the Storm

Illustration by Andrew Hou

## Read the Following Aloud:

You've made powerful friends while sailing around the Shackles—and apparently, at least one very powerful enemy. Although you ultimately defeated Her, you and your crew still have hazy memories about precisely how that all happened. You remember waking up when it was all over, and the memory of a cryptic symbol carved into your forehead stands out, but everything that happened after the fight started is a blur. Actually, some of the moments before the fight started are also a bit vague.

You can't even remember who She was... although She clearly wanted to get into your mind... and of course, there were the bugs... *the bugs... so many bugs...* SHE knew every thought in your head, and SHE searched for a way to seize control of your mind. Terrifying flashbacks often flood your consciousness with images of claws and fins and tentacles and teeth and... maybe it's best not to dwell on that. The nightmares are even worse. And every morning when you wake up feeling sick, that's not so great either.

The real question is: Why you? Maybe you've done something to draw Her attention. After all, the stories of your heroic exploits have been spreading through taverns all over the Shackles. You've got the support of many prominent figures on the Pirate Council, enough that you're almost ready to become one of them. Maybe SHE thinks you're a threat. Or perhaps SHE wants to control you. After all, you're the kind of hero who could eventually challenge the Pirate King himself! Or does She have someone else in mind? For all you know, She might already control the weaker minds on the Pirate Council. That's a sobering thought.

By rum and thunder, that shouldn't stop you! She tried, and She failed, and you survived! Whether you want to remember what happened or forget all of it, you've got to put an end to your nightmares. The best way to do that is to face your fears: chase down the entity responsible for your torment and sink it once and for all.

But first, you'll need to rest up for your next epic journey. It wouldn't hurt to have one more drink, would it? Perhaps one more jug of rum? Maybe it would actually help if you spent a little more time conversing with the councilors who pass through the tavern where you're staying. And after all, the inn above that tavern has such warm, comfortable feather beds. If you could just get one uninterrupted night of sleep, you'd be ready to set sail with your crew in the morning. A few more hours in bed, and you'll be right as rain...

## REWARD

Each player unlocks the ability to play Enora from the *Wrath of the Righteous* Base Set with the Wizard Class Deck.



# 0-6A: GET A CLUE

## Read the Following Aloud:

You wake up. Your fingers are clawing at your head. Are the bugs still there? You throw off the covers, making sure there are no insects in the sheets. The bugs are gone, and more importantly, SHE is gone. Her creatures are dead, and you survived.

It's been a month since She took over your ship, but the nightmares are getting worse. As you walk downstairs to the tavern, you look at your mates and see your own nerves and exhaustion reflected from their weary, haggard faces. Maybe it's the right time to leave the Shackles. Horrors like Her are not the sort of challenge that sane crewmen sign up for.

A bespectacled half-orc interrupts your musings. "The Hurricane King will see you now." He gestures to a curtained alcove. Behind the curtain sits Kerdak Bonefist, leader of the Pirate Council. He's sitting beside a woman whose dreadlocked hair looks as though it needs a thorough cleaning.

"Glad to see yer in one piece. I've heard about yer travels and yer troubles, and I've a mind to find out more. Alise has a story you'll want ta hear."

"Grogblud's the name," she says. "I was first mate on the *Devilish Duchess* until the fool cap'n tried to shoot the Gullet of Dagon's Jaws to escape a spot o' trouble. He didn't make it. Before the crew and I abandoned ship, I grabbed the captain's personal effects. One o' his notebooks had some ramblings about traitors on the council, so I turned it over to His Majesty here."

Bonefist leans forward. "In this journal, he's drawn yer symbol over and over, along with fragments of maps and words about bone relics. I charge ye to find these relics and see if they can tell us the tale of what's going on in my waters. You and yer crew should set sail with the tide."

### DURING THIS SCENARIO

Treat the henchman Ruffian as if it is the deck 3 henchman Cryptic Runes.

Cut the prophecy handout into a number of pieces equal to the number of Cryptic Runes henchmen.

When you defeat a Cryptic Runes henchman, put that card in a henchman pile next to this scenario and get a piece of the prophecy handout.

When you encounter the villain Brinebones, you may shuffle it and a henchman from the henchman pile into a random open location to evade Brinebones.



### VILLAIN:



BRINEBONES

### HENCHMEN:



RUFFIANS

PLAYERS	LOCATIONS
1	GHOL-GAN RUINS
1	SACRED SPRING
1	TEMPEST CAY
2	LCREHOLD
3	JUNGLE
4	MANCATCHER COVE
5	FORT HAZARD
6	RIPTIDE COVE

CHOOSE ANY CLASS 5 OR LOWER SHIP AS YOUR SHIP.

Illustration by Miroslav Petrov

## REWARD

For the rest of the Adventure Path, when setting up each scenario, 1 character may temporarily replace an ally in her deck with the loot Alise Grogblud. At the end of each scenario, return the loot to the game box.

### Development:

Well, that stung a bit, but you've gathered up most of the bone fragments. In addition to the symbol She bore, the bones hold some sort of coded writing. If you or the Hurricane King's advisors can decrypt it, you'll have some clue as to what

to do next. You really don't want to see Her again—and the bugs, *the bugs*, so many bugs—but if you can't resolve the mystery of that cryptic symbol, you won't be getting much sleep. The nightmares will just get worse.



# PROPHECY HANDOUT

GUR OBARF BS GUR

BYQ BARF ORNE GUR

ZNEX

YVETRA'F

OEVAROBEA XABJ

GUR CNGU

GUR ZNJ BS

ZNQARFF BBMRF

QNEX

NAQ QNTBA'F

URENYQ GEVTTREF

JENGU



# 0-6B: THE BATTLE OF ABENDEGO

## Read the Following Aloud:

“I don’t want to hear about old bones!” Barracuda Aiger slams his flintlock down on a pile of nautical charts, then starts pacing back and forth. A dozen or so pirate captains listen intently, barely fitting inside his cramped war room. “The Sodden Lands are far away from here. We’ve got a more immediate problem on our hands. We were right about that damned dirty double-crossing Harrigan. We’ve got a fleet of Chelish warships headed straight for us!”

“That’s impossible!” shouts one of the captains. “How did the Chelish get here so quickly? The Eye of Abendego should have delayed them for months!”

“That doesn’t matter,” the captain responds. “They’re here today! The Hurricane King refused to heed my warning, and now we’ve spotted Chelish sails on the horizon. If we can’t assemble a fleet to stop it, we’ll be slaves or fish food before ya can say ‘knife!’ I come to ya with my hat in hand and a fire in my eyes. We need ta fight together, or we’ll be torn apart. Are ya with me?”

The room is silent for one heartbeat, and then two, and then slowly fills with muttered conversations. Tessa Fairwind saunters over to you, the jaunty sway of her hips belied by the genuine fear in her eyes.

“These new folk are right. If we don’t fight together, we’ll lose to the Chelish for sure. I hear yer workin on something to do with nightmare monsters, but nightmares can only bother ye if yer alive. Will ye help us sink these devil-worshiping bastards?”

You nod. Captains cheer. The Battle of Abendego has begun.

**VILLAIN: NONE**

**HENCHMEN:**



ENEMY SHIPS

PLAYERS	LOCATIONS
1	PINNACLE ATOLL
1	SCAR BAY
2	LONELY ISLAND
3	FRINGES OF THE EYE
4	RAKER SHOALS
5	SHARK ISLAND
6	COASTLINE
<b>THE PARTY DOES NOT HAVE A SHIP.</b>	



## DURING THIS SCENARIO

When you would choose your party’s ship, each character instead randomly chooses a class 6 or lower ship and stashes a plunder card under it. On your turn, you are commanding your own ship. You are only on your ship, and you cannot move with another character when she moves during her move step. When your ship is dealt Structural damage, only you can reduce damage to your ship.

The difficulty to defeat ships is increased by the number of open locations.

If your ship is wrecked at the end of your move step, put it in a defeated pile next to the scenario and choose another ship from the box to be your ship. If there are more ships in the defeated pile than the number of characters, you lose the scenario.

To win the scenario, close all locations.

When you earn a deck upgrade from this scenario, you may choose from either your own plunder or the party’s acquired cards.

Illustration by Bryan Sola

## REWARD

Each character chooses weapon or spell and draws a card of that type from the box.

## Development:

What a battle! While you were devastating a squadron of Chelish vessels, another captain aimed her ship straight at Admiral Throne herself... and emerged victorious! Seems like the winds are changing. Before long, there might be a change in

leadership as well. The Hurricane King could have a rival soon. You’ve got other matters on your mind. Now that the armada’s been defeated, you can return to tracking down the giants mentioned on the bone fragments. The mystery continues!





# 0-6C: THE MONSTER MARSH

### Read the Following Aloud:

After piecing together an ancient letter, you set course for an ancient area of the Sodden Lands, where the inhabitants of a once-great kingdom of giants devolved into savagery. Brineborn giants still dwell in ruins, guarding secrets of ages long gone.

As you trudge across the shore, the ground shakes beneath your feet. You'll have to move quickly. Primitive tribes preserve the lore of many ancient cults and religions, including secrets about... HER... the entity who has brought you such torment. The leader of these aquatic marsh giants might know more.

You'd probably find it easier to cope if you could give HER a name. As you run from the patrolling giants into the crumbling ruins, your notice strange sigils adorning worn surfaces. They bear a fearful resemblance to the cryptic mark you saw carved in your forehead. A name rises to the periphery of your mind.

SHE is the Shrouded Queen... and these brineborn giants are her loyal servitors. Trouble doesn't get much bigger than this.

**VILLAIN:**

JEMMA REDCLAW

**HENCHMEN:**

RUFFIANS

PLAYERS	LOCATIONS
1	GHOL-GAN RUINS
1	RUINED AMPHITHEATER
1	TELEPORTATION CHAMBER
2	HALL OF CHAMPIONS
3	GREAT STONE BRIDGE
4	EYE OF SERENITY
5	SCAR BAY
6	SACRED SPRING

CHOOSE ANY CLASS 6 OR LOWER SHIP AS YOUR SHIP.

**DURING THIS SCENARIO**

Treat the villain Jemma Redclaw as if it is the villain Mugslup, and the henchman Ruffian as if it is the henchman Brineborn Giant.

When you defeat a bane that has the Giant trait, you may shuffle a random card from your discard pile into your deck.

SKULL & SHACKLES
VILLAIN 6

## MUGSLUP

**GIANT ORACLE**

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

**30**

THEN COMBAT

**30**

**POWERS**

Before you act, each character at your location examines the top 2 cards of her deck, then recharges one and buries the other.

Damage dealt by Mugslup is dealt to each character at your location.

Illustration by Serdar Yildiz © 2015 Paizo Inc

SKULL & SHACKLES
HENCHMAN 6

## BRINEBORN GIANT

**AQUATIC GIANT**

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

**22**

**POWERS**

Before you act, if you are not the only character at your location, a random character at your location is dealt Combat damage equal to the number of cards that have the Attack trait and weapons in your hand.

Damage dealt by the Brineborn Giant is dealt to each character at your location.

If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Dmitry Burmak © 2015 Paizo Inc

## REWARD

For the rest of the Adventure Path, when setting up each scenario, 1 character may temporarily replace a weapon in her deck with the loot Scoundrel's Sword Cane and another character may temporarily replace a weapon in his deck with the loot Crossbow of Retribution. At the end of each scenario, return the loot to the game box.

### Development:

The giants' ruler, Mugslup, has been beaten and broken. "SHE watches us," he intones, "yet serves another. HIS realm is a whirlwind of destruction and chaos near the outer edge of the Great Hurricane. No one dares to stare into the storm, where HE thrives in the chaos and madness. Only a fool would seek HIM!"

Okay, so maybe you're a little foolish, but the nightmares won't stop until you face your fears. As you prepare to set a course deeper into the Shackles' eternal hurricane, a scout in the crow's nest announces that a ship is approaching. It's the Hurricane King! Perhaps you won't have to face these horrors alone...





# 0-6D: THE PIRATE PARTY

## Read the Following Aloud:

As you were charting a course past the fringe of the Shackles' eternal hurricane, you were startled by the arrival of the Hurricane King's ship. The crew signaled for you to come aboard. The winds are fierce this close to the hurricane, but with a bit of planning, you cast off ropes towards the Hurricane King's ship.

The ship's captain isn't here to greet you. Neither is the boatswain or the first mate. The surly crew watches you warily.

What's that scurrying across the deck? Is there something else here? Are there *many* things here? As your breath catches in your throat, you realize that it's the bugs. The bugs, *the bugs, the bugs that got in your hair and in your skull and your mind* and they all serve HER. Terror seizes you as the crew lunges towards you, grabbing for boarding pikes and any weapons that lie at hand. You can no longer trust the crew that once served Hurricane King—the Shrouded Queen has enlisted them for a far more sinister purpose.

Seems like you've become a little too infamous. Like any worthy pirate, you wanted to become a legend. Your tales have inspired an armada of captains to support you in your bid for the Pirate Council, but you've also made powerful enemies. The Shrouded Queen managed to suborn the Hurricane King's ship and crew, but you were made of sterner stuff. She captured you, but could never control you. Now it's clear that She intends to destroy you. Leering with malevolent intent, her minions advance.



### VILLAIN:



**SWEETLIPS AND SCURVY**

### HENCHMEN (ALL VILLAIN CARDS):



**KERDAK BONEFIST**



**CAPTAIN HORRUS RIPTOOTH**



**HYAPATIA**



**OMARA CULVERIN**



**POWDERPOT**



**TSADOK GOLDTOOTH**



**BARNABAS HARRIGAN**

### PLAYERS

### LOCATIONS

1	FORT HAZARD
1	LUCREHOLD
1	MURDER HOLE
2	SHRINE TO BESMARA
3	SEA FORT
4	TORTURE PIT
5	SEASIDE WAREHOUSE
6	SHRINE TO NORGORBER

**CHOOSE ANY CLASS 6 OR LOWER SHIP AS YOUR SHIP. YOUR SHIP IS ANCHORED AT FORT HAZARD.**

### DURING THIS SCENARIO

Treat the villains in the henchmen list as henchmen. If a henchman is undefeated, banish it. When you defeat a henchman from a location deck, put it in a henchman pile next to this scenario, and you may immediately attempt to close the location it came from. If you win the scenario, note on your Chronicle sheet which cards are in the henchman pile. (This note will be referenced in Scenario 6F: Lost in the Storm.)

To win the scenario, defeat and corner the villain Sweetlips and Scurvy.

Illustrations by Diana Martinez

## REWARD

Each character chooses item or armor and draws a card of that type from the box.

### Development:

There's no sign of Kerdak Bonefist on this ship, but plenty of sailors are now unconscious on the deck. Each time one of them fell, a little swarm of insects scurried belowdecks. You can still find bugs hidden in the clothes and pockets and the hair of the swabs you've beaten into submission. Now that you've won the day, a few survivors are cowering before you, looking as

confused and dazed as you did the day after you woke up from your battle with... HER. They've heard the distant call of the one who commands the Shrouded Queen. If you can show your captives a little sympathy, maybe these remorseful sailors can help you chart a course towards HIS sanctum in the storm. A far more ancient nemesis awaits you...



# 0-6E: INTO THE MAELSTROM

## Read the Following Aloud:

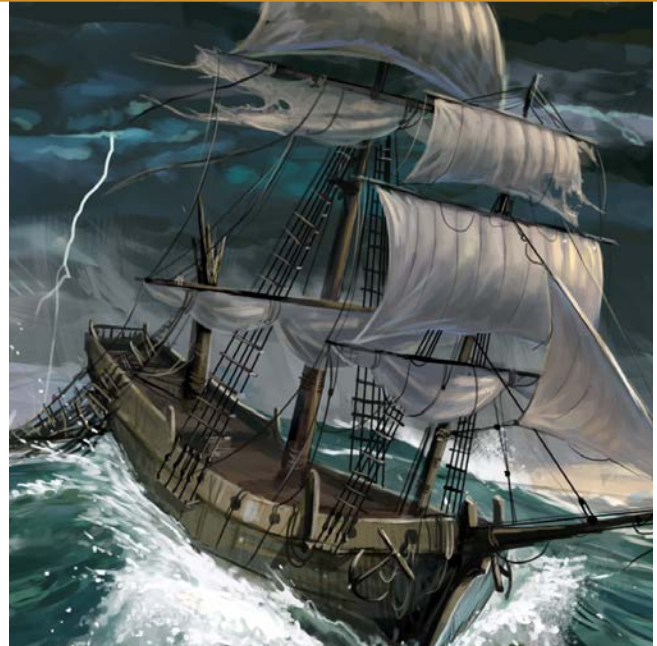
**W**inds scream as your ship descends into the maelstrom. Dark skies blot out the sun. At best, your course is an educated guess. You know you're drawing closer to your destination, not only because of your skill as a sailor, but because of the growing sense of dread from the crewmen you've captured.

If you were a cynic, you'd think the storm itself was working to foil your plans. As you approach your fearful destination, the storm gets worse. Nervous crewmen hold onto the ship while lumbering across the deck. Whenever a crewman stands in place for more than a moment, he lashes himself to anything sturdy.

The rigging whips back and forth; the sails are on the verge of being torn to shreds; the crew appears crazed and desperate. Some frantically look for anything they can repair, for you're as concerned about containing the damage as anything else. Few would attempt a voyage as dangerous as this, but you know that if you can't confront your fears, your nightmares will be worse.

As the heavens rage, a wizened sailor stands on the forecastle of your ship, staring out into the tempest. "A shadow lies over these waters," he proclaims. "The Shadow in the Seas... a force more powerful and ancient than the Shrouded Queen." You slowly approach the old salt, fearing what he might reveal. "He takes many forms in this world," he continues, "and He has many names... but He has one that men dare not speak..."

With a trembling hand, he gestures towards the storm, "We seek His sanctum... for HE is an avatar of DAGON!" At the mention of His name, the waves tower over you. Lightning dances in the heavens. The fury of a tempest surrounds you. Your chances of survival have just dramatically decreased.



PLAYERS	LOCATIONS
1	HELM
2	BOW
3	RIGGING
4	CROW'S NEST
5	CARGO HOLD
6	GALLEY

**THE PARTY DOES NOT HAVE A SHIP.**

### DURING THIS SCENARIO

Treat the henchman Ruffian as if it is the henchman Lightning Elemental.

When your ship is dealt Structural damage, first apply any powers on cards in play that reduce or increase that damage, then characters may play cards or use powers that affect Structural damage. The party must then collectively discard a number of cards equal to the damage dealt.

At the start of each character's turn, the party must collectively discard a number of cards equal to the number of unoccupied locations.

The difficulty of checks to close locations is decreased by the number of cards in the blessings discard pile.

To win the scenario, close all locations.

### VILLAIN: NONE

### HENCHMEN:

	HURRICANE WINDS
	RUFFIAN
	HURRICANE WINDS
	RUFFIAN
	HURRICANE WINDS
	RUFFIAN

Illustrations by Ben Wootten

## REWARD

Each character draws an ally from the box.

### Development:

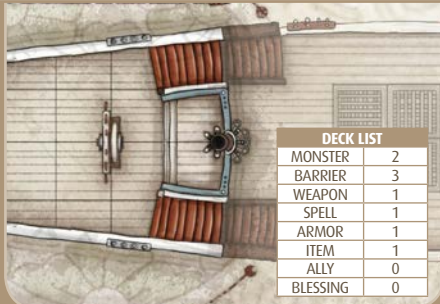
**Y**our wayfinder is useless. No map can offer counsel. No star can guide you. You've done the best you can, but your navigator has given up all hope. Acting on no more than a hunch, you carry on until even the light forsakes you. Darkness inexorably envelops every source of illumination you carry,

swallowing them in shadows. For a heartbeat, you consider changing course and turning back, but the decision is no longer yours. The currents shift, swiftly changing your course as your ship picks up speed. You sense it already: a vortex is engulfing your ship as you descend into darkness and terror...



SKULL & SHACKLES LOCATION 6

## HELM



DECK LIST	
MONSTER	2
BARRIER	3
WEAPON	1
SPELL	1
ARMOR	1
ITEM	1
ALLY	0
BLESSING	0

**AT THIS LOCATION**  
At the start of your turn, a character at another location may move to this location.

**WHEN CLOSING**  
Succeed at a Wisdom 30 check.

**WHEN PERMANENTLY CLOSED**  
On closing, you may shuffle the top 1d4+1 cards of the blessings discard pile into the blessings deck.

Illustration by Jared Blando © 2015 Paizo Inc

SKULL & SHACKLES LOCATION 6

## HELM

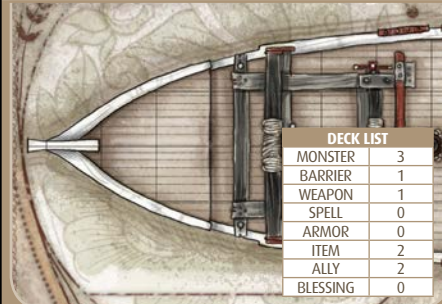


Technically, the “helm” is only the wheel or tiller by which a ship is steered, but the term is more commonly used to define the area of the sterncastle where the wheel or tiller is placed. The helmsman stands here while directing the ship’s movement. Anyone who needs to shout orders at him should probably stand here, too.

Illustration by Jared Blando © 2015 Paizo Inc

SKULL & SHACKLES LOCATION 6

## BOW



DECK LIST	
MONSTER	3
BARRIER	1
WEAPON	1
SPELL	0
ARMOR	0
ITEM	2
ALLY	2
BLESSING	0

**AT THIS LOCATION**  
At the start of your turn, you may examine the top card of this location deck.

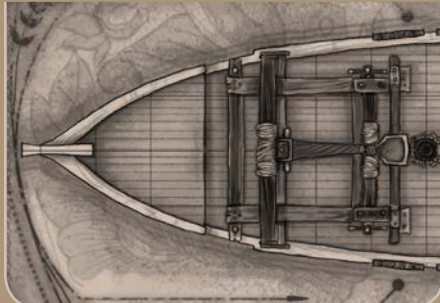
**WHEN CLOSING**  
Succeed at an Intelligence 30 check.

**WHEN PERMANENTLY CLOSED**  
On closing, you may shuffle the top 1d4+1 cards of the blessings discard pile into the blessings deck.

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SKULL & SHACKLES LOCATION 6

## BOW

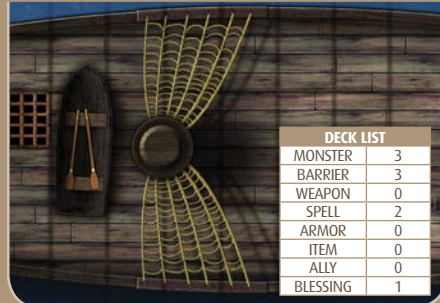


The bow of a sailing vessel is the foremost extension of its weather deck. Many ships will attach a bowsprit, or spar, fore of the bow to attach forward sails. Any sailor standing here can keep an eye out for the wonders and terrors that await him on the open sea. Of course, looking down from the bow, a sharp-eyed sailor might also get an eyeful of the ship’s figurehead.

Illustration by Jared Blando © 2015 Paizo Inc

SKULL & SHACKLES LOCATION 6

## RIGGING



DECK LIST	
MONSTER	3
BARRIER	3
WEAPON	0
SPELL	2
ARMOR	0
ITEM	0
ALLY	0
BLESSING	1

**AT THIS LOCATION**  
You may recharge a card to evade your encounter.


**WHEN CLOSING**  
Succeed at a Dexterity 30 check.

**WHEN PERMANENTLY CLOSED**  
On closing, you may shuffle the top 1d4+1 cards of the blessings discard pile into the blessings deck.

Illustration by Jason Engle © 2015 Paizo Inc

SKULL & SHACKLES LOCATION 6

## RIGGING




A ship’s rigging is the system of ropes or chains used to support the masts and sails that propel the vessel forward. Rigging comes in two main types: standing rigging, which runs between masts and decks to prevent masts from falling, and running rigging, which allows for mastery of the ship’s sails by running from the sails to control points around the vessel.

Illustration by Jason Engle © 2015 Paizo Inc

SKULL & SHACKLES LOCATION 6

## CROW'S NEST



DECK LIST	
MONSTER	2
BARRIER	3
WEAPON	1
SPELL	1
ARMOR	1
ITEM	1
ALLY	0
BLESSING	0

**AT THIS LOCATION**  
At the start of your turn, you may examine the top card of a random open location deck.


**WHEN CLOSING**  
Succeed at a Wisdom 30 check.

**WHEN PERMANENTLY CLOSED**  
On closing, you may shuffle the top 1d4+1 cards of the blessings discard pile into the blessings deck.

Illustration by Jason Engle © 2015 Paizo Inc

SKULL & SHACKLES LOCATION 6

## CROW'S NEST

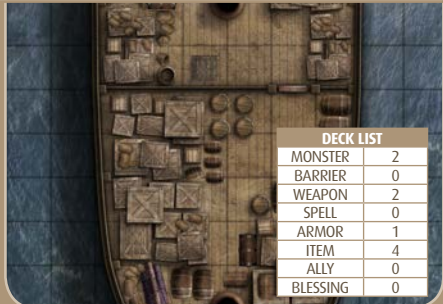


The crow’s nest is a platform, sometimes partially enclosed, that sits near the top of a mast. A ship’s lookout will climb “ratlines” to the crow’s nest and watch the ship’s surroundings. From that vantage point, she can call out warnings to the helm and the officer on deck about encroaching terrain and other maritime dangers.

Illustration by Jason Engle © 2015 Paizo Inc

SKULL & SHACKLES LOCATION 6

## CARGO HOLD



DECK LIST	
MONSTER	2
BARRIER	0
WEAPON	2
SPELL	0
ARMOR	1
ITEM	4
ALLY	0
BLESSING	0

**AT THIS LOCATION**

When you acquire a boon, draw a boon of that type from the box. Choose 1 and put it in your hand; banish the other.

**WHEN CLOSING**

Succeed at an Intelligence 30 check.

**WHEN PERMANENTLY CLOSED**

On closing, you may shuffle the top 1d4+1 cards of the blessings discard pile into the blessings deck.

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SKULL & SHACKLES LOCATION 6

## CARGO HOLD



Cargo holds serve a thoroughly unpretentious and necessary function on every ship. A ship's cargo often includes an assortment of mundane supplies, such as rope and spare sails, and rare treasures, such as alchemical rum and golden jewelry. Regardless of a cargo's value, the cargo hold can provide secure storage from the Inner Sea to the trackless oceans south of Tian Xia.

SKULL & SHACKLES LOCATION 6

## GALLEY



DECK LIST	
MONSTER	2
BARRIER	2
WEAPON	0
SPELL	1
ARMOR	0
ITEM	1
ALLY	2
BLESSING	1

**AT THIS LOCATION**

You may discard a card to add 1 die to your check to defeat a bane.

**WHEN CLOSING**

Succeed at a Dexterity 30 check.

**WHEN PERMANENTLY CLOSED**

On closing, you may shuffle the top 1d4+1 cards of the blessings discard pile into the blessings deck.

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SKULL & SHACKLES LOCATION 6

## GALLEY



All ships large enough to carry a crew have a galley, the nautical term for a kitchen. Most galleys contain rudimentary cooking facilities that are bolted down and use very little open flame. Crews vie for space on ships whose captains are wealthy enough to provide magical heat sources for their galleys, because the better the grub, the easier the job.





# 0-6F: LOST IN THE STORM

## Read the Following Aloud:

You can no longer control your ship. It careens madly at an angle, soaring along a wall of water. Deadly whirlpools lead deeper into darkness. The heavens are obscured, the light is fading, and all hope is gone. Inexorable as death itself, the swift currents drag you downward as the tortuous waters swallow your ship whole.

Madness seizes your crew. While a handful of heroes prepare themselves to meet with eternity, weaker souls abandon all reason, screaming so loudly that even the storm cannot drown out their cries of terror. Babbling, gibbering, pleading to all the gods you know—and a few you do not—their minds surrender to the inevitable, cast adrift from sanity.

The few brave souls who can endure this creeping madness stand with their weapons ready. All eyes are cast down into the depths, where something approximating dry land—if such a phenomenon is even possible here—waits for you within the vortex. The creatures that defend it have no need for sanity or reason. Their twisted bodies serve as a mockery of conventional anatomy. They walk like men, like crabs, like insects, like tangled masses of tentacles and fins and teeth and appendages that defy all effort at description. An entourage of karkinoi—half-ogre, half-crab, all murderous—commands the teeming throng.

The Shadow in the Sea has assembled His boarding party, and at any moment, your ship will be dashed to pieces on the slippery surface that sustains these creatures' obscene bulk. You hear the wood of your ship begin to crack as it tears asunder, its portions drifting apart... and as the remaining survivors scream, the winds of the whirlpool and the madness of the maelstrom convey blasphemous creatures towards the remaining fragments of your ship.

Darkness surrounds you. The ship falls further apart. You must fight or die.

### VILLAIN:



JEMMA REDCLAW

### HENCHMEN:



RUFFIAN



### PLAYERS

1-6

### LOCATIONS

LOST IN THE STORM

CHOOSE ANY CLASS 6 OR LOWER SHIP AS YOUR SHIP.  
YOUR SHIP IS ANCHORED AT LOST IN THE STORM.

### DURING THIS SCENARIO

Treat the villain Jemma Redclaw as if it is the villain Avatar of Dagon, and the henchman Ruffian as if it is the henchman Karkinoi. Treat the adventure deck number of this scenario as 7.

This scenario has no blessings deck. When adding henchman, shuffle a number of henchman equal to the number of characters into the location deck.

Display each villain listed on any character's Chronicle sheet from Scenario 0-6D: The Pirate Party next to the scenario. Any character may banish one of them to reduce damage dealt to that character by 6, to add 1 die to any check attempted by that character, or to explore that character's location.

Illustrations by Filip Burburan

## REWARD

For the rest of the Adventure Path, when setting up each scenario, you may temporarily replace a card in your deck with a loot card of the same type. At the end of each scenario, return the loot to the game box.

## Development:

You are alive. You open your eyes and the sun gazes back at you. Although you and the few survivors of your voyage are clinging to the wreckage of your ship, the currents have carried you out of the Eye of Abendego. You have no idea how long you were holding on for dear life, but time begins to resume its normal pace as you watch a ship majestically approach. Cheers erupt from those gathered along its gunwales: the captains of the Pirate Council who have pledged to support you.

No sailor has ever ventured so far into the Eye of Abendego and lived to tell the tale. Your story ends with triumph over an avatar of Dagon. It's a legend worthy of your greatest aspiration: it proves you're finally ready for a seat on the Pirate Council.

You're hauled onto Kerdak Bonefist's deck, where he rewards you with your councilor's ring. More adventures await over the horizon. For now, you're content to sail away on calmer waters.

SKULL & SHACKLES LOCATION 6

## LOST IN THE STORM



DECK LIST	
MONSTER	5
BARRIER	5
WEAPON	1
SPELL	1
ARMOR	1
ITEM	1
ALLY	1
BLESSING	1

**AT THIS LOCATION**

At the start of your turn, bury a card.


**WHEN CLOSING**

This location cannot be closed.

Illustration by Mariusz Gandzel © 2015 Paizo Inc

SKULL & SHACKLES LOCATION 6

## LOST IN THE STORM



You have no idea where you are. This storm has been raging for what seems like an eternity. You've looked to the stars for guidance, but the skies are growing darker with each passing hour. Gray clouds blot out the sun, and your sources of illumination are gradually fading, much like your chances of survival. No compass or wayfinder can show you a path to safety, and your nautical charts are useless. When will this madness end?

Illustration by Mariusz Gandzel © 2015 Paizo Inc

SKULL & SHACKLES VILLAIN 6

## AVATAR OF DAGON



**DEITY**  
**ABERRATION**  
**AQUATIC**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT

**42**

**THEN**  
COMBAT

**42**

**OR**  
DIVINE

**24**

**POWERS**

Before you act, if there are other cards in the location deck, the Avatar of Dagon is evaded; put him on the bottom of the location deck.

If you fail a check to defeat the Avatar of Dagon, succeed at a Constitution or Fortitude 17 check or bury the top 1d6+1 cards of your deck.

Illustration by Filip Burburan © 2015 Paizo Inc

SKULL & SHACKLES HENCHMAN 6

## KARKINOI



**ANIMAL**  
**AQUATIC**  
**VETERAN**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT

**25**

**POWERS**

The difficulty to defeat is increased by the adventure deck number of the current scenario.

If the Karkinoi would be defeated, reroll the dice. The Karkinoi is defeated or undefeated based solely on the result of the new die roll.

If the check to defeat does not include the Attack trait, after you act, the Karkinoi deals 2 Combat damage to you.

If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Tyler Walpole © 2015 Paizo Inc

SKULL & SHACKLES LOOT B

## COUNCILOR'S RING



**ACCESSORY**  
**MAGIC**  
**BASIC**

**TYPE**  
ITEM

**POWERS**

Bury this card to add 1d20 to your check. If you fail the check, discard this card instead of burying it.

Illustration by Vincent Dutrait © 2015 Paizo Inc





# Season of the Shackles: Adventure 6: Hurricane Weather

_____	A.K.A.	_____	_____
Player Name		Character Name	Pathfinder Society #
			Character Class

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

Scenario:			Coordinator Initials and Pathfinder Society ID#
Success?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes		<input type="checkbox"/>	
<input type="checkbox"/> Taking Reward		<input type="checkbox"/>	
<input type="checkbox"/> No		<input type="checkbox"/>	
Notes:			

<input type="checkbox"/> <b>Completed Adventure?</b>
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