

PATHFINDER[®]

CAMPAIGN SETTING[™]




SHIPS OF THE INNER SEA


Ships of the Inner Sea




Kraken's Spite
Ulfen longship
Kjell Snarribrand




Impervious
Chelish man-o'-war
Vorrea Talminari




Cetaceal
Gray Corsair ship
Mindirra Ethraikien




Mark of Yunnarius
Ghost ship
Emalynday



Burnt Saffron
Okeno slave galley
Farzam Khorsheed



Ravishing Ruby
Pirate ship
Aurora "Cyclops Jane" Henley



Hu-Hazhong
Tian Junk
Sironu

PATHFINDER CAMPAIGN SETTING

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On the Cover



Hakon makes a go at slaying a fjord linnorm in this action-packed cover by Alex Aparin. Might he be the next Linnorm King?



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Reference

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

<i>Advanced Player's Guide</i>	APG	<i>The Inner Sea World Guide</i>	ISWG
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM
<i>Bestiary 4</i>	B4		



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Introduction

The history of the Inner Sea region is inextricably tied to the explorers, adventurers, profiteers, and scoundrels who have navigated its waters over the centuries. Whether a ship's hold carries captured slaves, faithful missionaries, or exotic treasures from another land, each ship journeying to or from the Inner Sea forms another connection between the area's many factions, weaving the ever-changing tapestry of the region.

Even as it contributes to the overall history of the Inner Sea, each ship also develops its own story. The same dangers that smash hulls and kill crews afford opportunities for legendary deeds, gods-blessed heroism, and pure dumb luck. Some of the greatest adventures on Golarion are to be had on the high seas, and these exploits shape a ship as surely as they do its crew.

This book presents seven unique vessels that seafaring adventurers may encounter on the waters of the Inner Sea region, each with a detailed background along with an in-depth view of its crew, armaments, and physical features,

and statistics for its captain and other officers. The vessels in this book are as follows.

Burnt Saffron: A slave galley from the Katapeshi port of Okeno—where the Inner Sea region's slave trade is centered—the *Burnt Saffron* is an appropriate challenge for parties of approximately 9th level. (Written by Philip A. Lee.)

Cetaceal: This Gray Corsair ship serves the Eagle Knights of Andoran, striking fear into slavers throughout the region. The *Cetaceal* is an appropriate challenge for player characters of approximately 8th level. (Written by Paris Crenshaw.)

Hu-Hazhong: Hailing from distant Tian Xia, the junk *Hu-Hazhong* has traveled to the Inner Sea in the hopes of trading exotic fare from the Dragon Empires for goods from Avistan and Garund that hold much value in the east. This ship presents an appropriate challenge for parties of approximately 4th level. (Written by Benjamin Bruck.)

Impervious: This Chelish man-o'-war is a floating fortress, designed to dominate any naval conflict



into which Her Infernal Majestrix may order it. The *Impervious* is an appropriate challenge for characters of approximately 13th level. (Written by Paris Crenshaw.)

Kraken's Spite: This viking longboat, cobbled together from the wreckage of a fleet destroyed by an unnatural storm, now travels the Steaming Sea in search of adventure. The *Kraken's Spite* is an appropriate challenge for characters of approximately 6th level. (Written by John Mangrum.)

Mark of Yunnarius: This banshee-captained ghost ship preys upon vessels that come too close to the raging hurricane known as the Eye of Abendego, presenting an even greater danger than the harsh weather. The *Mark of Yunnarius* is an appropriate challenge for parties of approximately 15th level. (Written by Amanda Hamon Kunz.)

Ravishing Ruby: Led by a one-eyed pirate captain, this vessel owes allegiance to no Free Captain as it plunders the waters of the Fever Sea amid the isles of the Shackles. The *Ravishing Ruby* is an appropriate challenge for parties of approximately 5th level. (Written by Amanda Hamon Kunz.)

Ship-to-Ship Combat

Each of the seven ships presented in this book can be easily integrated into the Skull & Shackles Adventure Path, in which the player characters take on the role of Shackles pirates who work their way up from press-ganged swabs to captains of their own vessels in a massive armada. Among the many exciting elements of the Skull & Shackles Adventure Path are the ship-to-ship battles that punctuate the campaign. Each ship presented in this book includes a stat block for the purposes of that naval combat system, making its addition to your Skulls & Shackles campaign seamless.

Game Masters running other nautical-themed campaigns can instead utilize these rules to introduce player characters to one or more of the ships in this book as they embark on their own nautical adventures. The full ship-to-ship combat rules can be found in the *Pathfinder Adventure Path: Skull & Shackles Player's Guide*, a free PDF download from paizo.com. The ships' statistics presented in *Ships of the Inner Sea* assume that the most skilled sailor (usually the captain) is attempting the required sailing checks, and the captain's statistics have already been incorporated into such elements as the ship's initiative, Armor Class, and save bonus.

Nautical Weapons

A number of NPCs in this book utilize nautical weapons such as cutlasses and boarding pikes. These weapons are presented in full in the *Skull & Shackles Player's Guide*. While the physical description of a cutlass is different than that of a scimitar, the two weapons are statistically identical in the Pathfinder Roleplaying Game. Likewise, boarding pikes are statistically identical to longspears, though they differ aesthetically.

Plundering Ships

A quick look at the prices of the ships featured in this book might make some Game Masters nervous about giving their player characters the opportunity to obtain so much wealth in only a few encounters. When one also considers the value of the ships' cargoes and the gear employed by their crews, the potential for severe deviation from the wealth-by-level assumptions of the Pathfinder Roleplaying Game can look all but inevitable. Game Masters worried about such imbalances should look to the plunder rules presented in the Skull & Shackles Adventure Path, which abstract over these large amounts of wealth to create an easy-to-use system that keeps player characters from obtaining too much gold too quickly. Included in the statistics for each ship in this book is the value of its cargo, expressed as the number of points of plunder a party can receive for taking the ship. As a general rule, 1 point of plunder is worth about 1,000 gp and takes up about 1 ton of cargo capacity. For more information on plunder, see *Pathfinder Adventure Path* #55.

More Adventures on the High Seas

While *Ships of the Inner Sea* presents enough information for a Game Master to create a campaign around any one of the seven ships within, there are many more sources of nautical adventures within the Pathfinder campaign setting. The following products are recommended for those seeking more adventures on the waters of Golarion.

Pathfinder Adventure Path: Skull & Shackles: Place your PCs in the role of dastardly pirates, struggling to earn both plunder and infamy amid the isles of the Shackles. This six-part adventure path takes characters from 1st to 15th level, and includes new monsters, supplementary information on the oceans of Golarion, and more!

Pathfinder Module: Plunder & Peril: Closely linked to the introductory adventures in the Pathfinder Adventure Card Game adaptation of the Skull & Shackles Adventure Path, *Plunder & Peril* presents three standalone adventures of piracy in the Shackles, which can be run individually or together as a larger campaign.

Pathfinder Player Companion: Pirates of the Inner Sea: No player planning on playing a nautical PC should be without this player-oriented guide to making the perfect pirate. Included within this Pathfinder Player Companion are new feats, spells, archetypes, and magic items, as well as the Inner Sea pirate prestige class—all designed to customize characters for maximum effectiveness aboard a vessel, be it a pirate ship or otherwise.

Pathfinder Tales: Pirate's Honor: This exciting novel of piracy, long cons, and seafaring adventure features the journey of Captain Torius Vin and the crew of the brigantine *Stargazer*. Penned by Chris A. Jackson—who also wrote the first chapter of this book—*Pirate's Honor* is a must-read for anyone wishing to know more about a sailor's life on the Inner Sea.

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Sailing the Inner Sea

Few hails from the masthead can get a sea captain's heart pounding faster than "Sails on the horizon!" Many questions race through a captain's mind in a flash, and she had better be able to assess the spotted ship's potential threat in an instant. Identifying the number of the ship's masts, the color and shape of its sails, and the shape of its hull can give a captain the information she needs to decide whether to attack, raise defenses, or flee.

The following pages present descriptions of the most common types of ships found in the Inner Sea region in order to aid Game Masters in presenting detailed and immersive nautical experiences for player characters, whether those characters are officers of their own vessel, targets of a pirate raid, or simply booking passage aboard a merchant vessel headed in the right direction. Additionally, setting-specific trade routes, natural hazards, denizens of the sea, and other dangers provide ample inspiration for GMs to create extensive nautical adventures.

Nautical Terms

Before further describing the sorts of vessels one might encounter on Golarion, it's important to define a number of nautical terms not frequently used in non-nautical contexts. This may serve as both a glossary to aid in the understanding of content presented elsewhere in this book and a vocabulary primer GMs can use to spice up the flavor of a ship-based campaign.

Directions

Aboard a ship, one uses specialized terms to describe direction and position, either relative to the ship's heading or on the ship itself. The following terms refer to location and direction aboard a nautical vessel.

Aloft and Alow: In the upper and lower rigging of a sailing ship, respectively.

Beam and Abeam: A vessel's width, and at right angles to the centerline of the ship's keel, respectively.

Belowdecks: Beneath the solid "weather deck" of a ship. There is no "downstairs" aboard a ship.

Bow and Stern: The forward-most and aft-most extensions of the deck.

Fore and Aft: Forward and rearward aboard a ship. Also "afore" meaning in front of, and "abaft" meaning behind.

Port and Starboard: The left and right direction or side, when facing the ship's bow.

Parts of a Ship

The following terms are used to describe the various parts of a sailing ship or other seafaring vessel.

Bilge: The lowest interior compartment of a vessel.

Bollard: A post to which ropes are secured.

Boom: A fore-and-aft rigged spar supporting the lower edge of a sail.

Bowsprit: A spar extending forward from the bow to support forward sails.

Crow's Nest: A platform for a lookout near the top of a mast.

Draft: Measure of how deep the ship is, from the keel to the waterline.

Forecastle: The often-raised forward part of the weather deck of a vessel. Also called the "fo'c'sle."

Gaff: A spar to support the top of a fore-and-aft sail; also a hooked pole for landing fish.

Galley: A vessel's kitchen.

Helm: A wheel or tiller by which a ship is steered.

Hull: The outer body of a ship.

Jib: A triangular sail suspended from a forward stay.

Keel: The bottom of a hull, and the main source of a vessel's structural strength.

Lateen Sail: A fore-and-aft rigged triangular sail set on a sloping yard.

Launch: Any small boat used to travel between the ship and a dock, shore, or another ship (such as a gig, cutter, jolly boat, barge, or pinnace).

Mast: A long spar rising from the keel or deck of a ship and supporting the yards, booms, and rigging.

Mizzen: Any rigging belonging to the aft-most mast of a ship.

Quarterdeck: The part of the deck abaft of the mainmast.

Ratlines: Ropes or lines that serve as steps for going aloft.

Sheet: A rope for adjusting a sail.

Shroud: Any rope converging from both sides of a ship to support a mast.

Spar: Any pole meant to support a sail.

Stay: Any rope for steadying masts on a fore-and-aft axis.

Sterncastle: A ship's enclosed, aft-most elevated portion.

Transom: The flat back panel forming the stern of a ship.

Waist Deck: The upper deck amidships—the working area of the deck.

Weather Deck: The unenclosed deck or decks of a vessel, which are exposed to the weather.

Yard: The spar from which square-rigged or lateen sails are supported.

Ships on the Sea

A skillful captain can identify a ship's type from nothing but a glimpse of its sails, while the hull is still below the horizon. That skill, or the lack thereof, can save or doom a ship and crew. The following ships are the most common varieties encountered in the Inner Sea region. While each is described briefly below, individual ships of a given class may vary from one another based on regional construction and the needs of the particular vessel.

Ships of the Inner Sea

Traders and Raiders

The following sailing ships are designed for general purposes such as transport of passengers and cargo, and small-scale skirmishing such as piracy and coastal raiding.

Brig: These two-masted, square-rigged ships are employed as fast merchant vessels, but are also often armed as corsairs or privateers. They're lighter than frigates, but able to carry a comparable armament. Brigs flying pirate flags are the scourge of the Inner Sea.

Brigantine: Two-masted ships with square rigs on their foremasts only, brigantines are smaller than brigs, and are slightly more maneuverable, though they cannot sport the same armament. Brigantines are often employed as armed merchants, escorts, privateers, or corsairs.

Caravel: Small lateen-rigged ships characterized by a high sterncastle, caravels are generally employed in cargo or fishing, but sometimes armed for raiding.

Catamaran: A catamaran is a small vessel formed of two hulls or floats held side by side by a frame above them. Very fast but not rugged enough for warfare, they're most often used in tropical climates for fishing and transporting cargo. Some island tribes, however, sometimes use catamarans to carry their warriors into battle, board unwary ships at anchor, or raid.

Galley: A galley is propelled mainly by one to three tiers of oars, but also sports lateen sails. Galleys are often used by slavers, though they're occasionally employed as short-range warships. They are heavily armed with ballistae, catapults, and even bow rams. With a shallow draft, galleys are especially useful in shoal waters and rivers, and can move quickly using their powerful banks of oars. Galleys do not handle high seas well due to their low profile, and can founder in rough conditions.

Felucca: With lateen sails on one or two masts, feluccas are fast, sleek vessels employed for fishing and transporting cargo, and—rarely—as warships. Feluccas have a shallow draft and can navigate rivers easily, employing both sails and oars.

Galleon: An eminently durable design characterized by lofty forecastles and sterncastles, galleons are used as heavily armed merchants or warships. They are square-rigged on the foremast and mainmast, and lateen-rigged on the mizzen.

Junk: Having square sails set on masts that are often stepped off the centerline of the ship, a high stern, and a flat bottom, junks are slow, sturdy craft employed as cargo vessels and warships by Tian nations.

Longship: With their narrow, open hulls, single square sails, and large numbers of oars that provide most of the propulsion, longships are commonly used by Ulfen for transport cargo and raiding.

Schooner: Characterized by a long keel and fore-and-aft-rigged gaff sails and jibs, schooners are fast, and can sail very close to the wind. They are used for fishing and as fast merchant vessels, but are rarely armed, relying on superb maneuverability to evade trouble.

Warships

The following vessels are designed specifically for naval warfare and are rarely employed for other purposes.

Battleship: Often called line-of-battle ships, these vessels are used as main forces by large navies.

Battleships commanded by commodores often head squadrons, hunt pirates, or escort merchant fleets or expeditions. With upward of 40 ballistae, three to four catapults, and often 200 fighting sailors, such a ship is rarely tangled with by a lone corsair.

Catawar: This large, shallow-draft warship has two hulls connected by a broad, firm platform, and is usually rigged with lateen sails. Each hull can be fitted with 100 oars, and the vessel can support large numbers of soldiers, archers, and siege engines. Despite its size, the craft can maneuver well using its huge banks of oars. Catawars are often used for harbor protection or in blockades.

Frigate: Three-masted and square-rigged, frigates are the smallest of the "rated" ships—those commanded by an officer of captain rank. They're fast and heavily armed, with one or two decks of ballistae and a bow-mounted catapult. Frigates can hoist a huge number of sails, require large crews, and are often manned with specially trained fighting marines for boarding actions.

Man-o'-War: These sailing behemoths are the height of military naval engineering. Generally fleet flagships commanded by admirals, men-o'-war rarely leave port with fewer than a dozen other warships accompanying them. With up to 50 ballistae on three or four decks, half a dozen heavy catapults, and hundreds of fighting sailors, marines, clerics, and wizards, these intimidating ships are virtually unstoppable.



Torius Vin

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Patterns of consistent winds and weather have created well-traveled trade routes throughout the Inner Sea region. Unfortunately, pirates and slavers have also learned these routes, and often lie in wait for ill-prepared merchant ships.

Trade Routes

The following trade routes are the most commonly traveled in the Inner Sea region. While they are not the only currents and prevailing winds that allow for consistent travel, they connect the region's centers of commerce and culture more efficiently than other routes.

Encarthan Circuit: Shipping cargo between Kerse, Tamran, Caliphas, and Thronestep, a fleet of nimble caravels plies this lucrative but dangerous route, sailing as far as possible from the treacherous shores of the Isle of Terror.

Fever Run: Risky indeed, this profitable route skirts the Eye of Abendego and the Shackles to Sargava for spices, alchemical treasures, and gems.

Inner Sea North Tack: The downwind run along the north coast of the Inner Sea is a lucrative route, but tensions between Andoran and its neighbors have caused problems even for honest merchants. The Gray Corsairs tolerate no piracy, and the Chelish fleet stationed in Ostenson looks very closely at any ship traveling from the east.

Inner Sea South Tack: Most captains view this easterly beat against the prevailing winds as a necessary evil, but a wily sailor can use the cape effect and diurnal winds generated from the heating and cooling of Garund's vast northern desert to make the passage easier and more profitable.

Obari Trade Circle: Spanning Katapesh, Quantum, Niswan, Sedeq, Katheer, Absalom, and Sothis, all of which have the easterly trade winds abeam, this highly profitable route is heavily patrolled by Okeno slavers and subject to both blinding siroccos and sweltering calms.

Sand Coast Reach: This short route across the Arch of Aroden can be lucrative, but is dangerous for those trying to smuggle religious items into strictly atheist Rahadom.

Varisian Reach: Travel along this long route from the Arch of Aroden to Korvosa and Magnimar is generally timed to avoid deadly winter "Nor'westers" lashing out of the Steaming Sea. This primary trade route between the Inner Sea and Varisia can make a captain rich if she avoids dangerous storms and the denizens of Hellmouth Gulf.

Obstacles and Natural Hazards

Despite the relative safety and consistency of conditions on the above-listed trade routes, there are obstacles and natural hazards that sailors would do best to bear in mind.

Arch of Aroden: The ancient, ruined megalithic bridge known as the Arch of Aroden spans the Hespereth Strait between the Inner Sea and the Arcadian Ocean. It's constantly patrolled by the Chelish Corentyn Armada.

Eye of Abendego: This endless hurricane forms an impassible barrier between the Shackles, Mediogalti

Island, and Rahadom's Nuat blockade. Intrepid, insane, or desperate captains have been known to skirt the edge of this massive, ceaseless hurricane, using the tearing counterclockwise winds for a speedy but perilous passage.

Siroccos of the Qadira Coast: Scorching storms from the Zho Mountains send sheets of blinding dust and scouring winds to wreck ships on the unforgiving Osirian coast.

Yanimere Torrents: Treacherous currents and maelstroms plague the narrow pass between Yanimere Isle and the Qadiran coast. Sailors tell of a huge beast that forms ship-killing whirlpools, but others discount these fanciful stories.

Dangerous Regions

The following waterways are known for their many perils, and captains sailing them are wise to prepare for the hazards spoken of in sea shanties and dockside taverns.

Haunted Coast of Geb: The laws protecting the living in the nation of undead take effect only upon that nation's soil, so sailing these waters without proper protections is not only dangerous, but foolhardy. Though Geb trades heavily in grain harvested by legions of zombies, few free traders venture here, for ghost ships patrol Geb's waters, and the night skies are oft filled with wraiths, vampires, and worse.

Hellmouth Gulf: No sane merchant captain would risk sailing through this cauldron of vengeful fey, fiends, merfolk, and strix—even Chelish warships are reluctant to dare it. Bracketed by the southern spur of the Menador Mountains and the rocky shores of the isles of Thuryan and Shardstone, this is a stretch of sea in which even pirates become prey.

Obari Ocean: In this hunting ground of the Okeno slavers, the mere sight of yellow sails can send a merchant ship into panicked flight. Few traders go unarmed, and many chose to sail in small, armed flotillas, often contracting corsairs in Katapesh as armed escorts.

The Shackles and Fever Sea: Only the Free Captains of the Shackles have accurate charts of this labyrinth of deadly reefs and currents, but uncharted shoals are the least of a captain's worries in this archipelago populated by cannibals, pirates, predators, and undead. This is perhaps the most treacherous nautical expanse in all of the Inner Sea region.

Sodden Coast: Few captains brave both the Eye of Abendego and the pirates of the Shackles to cruise the shores of the Sodden Lands. Treasure hunters sometimes risk this coast, but few survive long enough to be more than prey for the scaly inhabitants of this storm-wracked shore.

Steaming Sea: Ulfen raiders not only pillage coastal towns and villages, but also take ships at sea. Few survive the fury of these pirates, but some of the grim captains can be bartered with if the target doesn't look like easy prey.

Varisian Gulf: The Varisian Gulf is far enough away from established trade routes that anyone plying these waters is either up to no good, or able to fend off those who are. Pirates from Riddleport view incursions into their territory as an affront, and are likely to burn unwary ships to the waterline without taking prisoners—after looting them, of course.

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- Varisian Reach
- Encarthan Circle
- North Tack
- Fever Run
- Sand Coast Reach
- South Tack
- Obari Trade Circle



Burnt Saffron

“When yeh see them yellow sails on the horizon, yeh best turn yer tiller in the other direction and pray that ol’ Gozreh will keep the wind at yer back. Not every slaver ship out o’ Okeno’s Fleshfairs preys on other ships, but then again, not every slaver ship is the *Burnt Saffron*, and yeh can never be too careful. Better safe than enslaved, I always tell the swabbies.

“If yeh can believe such tales, the slaves the *Burnt Saffron* takes on can never go free, even after death. Howling screams haunt the poor chained souls, who’re forced to row ’til they pass out or die. Even those who manage to escape for a time, they’re still prisoners in their own minds, bewitched into thinkin’ they got to return to the ship and sit right back down at their old oar bench! So, slip up in yer watch at the crow’s nest, and yeh might find yerself—or yeh ghost—in a slave collar that only the most powerful magic can break.”

—Garuth “Ruddergut” Penswing, coxswain of the *Clover Wine*



Most peoples of Golarion have an uneasy relationship with slavery, but to the slavers who sail out of the Katapeshi city of Okeno on yellow-sailed ships, it is a lucrative business indeed. Vessels sailing the Inner Sea generally give Okeno's ships a wide berth, and few are foolhardy enough to actively seek out and challenge these galleys.

The *Burnt Saffron* stands out from the Okeno fleet as one of the most belligerent slave galleys in Katapesh's waters. Its crew harbors a penchant for hunting down other ships and killing more sailors and passengers than they take prisoner.

Background

According to common tales, the ship that would become the *Burnt Saffron* first set sail from Stonespine Island's Yellow Harbor as the galley *White Dawn* in 4671 AR. The *White Dawn's* pearl-white hull and bright yellow sails made the ship resemble the rising sun when light struck sail and water in the right way. The galley was captained by Farzam Khorsheed, a greedy ex-pirate from the Shackles who had learned firsthand that a ship's enslaved crew could often fetch a higher price than the plunder from its hold. Khorsheed packed his crew with undesirables who supported his methods, and the *Dawn* set out to capture the crew and passengers of any ships it encountered.

Despite the ship's yellow sails, many sailors mistook the brightly colored galley for a simple merchant, never suspecting the cargo it carried. Three years after its maiden voyage, however, the *White Dawn* departed from the Thuvian port city of Merab with a hold full of slaves. While en route to Okeno, a freak storm caught the ship, smashed its masts and oars, and blew it into Andoren waters. A pair of Gray Corsair ships found the *White Dawn* adrift on the waves and boarded the crippled ship in hopes of offering assistance. When the Andorens found nearly dead slaves still chained to the *Dawn's* ruined oars and crammed into the ship's hold, they freed the slaves before cutting the galley loose and launching jars of alchemist's fire to put the haggard crew out of their misery.

Details regarding the *White Dawn's* fate are sketchy, but within a few months of its supposed demise, a ship matching the *White Dawn's* description was sighted skirting Stonespine Island, but its hull, oars, and masts were onyx instead of white. Its formerly bright yellow sails had darkened to a sickly saffron color, as though the canvas had been left in a dyeing vat for too long. Those fortunate few able to observe the galley up close and survive to tell of it describe a hull blackened by fire rather than paint or pitch.

Since the *White Dawn's* alleged reappearance, several flotillas have attempted to hunt down and sink the ship now known as the *Burnt Saffron*. Some believe the *Saffron* is just a myth—a sailor's bogeyman meant to scare craven deckhands. Others maintain that Captain Varixio's incinerated galley is a ghost ship, reanimated by some infernal pact and commanded to haunt and enslave the fleets of the Inner Sea.

Ship Statistics

If used as part of the Skull & Shackles Adventure Path, the *Burnt Saffron* has the following ship statistics.

BURNT SAFFRON	
Okeno slaver (galley)	
Colossal ship	
Squares 4 (30 ft. by 150 ft.); Cost 66,800 gp	
Init +6	
DEFENSE	
AC 19; Hardness 9	
hp 1,638 (oars 3,200, sails 320)	
Save +16	
OFFENSE	
Maximum Speed 60 ft. (muscle), 60 ft. (wind), 120 ft. (muscle and wind); Acceleration 30 ft.	
Ranged standard catapult +12 (6d6), 12 light ballistae +6 (3d8/19–20)	
CMB +25; CMD 35	
Ramming Damage 10d8	
STATISTICS	
Propulsion muscle, wind, or current	
Sailing Check Diplomacy or Intimidate (muscle); Profession (sailor) (wind or current)	
Control Device tiller (hp 25, hardness 5)	
Means of Propulsion 160 oars, 80 squares of sails (two masts)	
Decks 3	
Cargo/Passengers 120 tons/250 passengers	
CREW	
Beng (LN male human monk 3)	
Captain Farzam Khorsheed (LE male human ranger 10/inquisitor of Asmodeus 2; see page 15)	
Helmsman Jarva Ellasdotter (CN female middle-aged half-orc barbarian 9)	
Marine Commander Wedu Tibebe (LE male human fighter 8)	
Slavemaster Gristlefang (NE female gnoll bard 10; see page 14)	
56 <i>Burnt Saffron</i> slavers (CN human rogue [thug ^{APC}] 2/warrior 3)	
200 Medium rowers (mostly N human commoner 3)	
EQUIPMENT	
Armaments 12 light ballistae ^{UC} with 600 bolts (port and starboard); standard catapult ^{UC} with 24 stones, 8 chain shot ^{UC} , 8 liquid ice ^{UC} , and 8 smoke shot ^{UC}	
Modifications magically treated oars, ram and castles, sturdy hull, wooden plating	
Cargo 3 points of plunder (2 points represent the value of the slaves on board; GMs can provide this plunder in the form of a reward for liberating the slaves instead)	

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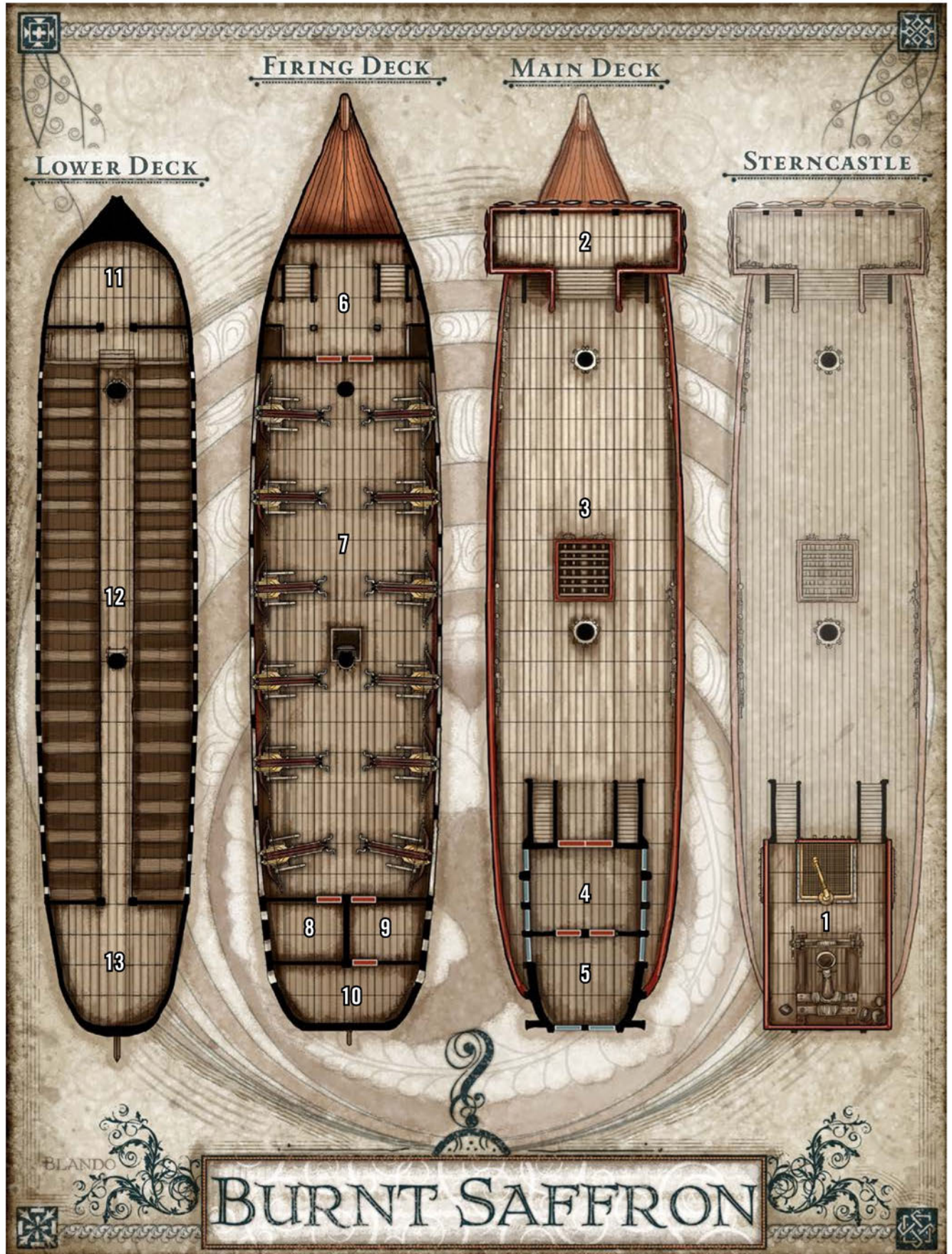
Hu-Hazhong

Impervious

Kraken's Spite

Mark of Yunnarius

Ravishing Ruby





SHIP DESCRIPTION

The black-hulled galley known across the Inner Sea as the *Burnt Saffron* has a beam of 30 feet and stretches nearly 150 feet from bow to stern. With three full decks and two masts flying square sails of burnished yellow, this slave galley is among the most recognizable ships of its kind.

1. Sterncastle

The *Burnt Saffron*'s tiller and sole catapult sit atop the sterncastle. Nearby ammunition stores hold 24 stones and eight each of chain shot^{UC}, liquid ice^{APG}, and smoke shot^{UC}.

Captain Farzam Khorsheed is usually found here when the ship is coming into port or performing a difficult maneuver. The captain is accompanied by at least three slavers at all times.

2. Forecastle

The *Burnt Saffron*'s forecastle gives the crew a good perch to observe incoming hazards or ships. Two slavers keep watch here, with an additional four on hand when the ship is actively seeking other vessels to prey upon.

3. Main Deck

Both of the ship's masts rise from the main deck. A crow's nest atop the mainmast is accessible by rope ladder or a counterweighted line. The foresail and mainsail riggings are each tied in two clusters of four ropes on either side of the deck's rails. Each rope's knot can be untied from the mooring cleats with a successful DC 20 Dexterity check or DC 15 Profession (sailor) check.

Amidships next to the mainmast, the deck hatch (hardness 5, hp 20, break DC 16) lets air and light into the ship, and it can be used as a shortcut to the firing deck (area 7). During battle, the hatch is locked to deny access to boarding parties. Near the forecastle, a pair of stairs on either side of the ship lead down to the stairwell (area 6).

Six slavers generally tend to the sails and rigging during normal weather, with an additional dozen on duty in inclement weather.

4. Wardroom

This cabin is where the senior members of the crew carouse and discuss plans.

A large wooden table and some chairs take up most of the space in this cabin. A large parchment map detailing the Katapeshi coastline, Jalmeray, and the nearby ocean covers the table; several X's mark places where the *Burnt Saffron* has sunk other ships. Three windows with iron-reinforced shutters (hardness 8, hp 20, break DC 25) on either side of the cabin provide a view of the aft deck and the open ocean beyond.

The door leading into the captain's quarters (area 5) is locked. Attempting to open the door without speaking the password triggers an *alarm* trap that silently alerts Captain Khorsheed to the unauthorized intrusion.

Ship's Crew

Apart from the rowing slaves, 56 slavers call the *Burnt Saffron* home. Most of the ship's crew choose to remain with Captain Khorsheed for one reason or another. Some claim this loyalty stems from Khorsheed's lucrative slaving runs, while others cite more sinister forces at work. The bulk of the ship's work is done by the scores of slaves in the galley's holds, the strongest and most docile of which are kept on year after year instead of being sold, to serve as the backbone of the ship's slave crew.

In addition to Captain Khorsheed (see page 15) and Slavemaster Gristlefang (see page 14), the *Burnt Saffron* hosts colorful characters hailing from across the Inner Sea.

Beng: This burly Tian slave acts as the slaves' liaison to the rest of the crew. The position is largely ceremonial, as slaves have no real say in how the ship is run, but the illusion keeps up morale.

Helmsman Jarva Ellasdotter: A former Ulfen raider who was stranded in southern Osirion after a shipwreck, Jarva joined the *White Dawn*'s crew in hopes of earning her way back home. She is one of the few crew members who survived the *White Dawn*'s transformation into the *Burnt Saffron*, so she knows more about Khorsheed's past than Gristlefang.

Marine Commander Wedu Tibebe: This angry and vindictive Garundi, hailing from a longstanding Okeno slaving family, leads boarding parties onto enemy ships. He also coordinates the defense against invaders, and oversees of the *Burnt Saffron*'s siege arsenal. Wedu is a relatively new addition to the *Saffron*, his predecessor having died under mysterious circumstances.

5. Captain's Quarters

A hammock made of luxuriant dhabba pelts hangs on the starboard side of the cabin. On the port side of the cabin, four large iron cages (hardness 10, hp 30, break DC 25) hang from metal hooks in the ceiling. The first cage contains a number of small, vibrantly colored birds. The second cage contains an eagle (*Pathfinder RPG Bestiary* 118). The third cage, the smallest of the group, is home to a gagged and manacled female pixie (*Bestiary* 228). The fourth and final cage, the largest of the four, contains a mute, malnourished male aasimar (*Bestiary* 7) in a *Saffron slave collar*; he barely has enough room to sit up in the cage's cramped confines.

SAFFRON SLAVE COLLAR		PRICE 16,000 GP
SLOT neck	CL 5th	WEIGHT 2 lbs.
AURA faint enchantment		

This magical slave collar (which uses the same statistics as masterwork manacles) is reserved for particularly strong-willed slaves. When shackled around a creature's neck, the

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Ship's Tactics

Whether hugging the Katapeshi coastline, following well-traveled trade routes, or traversing the open waters of the Inner Sea, the *Burnt Saffron* has rightfully earned its reputation as a scourge against freedom. Any lone ship that crosses the *Saffron's* path is potential prey, and the galley's combination of oars and sails lets the ship overtake all but the most nimble of watercraft.

Captain Khorsheed's primary goal when approaching another ship is to disable the vessel as quickly as possible. The *Saffron's* catapult team employs chain shot^{uc} and regular shot to destroy sails and masts, and follow-up salvos of smoke shot^{uc} throw the enemy crew into disarray. While the enemy panics, the *Saffron* lashes itself to the limping ship, and boarding party leader Tibebe attacks the enemy crew, using the smoke screen to his advantage.

Once the captured ship is firmly under Khorsheed's control, he chooses the most able-bodied survivors, claps them in irons, and throws them in the *Saffron's* hold. The rest he commits to the deep or leaves adrift in their ship's wreckage. Occasionally, however, Khorsheed orders the captured ship—and all of those left aboard—burned. Former *Saffron* crew members claim that the captain's orders regarding captured ships are subject to the whims of Asmodeus.

In the rare event that the *Burnt Saffron* is boarded or infiltrated, the crew sounds the ship's alarm. The alarm system, which can be triggered by a pull rope in most common areas, consists of a complex series of ropes, chains, and pulleys that ring large, cylindrical bells throughout the ship. Once the alarm sounds, Tibebe's slavers arrive on the main deck to repel invaders. The slaves' shackles, years of torture and subjugation, and fear of harsh reprisal prevent them from rising up against their captors unless they are magically compelled to do so.

collar targets the wearer with a *calm emotions* effect (Will DC 13 negates). The wearer must attempt an additional save each minute it wears the collar until it fails a save or removes the collar. Once active, the calming effect of the collar remains until the collar is removed or the wearer takes a number of points of damage equal to or greater than its Hit Dice. Once per day, the wielder of the key to the *Saffron slave collar's* lock (a superior lock) can cast *suggestion* on the wearer. A successful DC 14 Will saving throw negates this effect, unless the target is subject to the *calm emotions* effect of the collar, in which case it receives no saving throw.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Craft Wondrous Item, <i>calm emotions</i> , <i>suggestion</i>	

Two windows with iron-reinforced shutters (hardness 8, hp 20, break DC 25) look out the stern of the ship.

Khorsheed's locked chest of valuables is located in a hidden compartment beneath the floorboards (Perception DC 22). Khorsheed holds the only key to this chest, which otherwise requires a successful DC 40 Disable Device check to open and is trapped with a *harm* trap (*Pathfinder RPG Core Rulebook* 422).

The chest contains the following: an idol of Asmodeus, a masterwork silver dagger, 3 doses of purple worm poison (*Core Rulebook* 560), Khorsheed's journal, Khorsheed's rutter, and a small sack of valuable gems (one diamond, two rubies, three purple corundum stones, and two blue sapphires) worth 1,000 gp in total.

Khorsheed's journal appears blank at first. A successful DC 25 Perception check reveals that text has been inscribed with invisible ink. The journal entries recount Khorsheed's dark past, tales of lost shipwrecks, and other marine oddities, including a list of the most exotic creatures Khorsheed has sold at the Fleshfairs.

Khorsheed's rutter is a logbook, and the oldest entries date back to before the *White Dawn* burned. The rutter also includes the locations of several strange, unnamed and otherwise uncharted islands in the southern Obari Ocean.

6. Stairwell

This stairwell heads to the main deck (area 3), and ladders lead down to the rowing benches (area 12). Double doors lead to the firing deck (area 7).

7. Firing Deck

Six heavy ballistae line either side of this deck. Each ballista has enough ammunition to fire 50 shots (600 bolts in total). Because of the amount of space the siege engines occupy, moving through this area counts as difficult terrain. At least 12 slavers are stationed on this deck at all times. Slavers crewing the ballistae are proficient in the operation of the siege engines and can thus operate the devices without penalties.

8. Officers' Quarters

Slavemaster Gristlefang and her most trusted underlings bunk here. Six canvas hammocks hang from the ceiling, and five slavers are usually asleep at any given time, resting between their shifts above decks or on the firing deck.

Below Gristlefang's sable-lined hammock in the aft port corner sits a wooden chest (hardness 5, hp 15) secured with a good lock (Disable Device DC 30). The chest contains a *fire elemental gem*, two vials of *silversheen*, a sack of jewels (two emeralds, three fire opals, five blue star sapphires) worth 1,000 gp in total, and 2,500 gp in coins from across the Inner Sea region.

9. Crew Quarters

Fifteen canvas hammocks are crammed into this cabin. The crew sleep in shifts, so each hammock is usually occupied, except in situations that require all hands to be on deck.



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10. Galley

The galley is where the ship's meals are prepared. This room contains a prep area, barrels and crates of food, a large vat of gruel for the slaves, and a smaller tub of more appetizing food for the rest of the crew.

11. Secondary Hold

Crates and barrels of foodstuffs and other standard cargo fill this hold. The hold typically carries between 45 and 80 tons of cargo; its current cargo is worth only 1 point of plunder.

12. Rowing Benches

This area is filled with slaves chained to 36 rowing benches, with four slaves per bench. The slaves not on rowing duty sleep underneath their assigned benches. Slavemaster Gristlefang and six slavers keep the slaves under constant watch. These slaves are worth 2 points of plunder.

13. Main Hold

The *Burnt Saffron's* primary cargo is the slaves it employs to propel the vessel. Those not currently chained to a bench in area 12 are housed in this cramped cabin, whose walls are lined with rings to which chains can be easily attached. The hold is devoid of furnishings or niceties, and features only a few buckets of either gruel or excrement. Twenty-four frightened and malnourished slaves are chained together and squeezed into this space, along with three corpses of slaves who died in the last few days that have not yet been removed by the *Saffron's* crew.

Adventure Hooks

As one of the most legendary and feared slave galleys on the Obari Ocean and the Inner Sea, the *Burnt Saffron* can serve as a foe in nearly any campaign, as all ships are potential victims of the sinister vessel. Of the ships in this book, the *Burnt Saffron* is thus the vessel best suited to serving as a random encounter, though the following plots can also be woven around the ship in order to allow it to play a larger role in an ongoing campaign.

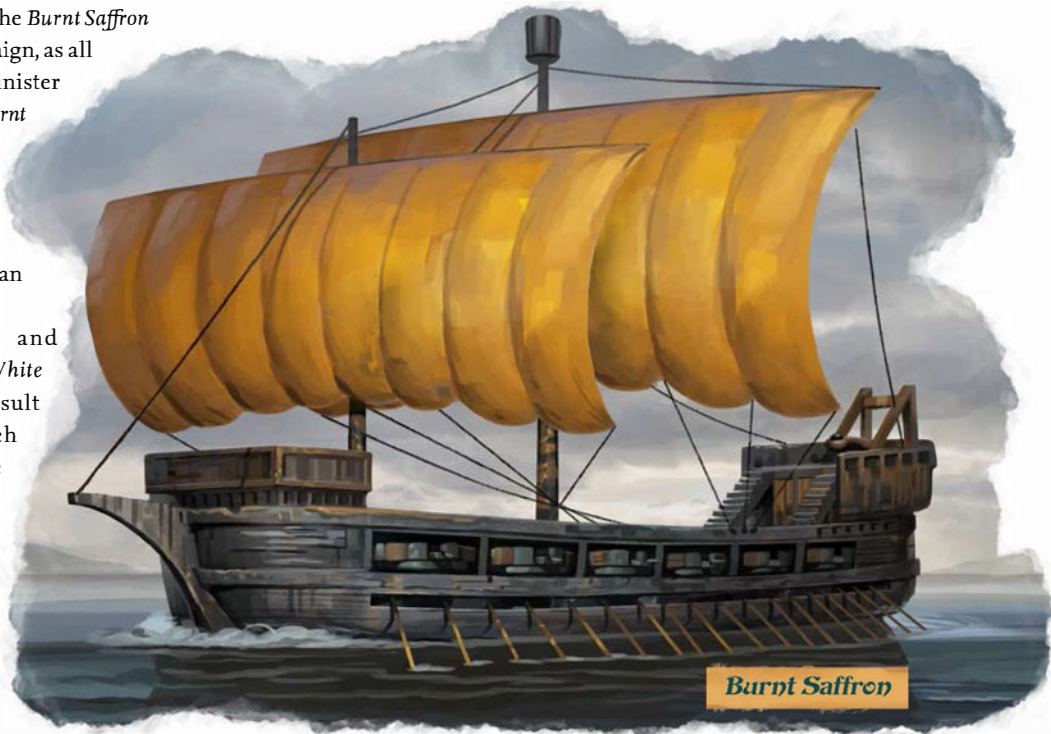
Dark Dealings: Sea shanties and barroom whispers explain the *White Dawn's* mysterious survival as a result of Khorsheed denouncing Gozreh and calling out to Asmodeus as the *Dawn* burned and sank around him. Legend tells that the *Dawn's* captain entered into a pact with the dark god, and in return, Asmodeus resurrected the ship from its watery grave and imbued it with magical power. The PCs are tasked by the church of a good deity such as

Sarenrae or Cayden Cailean to discover the truth of these claims and bring about an end to this dark bargain—if it truly exists.

No Escape: Some of the most harrowing tavern tales of the *Saffron* speak of the slaves that row the ship. According to these accounts, if someone wears a *Saffron slave collar* for too long, the collar permanently binds his soul to the ship. Even if the collar is removed and the slave is turned free, he will try everything in his power to get back aboard. A close ally of the PCs (perhaps even a PC) has just such a draw to return to the ship, leading the party into a conflict that could result in the entire group coming under Gristlefang's lash.

Rescue Operation: A close associate, family member, or even member of the PCs' party has been taken captive on a ship described as bearing a striking resemblance to the *Burnt Saffron*. The PCs must track down the legendary slaver ship to rescue their ally, perhaps across many miles of open ocean. Making the task even more challenging is the fact that Slavemaster Gristlefang is known to execute any slave who seems to be the specific target of a rescue attempt.

The Unsinkable Ship: Several times in the last few decades, various Chelish warship and Gray Corsair crews claimed to have sunk a yellow-sailed slave galley matching the *Burnt Saffron's* description in a pitched naval battle. The crews witnessed the ship sinking and believed they had defeated the greatest known slaver scourge, only to hear tell of another crew sighting a ship with the same description weeks or months later. The PCs are offered a large bounty by either navy (or an independent party) to sink the *Burnt Saffron* once and for all.



Key NPCs

The following characters can be found on the *Burnt Saffron*.

GRISTLEFANG

CR 10

XP 9,600

Female gnoll bard 10 (*Pathfinder RPG Bestiary* 155)

NE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 12, flat-footed 20 (+5 armor, +1 deflection, +1 Dex, +2 natural, +2 shield)

hp 100 (12 HD; 2d8+10d8+46)

Fort +8, **Ref** +8, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 *flail* +12/+7 (1d8+3/19–20) or +1 *whip* +12/+7 (1d3+4 nonlethal)

Ranged javelin +9 (1d6+2)

Special Attacks bardic performance 24 rounds/day (move action; countersong, dirge of

doom [DC 17], distraction, fascinate [DC 17], inspire competence +3, inspire courage +2, inspire greatness, suggestion [DC 17])

Bard Spells Known (CL 10th; concentration +12)

4th (1/day)—*dominate person* (DC 16), *shout* (DC 16)

3rd (3/day)—*crushing despair* (DC 15), *cure serious wounds*, *haste*, *major image* (DC 15)

2nd (5/day)—*cat's grace*, *enthrall* (DC 14), *heroism*, *sound burst* (DC 14), *tongues*

1st (6/day)—*alarm*, *cause fear* (DC 13), *charm person* (DC 13), *hideous laughter* (DC 13), *remove fear*

0 (at will)—*daze* (DC 12), *detect magic*, *ghost sound* (DC 12), *lullaby* (DC 12), *message*, *read magic*

STATISTICS

Str 15, **Dex** 12, **Con** 15, **Int** 12, **Wis** 9, **Cha** 14

Base Atk +8; **CMB** +10; **CMD** 22

Feats Improved Critical (flail), Power Attack, Toughness, Vital Strike, Weapon Focus (flail), Weapon Focus (whip)

Skills Climb +7, Knowledge (local) +21, Perception +14, Perform (oratory, percussion, sing) +17, Profession (sailor) +12, Swim +4

Languages Common, Gnoll

SQ bardic knowledge +5, jack-of-all-trades (use any skill), lore master 1/day, versatile performance (oratory, percussion, sing)

Combat Gear *potion of cure moderate wounds*, *scroll of dimension door*, *scroll of eagle's splendor*, *scroll of hold person*; **Other Gear** +1 *chain shirt*, +1 *buckler*, +1 *flail*, +1 *whip*, javelins (5), *amulet of natural armor* +1, *ring of protection* +1, good locks (2), mwk drum, mwk manacles (2), key ring, 8 pp, 31 gp

Khorsheed's first mate, Gristlefang, is a gnoll slavemaster with a special talent for breaking slaves who step out of line. She capriciously exercises her cruelty even on obedient slaves, giving her the reputation aboard the vessel as someone whose favor it is wise to earn.

Gristlefang hails from the deserts of southern Osirion, where she participated in countless raids upon trading caravans and small settlements, and even a few on the fortified city of Ipeq. Dissatisfied with the meager pickings she and her pack were able to claim, Gristlefang set out on her own to pursue a more lucrative slaving career in the markets of Katapesh.

Within the bustling trade city, Gristlefang found work as an enforcer and slave driver. It wasn't until she signed on to a mysterious vessel said to be in need of a new slavemaster that she truly found her calling. Accepting Captain Khorsheed's offer sight unseen, Gristlefang joined the *Burnt Saffron's* crew shortly after its mysterious transformation, and quickly became the most indispensable member of the crew besides the captain himself.



Gristlefang

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FARZAM KHORSHEED

CR 11

XP 12,800

Male human ranger 10/inquisitor of Asmodeus 2 (*Pathfinder RPG Advanced Player's Guide* 38)

LE Medium humanoid (human)

Init +6; **Senses** Perception +17

DEFENSE

AC 23, touch 14, flat-footed 20 (+8 armor, +1 deflection, +2 Dex, +1 dodge, +1 shield)

hp 114 (12 HD; 10d10+2d8+46)

Fort +14, **Ref** +13, **Will** +10

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee +1 *flaming scimitar* +13/+8/+3 (1d6+3/18–20 plus 1d6 fire), +1 *kukri* +12/+7/+2 (1d4+3/18–20)

Ranged mwk heavy crossbow +16 (1d10/19–20)

Special Attacks combat style (two-weapon), favored enemy (aquatic humanoids +2, humans +6, water outsiders +2)

Inquisitor Spell-Like Abilities (CL 2nd; concentration +4)

At will—*detect alignment*

5/day—*copycat* (2 rounds)

Inquisitor Spells Known (CL 2nd; concentration +2)

1st (3/day)—*bleed*, *divine favor*, *true strike*

0 (at will)—*bleed* (DC 12), *brand*^{APG} (DC 12), *daze* (DC 12), *guidance*, *virtue*

Domain Trickery

Ranger Spells Prepared (CL 7th; concentration +9)

2nd—*barkskin*, *wind wall*

1st—*entangle* (DC 13), *lead blades*^{APG}, *resist energy*

STATISTICS

Str 15, **Dex** 18, **Con** 14, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +13; **CMD** 29

Feats Dodge, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Power Attack, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (scimitar)

Skills Acrobatics +4 (+0 when jumping), Climb +5, Intimidate +16, Knowledge (geography) +14, Perception +17, Profession (sailor) +17, Sense Motive +3, Spellcraft +14, Swim +5

Languages Common

SQ cunning initiative, favored terrain (urban +2, water +4), hunter's bond (companions), judgment 1/day, monster lore +2, stern gaze, swift tracker, track +6, wild empathy +10, woodland stride

Combat Gear *wand of lesser geas* (4 charges); **Other Gear** +2 *chainmail*, +1 *flaming scimitar*, +1 *kukri*, mwk heavy crossbow with 20 bolts, *belt of giant strength* +2, *cloak of resistance* +2, *ring of protection* +1, chain (50 ft.), key ring, silver unholy symbol of Asmodeus, 47 gp

Originally a pirate, Farzam Khorsheed was always noted for having eyes the color of burnished gold, and many said he was so greedy that they were surprised he hadn't gouged

out his own eyes to get at the gold in them. Khorsheed's avarice quickly led him from piracy to the Okeno slave trade, and he has been busy capturing other ships' crew and passengers and selling them into slavery ever since.

When the Gray Corsairs sank the *White Dawn*, Khorsheed called upon Asmodeus, god of slavery, to help him, but only Khorsheed knows exactly what deal he struck with the Prince of Lies. What is certain is that the *White Dawn* emerged from the sinking ashes as the *Burnt Saffron*, and Khorsheed has a newfound ability to use divine magic. Together, the *Burnt Saffron* and its captain represent a potent force of slavery on the waters of the Inner Sea.

Khorsheed treats slaving as his divine mandate, and woe betide any who step in his way. He sees everyone—including himself and his crew—as potential slaves that have not yet been clapped in chains, and he believes that with Asmodeus's guidance, he will witness the whole world enslaved by his own hand.



Farzam Khorsheed

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“I heard the muffled voice of a lookout saying a ship had suddenly sailed out of a fog. It was upon us in moments, faster than anyone thought possible. Above, we could hear weapons firing, the sounds of battle, the screams of the dying. The noises all died with them. We huddled silently in the darkness, not knowing what would become of us. Perhaps our captors had repelled the invaders. Perhaps both crews had been slain, leaving the ship to drift on the waves with us chained below. Then she opened the door to the hold and found us. She broke my chains, pulled me up into the light, and handed me a sword, still wet with slavers’ blood. Her crew taught us to sail the ship that was once our prison, and offered to escort us back home. We said to them, ‘Now we are free. Now we will take our ship and sail with you into battle against those who would take our freedom. And together we will prevail.’”

—Otenfi Etzene, Battle of Ijo, 4713 AR



Named after the merfolk-like agathions, the *Cetaceal* serves as a symbol of the Andoren tenet of freedom and defends that principle aggressively at sea. The Gray Corsairs who crew the *Cetaceal* are more than a match for all but the most powerful pirates and slavers.

Background

While sea stories claim the *Cetaceal* was crafted by the hands of celestials on a river in the Great Beyond, the truth is that its keel was laid in 4699 AR in the Outcast Fishery in Magnimar. Through a series of strange events, both fortunate and foul, the vessel—originally known as the *Bountiful Harvest*—passed from captain to captain until it finally came into the possession of an overconfident pirate who made the mistake of attacking the Gray Corsair ship *Lavieton* off the coast of Cape Erebus. The pirate lost the ship and his life in a matter of moments.

The Corsairs commandeered the vessel and offered its command to Mindirra Ethraikien, a promising young paladin, who renamed it after the celestial beings who serve her patron, the empyreal lord Ylimancha. The Steel Falcons then ordered Captain Ethraikien to take her ship south to Yanimere Island, where a small fleet secretly gathered to disrupt the flow of slaves moving north from Okeno.

Despite many successful raids on slave ships along the Scorpion Coast, Ethraikien felt that her patron was calling her west. In 4711, after sending multiple requests to her superiors, she received permission to take the *Cetaceal* through the Arch of Aroden and attack pirates and slavers in the Arcadian Ocean.

Captain Ethraikien and her crew spent 2 years in the western waters, attacking dozens of ships and freeing hundreds of slaves. The *Cetaceal* became a thorn in the side of the Shackles pirates and Ombo slavers, and earned the respect of the city council of the abolitionist Mwangi city of Senghor. While this respect has not created an official alliance with Andoran, the friendly relations make Senghor a safe port for the *Cetaceal* and any crew of whom Ethraikien speaks well.

In Rova 4713, after a 4-month campaign resulting in the formation of a small fleet of ships crewed by freed slaves, the *Cetaceal* led that fleet in a sea battle between liberated slaves and their Ombo persecutors in the waters near the fishing village of Ijo. Though little more than a skirmish, the event became known to Senghori historians as the Battle of Ijo.

Shortly after the battle, Ethraikien and her crew sailed back to Augustana to take some crew members home, report on their exploits to the admiralty and the People's Council, and deliver various Mwangi artifacts to Jalus Ebincott at the University of Almas.

Captain Ethraikien is anxious to return to Senghor, however. She believes that the key to Andoran's rise to dominance in the Inner Sea lies in developing stronger ties with the settlements of the Mwangi Expanse, seeing such arrangements as ways to influence the local governments to give up slavery in favor of other forms of trade. A stronger Andoren presence and rising anti-slavery sentiment would also weaken Chelish power in the region.

Ship Statistics

If used as part of the Skull & Shackles Adventure Path, the *Cetaceal* has the following ship statistics.

CETACEAL

Gray Corsair brigantine (sailing ship)

Colossal ship

Squares 3 (20 ft. by 85 ft.); **Cost** 21,000 gp

Init +4

DEFENSE

AC 19; **Hardness** 7

hp 1,620 (sails 240)

Save +14

OFFENSE

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

Ranged arrow springal +13 (3d8/x3), 4 light ballistae +9 (4d6)

CMB +25; **CMD** 35

Ramming Damage 10d8

STATISTICS

Propulsion wind or current

Sailing Check Profession (sailor)

Control Device steering wheel (hp 50, hardness 10)

Means of Propulsion 60 squares of sails (two masts)

Decks 3

Cargo/Passengers 120 tons/120 passengers

CREW

Balion Ghor (N male human druid [storm druid^{UM}] 9)

Boatswain Rais Fennin (NG male half-elf ranger 8; see page 22)

Captain Mindirra Ethraikien (LG female human paladin [divine hunter^{UC}] 13; see page 23)

Commander Jedra Oldarin (LG female human fighter [two-weapon warrior^{APG}] 9)

Master-at-Arms "Three-Knots" Tolevar (NG male human expert 2/ranger 4)

Valentio Crelton (NG male human alchemist [chirurgeon^{UM}] 5)

34 Gray Corsair sailors (CG human fighter 5; see page 22)

EQUIPMENT

Armaments arrow springal with 20 ammunition packs, 4 light ballistae with 100 bolts

Modifications broad rudder, magically treated control device, narrow hull, rapid-deploy sails, smuggling compartments (2), sturdy hull

Cargo 4 points of plunder

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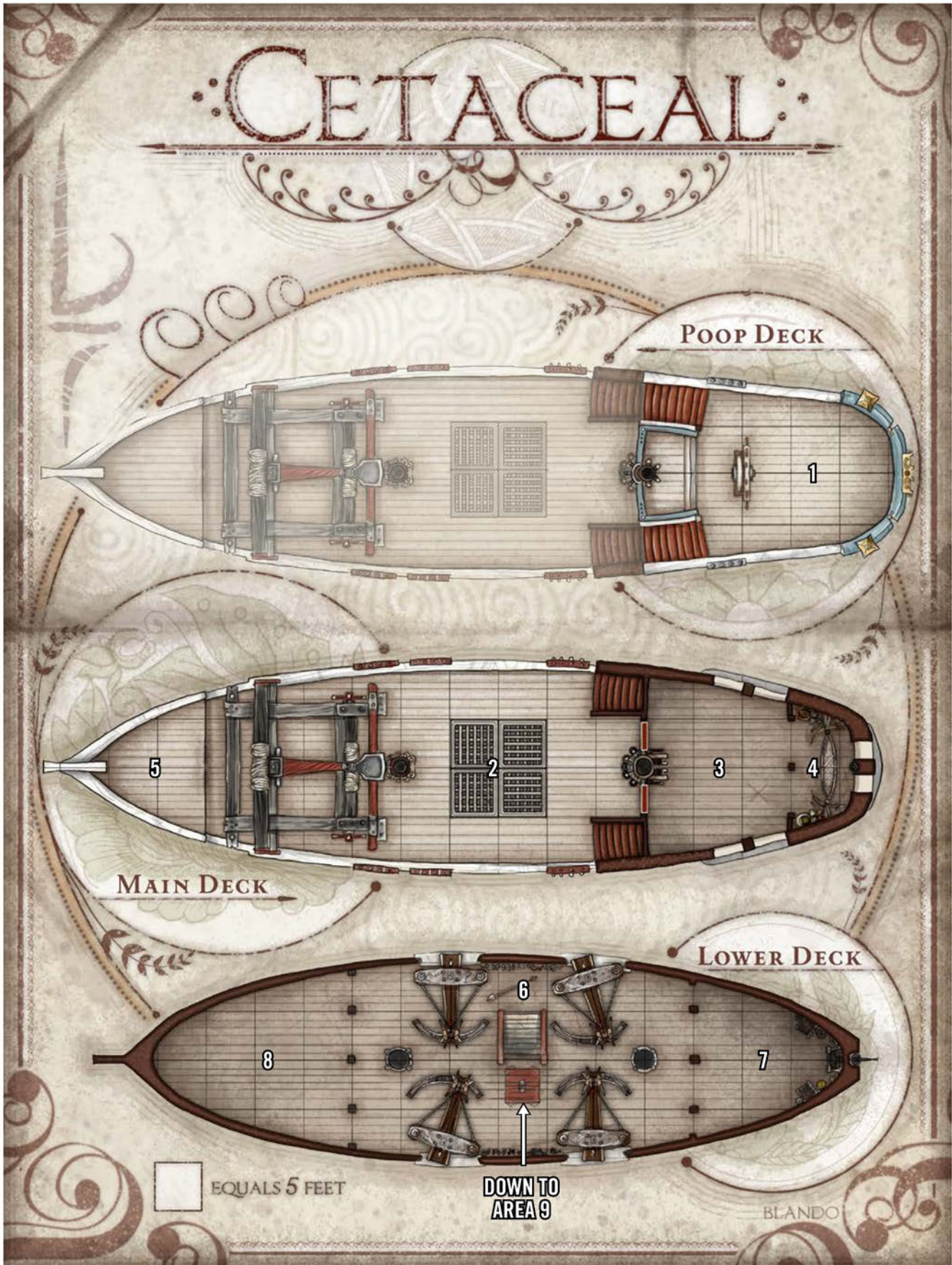
Kraken's Spite

Mark of Yunnarius

Ravishing Ruby

The *Cetaceal* has not yet faced a Chelish ship, but some among the crew are eager to take aim at such a powerful target. If this small faction of the crew is able to persuade Captain Ethraikien to embrace this plan, the results could be explosive.

CETACEAL





SHIP DESCRIPTION

The *Cetaceal* is a two-masted brigantine that measures 85 feet from bow to stern with a beam of 20 feet. Originally crafted as a swift smuggling or merchant's vessel, it has been retrofitted by Andoran's Eagle Knights as a covert vessel of war and espionage. The preexisting smugglers' compartments aid the ship's crew in disguising the *Cetaceal* as a non-military vessel on short notice should they encounter a Chelish patrol, an Okeno harbormaster, or another suspicious party.

1. Poop Deck

The poop deck occupies about one third of the *Cetaceal's* overall length. When the ship is underway, two sailors—a helmsman and an aft lookout—stand on duty at all times. Captain Ethraikien can often be found here as well, especially when directing the ship's maneuvers during combat or when pursuing a slave ship.

2. Waist Deck

This sizable weather deck is crowded and bustling. The ship's boatswain drives his sailors to constantly improve their skills. During daylight hours, there are usually 15 sailors topside, tending the sails, making rope, or performing any of the myriad tasks required to maintain a ship at sea. At night, one sailor stands watch, roving fore and aft and maintaining communication with the aft lookout on the poop deck and the forward lookout on the forecandle deck, and five or six members of the ship's crew sleep on the deck, except in inclement weather.

Forward of the foremast, the whole deck is occupied by a springal that launches a shower of arrows over the decks of enemy ships. A box is fastened to the deck on the starboard side of the mast and holds 4 packs of springal ammunition. The crew can cover the weapon with a special canvas that makes the contraption appear to be nothing more than boxes or other cargo stored topside (Perception DC 30 to discern its true nature by sight). In combat, the springal is crewed by three sailors, while two others make trips down to the hold and back to maintain the supply of ammunition.

3. Wardroom/Officers' Quarters

This large cabin within the sterncastle serves both as the dining and meeting area for the *Cetaceal's* four officers: Captain Ethraikien, Commander Oldarin, Balion Ghor, and Valentio Crelton. On each side of the room, two racks fold down into beds. A table and four chairs stand in the middle of the room, and a cabinet beside the door on the aft bulkhead holds plates, cups, and utensils for meals (slightly finer than those used by the rest of the crew). On the other side of the door is a bookshelf, which holds the ship's logs, navigational charts, and other nautical paraphernalia.

Anyone studying the collection of charts who succeeds on a DC 20 Perception check notes that one of them is drawn

Ship's Crew

The *Cetaceal's* crew consists of 60 men and women, most of whom are Gray Corsair sailors (see page 22). Some of the more prominent members of the crew are described below.

Balion Ghor: Born to Qadiran parents in Augustana, Balion grew to love both the sea and his adopted homeland. He eventually joined the Gray Corsairs to protect the ideals of the new home.

Boatswain Rais Fennin: Rais was raised by pirates of the Shackles, becoming a talented sailor and teacher. Many ship captains sought him out until he defied the orders of the wrong one. Forced to flee the ship and the Shackles, he traveled to Andoran and joined the Gray Corsairs. He hopes to overcome his past and eventually enlist in the Golden Legion. For more information, see page 22.

Captain Mindirra Ethraikien: Ethraikien's exquisite appearance often makes her seem more like a child of Ylimancha than just a follower. She is serious and focused, but cares almost too deeply for her shipmates, a fact that could be used against her if it became known to Andoran's enemies. For more information, see page 23.

Commander Jedra Oldarin: The *Cetaceal's* second-in-command is a powerful woman whose admiration for her captain is second only to her dedication to Andoran.

Master-at-Arms "Three-Knots" Tolevar: The Gray Corsairs recruited "Three-Knots" Tolevar because of his carpentry skills and his raw talent with siege weapons. While his seamanship is not equal to that of the best of his shipmates, his training as a Gray Corsair puts him far above an average sailor.

Valentio Crelton: Valentio serves ably as the ship's surgeon; his talents exceed those of a simple sawbones.

on a strange, light green hide or parchment material. A successful DC 25 Knowledge (geography) check reveals that the chart describes a location on the coast of the Sodden Lands, between the Frogmarch and Crab Rivers. The labels on the chart are written in a cypher incorporating characters from Aklo, which can be deciphered with a successful DC 30 Linguistics check to reveal that the chart points to a place called the "House of Hungry Winds."

Captain Ethraikien believes this location to be the base of operations for a slaving ring acting as intermediaries between the pirates of the Shackles, Bekyar slavers from the Mwangi Expanse, and Chelixa's slave markets in the port of Corentyn.

The spaces beneath the ladders leading up to the forecandle deck (area 5) hold well-concealed smuggling compartments, accessible from area 3, which the Gray Corsairs use to hide important materials or people if the *Cetaceal* is ever boarded and searched (Perception DC 20).

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4. Captain's Stateroom

This narrow cabin holds a hammock, a water basin, and a small foldaway writing desk with a stool. Here, Captain Ethraikien takes her rest and updates the ship's log. She also uses this private space to carry out her daily prayers to her patron. While cramped and lacking any decorative flair, the room provides a sanctuary for the paladin that most ships would not afford her.

She keeps the current volume of the log, as well as any sensitive pages of previous logs, stored in an ironbound chest below her hammock. The chest also contains an ivory statue of a bird-headed woman and a fine robe crafted of feathers from a variety of sea birds. This is the robe in which Ethraikien carries out her obedience to Ylimancha, so it has a thin rime of salt from being repeatedly soaked in seawater and dried.

The chest has a superior lock (Disable Device DC 40) and was trapped by a high-ranking priest of Ylimancha

to ensure its contents would never fall into the wrong hands. Any creature attempting to open the box without Ethraikien's unique key triggers the trap's effect.

THIEF'S GUILT TRAP

CR 9

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger touch; Reset none; Bypass key

Effect spell effect (heightened *geas/quest* [CL 15th]; target is commanded to leave all contents of the chest untouched and to turn himself over to the captain for disciplinary action for accessing her personal effects)

5. Forecastle Deck

The forecastle deck is always crewed by at least one lookout. This is also where Balion Ghor likes to sleep, unless the seas are so rough that he risks being thrown over the side in doing so. At such times, he lashes himself to the mizzenmast and enjoys the weather. This somewhat eccentric behavior inspires many among the crew to avoid the forecastle deck when the druid is present, but never to the extent that they fail to carry out their shipboard duties.

6. Firing Deck

A ladder down from the waist deck (area 2) leads to this cramped compartment filled with four large ballistae.

Racks on either side of the ship hold 16 bolts each, allowing the eight ballista crew members to fire up to eight shots from either side before having to reload from the bilge (area 9), which is reached through a door in the deck. Master-at-Arms Tolevar directs the maintenance and firing of these weapons, and two additional sailors are responsible for assisting the siege weapon crews and retrieving more bolts from the bilge in times of conflict.

When the crew is attempting to pass as a non-military vessel to assuage enemy suspicion or infiltrate a noted slaver port, these ballistae can be disassembled and disguised under a series of tarps designed to make them appear to be simple stacks of lumber. Characters searching the hold must succeed at a DC 30 Perception check to see through the ruse, though the disguise holds up only against visual inspection.

7. Aft Crew Quarters and Galley

This compartment serves as sleeping quarters for several crew members, but is primarily used as the space where the cook prepares and serves meals and where crew members gather to socialize when not working or on watch. At least four sailors can be found here at all times, except in cases of emergency.





8. Forward Crew Quarters and Stowage

The majority of the crew sleeps and stores their belongings in this space, which is hung with several hammocks and folding racks. Racks along the bulkhead also hold the crew's weapons until combat is imminent.

Eagle Knight crew members (who constitute most of the crew) store their distinctive uniforms in secret compartments within their footlockers (Perception DC 20) so their allegiance to Andoran can be hidden from harbor officials in cases of a thorough ship search.

9. Bilge

The lowest level of the ship, the bilge is the area below the firing deck, and is tightly packed and very dark. Somehow, the crew manage to cram all of their vital supplies into this space and locate what they need when the time comes to retrieve it. Most of the bilge's contents are mundane and are intended to keep the ship afloat and its crew healthy. Sail cloth, wood, glue, nails, tools, cleaning supplies, and similar materials are kept in the forward part of the ship, while food, water, wine, ale, and a few cases of spirits are stored aft along with an impressive array of healing herbs and other ingredients, some of which are quite rare. Valentio uses these to care for the crew both before and after battles.

The middle of the bilge, closest to its access stairs, contains racks of spare weapons, 68 extra ballista bolts, and crates containing 16 packs of ammunition for the arrow springal (area 2). The total value of the mundane cargo here is equivalent to 4 points of plunder.

The *Cetaceal's* lower smuggler's compartment (see area 3) is also accessible from this portion of the ship. The narrow compartment runs beneath the deck along the keel, disguised as part of the ship's hull. Here the crew keep any military equipment they fear will reveal them as Eagle Knights if the ship is searched. A successful DC 20 Perception check reveals this compartment (a successful DC 20 Craft [ships] check grants a +4 bonus on this Perception check).

Adventure Hooks

As a part of Andoran's navy, the *Cetaceal's* primary mission is to defend and spread the principles of freedom and liberty. Given that noble cause and the fact that the ship is commanded by a paladin, it is more likely that PCs will be working with the *Cetaceal* than against it. However, there may be good reasons that even heroes would clash with this famous vessel.

Averting Disaster: Andoren Navy officials have received a message from the *Cetaceal* informing them that the vessel is en route to intercept and attack a Chelish warship. Cheliox would likely respond to an unprovoked assault with overwhelming, devastating force. The PCs are the only ones close enough—and powerful enough—to reach the *Cetaceal* and stop the captain from carrying out her ill-conceived plan before it's too late.

Ship's Tactics

Fast and light, the *Cetaceal* is neither built nor armed for direct assaults on larger ships. The vessel's strengths lie in its maneuverability and in the talents of its crew. Captain Ethraikien's sailing skills and Boatswain Fennin's tutelage of the crew make this vessel an effective hit-and-run fighter.

Offensively, the *Cetaceal* first relies on subterfuge, hiding its identity and using natural or magical fog to get close without being seen. Balion Ghor employs his magic to control the winds, gaining the advantage and propelling the ship toward its target. The deck crew leads with volleys from the arrow springal, softening up enemy crew members topside before the Gray Corsairs grapple their foe and climb aboard.

If attacked, the *Cetaceal* first runs away, using speed and druidic magic to gain distance and time. If she cannot escape, Captain Ethraikien turns to set up for a counterattack. Failing that, the crew members take to their battle stations and prepare to repel boarders.

On the first round, boarders face up to 10 Gray Corsair sailors on the waist deck, supported by ranged attacks from above by Captain Ethraikien, Boatswain Fennin, and Balion Ghor. One sailor lifts the cover from the ladder to the main deck. Sailors below fire ballistae into the attacking vessel, hoping to destroy weapons and reduce the enemy crew's numbers.

The following round, with the ladder uncovered, Valentio throws bombs at anyone standing near the opening on the deck above, making room for more sailors to climb up safely. If his fellow Corsairs are nearby, he throws healing bombs instead.

If the *Cetaceal* is currently sheltering any freed slaves, the crew do everything in their power to keep boarders away from areas 3 and 6, where the escapees are hidden, and fight to the death.

Hidden Cargo: The *Cetaceal's* boatswain, Rais Fennin, departed his last ship on less than favorable terms. Although he has turned away from the life of a pirate, he brought a piece of that old life with him. He had thought to sell the strange golden statue he "acquired," but has found no buyers yet. Fennin's former captain learned that the freebooter has been trying to sell the statue and wants the PCs to get onboard to recover her property, preferably without directly implicating the pirate captain in the process.

Mistaken Identity: The PCs are attacked in the night by a fast, deadly ship that flies no flag. In the darkness, the *Cetaceal's* crew has mistaken the PCs' ship for a slaver or infamous pirate vessel. The *Cetaceal* won't identify itself, so the PCs must survive long enough to establish their own identities if they hope to convince their unknown foe to call off the attack.

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Key NPCs

The following NPCs represent both the common sailors as well as the highest-ranking officers on the *Cetaceal*.

GRAY CORSAIR SAILOR

CR 4

XP 1,200

Human fighter 5

CG Medium humanoid (human)

Init +4; **Senses** Perception +1

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 42 (5d10+10)

Fort +7, **Ref** +6, **Will** +3 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk cutlass +7 (1d6+2/18–20), mwk dagger +5

(1d4/19–20)

Ranged light crossbow +9

(1d8/19–20)



Rais Fennin

Special Attacks weapon training (heavy blades +1)

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 21

Feats Acrobatic Steps, Dodge, Exotic Weapon Proficiency (ballista), Nimble Moves, Siege Engineer^{UC}, Skill Focus (Profession [sailor]), Two-Weapon Fighting, Weapon Focus (cutlass)

Skills Acrobatics +9, Climb +8, Knowledge (engineering) +8, Profession (sailor) +8, Swim +9

Languages Common

SQ armor training 1

Combat Gear *potions of cure moderate wounds* (2), alchemist's fire (2); **Other Gear** mwk chain shirt, light crossbow with 50 bolts, mwk cutlass, mwk dagger, *cloak of resistance* +1, *elixir of swimming*, cards, dice, 78 gp

RAIS FENNIN

CR 7

XP 3,200

Male half-elf ranger 8

NG Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +15

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 56 (8d10+8)

Fort +7, **Ref** +10, **Will** +4; +2 vs. enchantments

Immune sleep; **Resist** electricity 2

OFFENSE

Speed 30 ft.

Melee mwk cutlass +9/+4 (1d6/18–20)

Ranged +1 *light crossbow* +13 (1d8+1/19–20)

Special Attacks combat style (crossbow^{APG}), favored enemy (evil outsiders +2, humans +4)

Ranger Spells Prepared (CL 5th; concentration +7)

2nd—*barkskin*, *wind wall*

1st—*gravity bow*^{APG}, *longshot*^{UC}

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 8, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +8; **CMD** 22

Feats Crossbow Mastery^{APG}, Dodge, Endurance, Improved Precise Shot, Point-Blank Shot, Precise Shot, Rapid Reload (light crossbow), Skill Focus (Profession [sailor])

Skills Climb +11, Intimidate +12, Perception +15, Profession (sailor) +16, Survival +13, Swim +11; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ elf blood, favored terrain (urban +2, water +4), hunter's bond (companions), swift tracker, track +4, wild empathy +9, woodland stride

Combat Gear *oil of bless weapon*, *oil of magic weapon*, *potion of blur*, *potion of cat's grace*, *potion of spider climb*, alchemical silver bolts (20), cold iron bolts (20); **Other Gear** +1 *eel hide*^{UE} *studded leather*, +1 *light crossbow* with 50 bolts, mwk cutlass, mwk dagger, *brooch of shielding*, antitoxin, 22 gp

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MINDIRRA ETHRAIKIEN

CR 11

XP 12,800

Female human paladin of Ylimancha (divine hunter) 12
(*Pathfinder RPG Ultimate Combat* 62)

LG Medium humanoid (human)

Init +2; **Senses** Perception +8

Aura care (10 ft.)

DEFENSE

AC 20, touch 13, flat-footed 18 (+6 armor, +1 deflection, +2 Dex, +1 natural)

hp 70 (12d10)

Fort +11, **Ref** +9, **Will** +13

Immune charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +1 alchemical silver cutlass +14/+9/+4 (1d6+1/18-20) or mwk cold iron dagger +14/+9/+4 (1d4+1/19-20)

Ranged +1 adaptive composite longbow +16/+11/+6 (1d8+2/19-20/x3)

Special Attacks channel positive energy (DC 19, 6d6), hunter's blessing, smite evil 4/day (+3 attack and AC, +12 damage)

Paladin Spell-Like Abilities (CL 12th; concentration +15)
At will—*detect evil*

Paladin Spells Prepared (CL 9th; concentration +12)
3rd—*magic circle against evil*, *prayer*
2nd—*eagle's splendor*, *resist energy*, *zone of truth* (DC 15)
1st—*bless*, *divine favor*, *longshot*^{UC}

STATISTICS

Str 12, **Dex** 14, **Con** 10, **Int** 12, **Wis** 15, **Cha** 16

Base Atk +12; **CMB** +13; **CMD** 26

Feats Athletic, Deadly Aim, Far Shot, Improved Critical (longbow), Point-Blank Shot, Precise Shot^R, Rapid Shot, Weapon Focus (longbow)

Skills Climb +4, Diplomacy +14, Intimidate +13, Knowledge (geography) +7, Perception +8, Profession (sailor) +13, Sense Motive +15, Swim +14

Languages Celestial, Common

SQ distant mercy (60 ft.), divine bond (weapon +3, 2/day), lay on hands 9/day (6d6), mercies (diseased, fatigued, sickened), shared precision

Combat Gear *oil of flame arrow*, *potions of cat's grace* (2), *scroll of lesser restoration*, *scroll of remove paralysis*; **Other Gear** +1 mithral scale mail, +1 adaptive^{UC} composite longbow (Str +1) with 50 arrows, +1 alchemical silver cutlass, mwk cold iron dagger, *amulet of natural armor* +1, *belt of giant strength* +2, *ring of protection* +1, key ring, silver holy symbol of Ylimancha, small falcon statue, 39 gp

The Eagle Knights are a staunchly good organization tasked with abolishing slavery and spreading freedom and democracy throughout the Inner Sea. It is this dedication to improving the world and protecting the weak that attracted Mindirra Ethraikien to the organization.

Raised in the Andoren fishing village of Tasaroa on the shores of the Inner Sea, Mindirra had always venerated the empyreal lord Ylimancha, who watches over coastlines and fisherfolk, yet she never felt the call to actively serve the Harborwing until one fateful day in her sixteenth year. A brazen slave ship from Okeno raided the defenseless village, and the desperate cleric in the Ylimanchan temple sent a plea for help with a seagull to any ship in the vicinity.

Just as Mindirra and her family were being placed in manacles by their would-be captors, a Gray Corsair ship arrived, and a squadron of well-trained Steel Falcons quickly dispatched the slavers, sparing the villagers from a terrible fate. Ylimancha had answered her people's call, and Mindirra decided then that she would return the blessing.

Now in her fifth year as captain of the *Cetaceal*, Mindirra sometimes finds the subterfuge required of her crew at odds with her lawful nature, but she understands that such actions are necessary to do the greater good, ensuring no vulnerable village like Tasaroa ever faces the same fate. Captain Ethraikien believes that all creatures deserve freedom and is committed to using every resource at her disposal to ensure that comes to pass.



Captain Mindirra Ethraikien



Hu-Hazhong

“Ah, you have a fine eye for gems! That is no ordinary jade you look at. They say that when the dragons of Tian Xia first saw Goka, the City of Wonders, they wept at its beauty, and their tears became this very jade. It is the purest, most powerful jade you will ever find.

“No? Perhaps some fine Lingshenese porcelain, then. You see the detail, the beautiful blue color of the enamel? You will not find work such as that anywhere here in Avistan! Do you want to know the secret? In Lingshen, they put the souls of their soldiers into terra-cotta warriors, but where do you think they put the souls of the poets, the singers? The rough souls become simple clay, but the beautiful, pure souls become fine white porcelain, and their spirits protect your house and family.

“No? Then let me show you these spices from Sarusan...”

—Zheng, merchant sailor aboard the Hu-Hazhong



Ever since the *Resplendent Phoenix* first arrived in Absalom some 3,000 years ago, the people of the Inner Sea have been fascinated with the strange and wondrous goods produced in the far-off Dragon Empires of Tian Xia. The first glimpse of a Tian junk in the distance thrills merchants, their wealthy clients, and pirates alike, for all know that when those distinctive sails appear on the horizon, fine silks, exotic spices, and untold treasures are sure to follow. The *Hu-Hazhong* may deliver all these things and more, provided it can survive its arduous journey.

Background

Long before they became business partners on the *Hu-Hazhong*, a kitsune alchemist named Sironu and a samsaran druid named Narava served together in the court of Lord Yaobai, a powerful Lingshenese noble. Sironu was the court alchemist, while Narava's wind magic ensured safe passage through her lord's ports. Although they were competent in their fields, their non-human status relegated them to the lowest ranks of the court. Both were deeply dissatisfied with their stations, and though the reserved and aloof samsaran was nothing at all like the hot-headed and bombastic kitsune, the two found that their contrasting personalities complemented each other, and they soon became fast friends. They passed evenings with one another, speaking of their hopes and dreams. For Sironu, this involved amassing wealth and power enough to live in comfort for the rest of his days. Narava sought instead to follow in the footsteps of her past lives and explore the world, particularly the strange lands on the other side.

The opportunity for both to fulfill their dreams came when Lord Yaobai commissioned a set of seven trading vessels as gifts for his seven children. Sironu knew that Hu, the lord's youngest son, had no taste for sea travel, instead preferring to spend his days rolling dice, drinking, and carousing with courtesans. Sironu also knew that Hu had accrued some gambling debts, and that he might be willing to part with his fine new ship at a deep discount. Sironu and Narava pooled their savings and made Hu an offer he eagerly accepted. At last, the two had the means to pursue their goals: the *Hu-Hazhong*. Since they had invested equal shares into purchasing the ship, they tossed a coin to decide who would become captain. Sironu won, and appointed Narava as his first mate and sailing master.

The new business partners had precious little money to invest in skilled sailors after purchasing the vessel, so Narava rounded out the crew with people other captains in the area were likely to overlook, hoping that gratitude would make them quick learners.

The *Hu-Hazhong* spent a year trading goods around the Lake of Eels, breaking in its inexperienced crew and collecting trade goods for its ultimate journey. Narava had, in a past life as the explorer Sayala, charted a course from Tian Xia to the distant continents of Avistan and Garund. This course would take the ship through dangerous waters, but delivering the treasures of Tian Xia to the Inner Sea and vice versa would surely reap a tremendous bounty for the merchant vessel.

Ship Statistics

If used as part of the Skull & Shackles Adventure Path, the *Hu-Hazhong* has the following ship statistics.

HU-HAZHONG

Tien merchant vessel (junk)

Colossal ship

Squares 3 (25 ft. by 75 ft.); **Cost** 35,250 gp

Init +6

DEFENSE

AC 17; **Hardness** 7

hp 900 (sails 360)

Save +13

OFFENSE

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

Ranged firedrake (6d6 fire), rocket springal +5 (3d6 fire)

CMB +25; **CMD** 35

Ramming Damage 8d8

STATISTICS

Propulsion wind or current

Sailing Check Profession (sailor)

Control Device tiller

Means of Propulsion 90 squares of sails (3 masts)

Decks 3

Cargo/Passengers 100 tons/100 passengers

CREW

Boatswain and Master Gunner Balao (CN male tengu^{ARG} oracle^{APG} 1/fighter 2)

Captain Sironu (CN male kitsune^{ARG} alchemist^{APG} 8; see page 31)

First Mate and Sailing Master Narava (LN female samsaran^{ARG} druid [urban druid]^{APG} 6; see page 30)

Junfeng and **Rongfeng** (NG female and male human ninja^{UC} 4)

Master-at-Arms Hatoshi Kurobu (N male human samurai^{UC} 5)

16 Tian merchant sailors (N human expert 2; see page 30)

EQUIPMENT

Armaments firedrake^{UC} with 15 loads of ammunition (fore), rocket springal^{UC} with 5 loads of ammunition (aft)

Modifications broad rudder, increased cargo capacity, rapid-deploy sails, silk sails, smuggling compartments (2), sturdy hull

Cargo 5 points of plunder

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The journey was more difficult than either could have imagined, yet Narava's guidance from her past lives has carried them through. Though the ship has suffered casualties—eight crew members in all—it has successfully navigated its way to the Inner Sea and is now poised to make landfall within a day.





SHIP'S DESCRIPTION

The *Hu-Hazhong* is a three-masted junk in the Tian style. It measures 75 feet from bow to stern and 25 feet abeam, and is constructed of the finest of Tian teak.

1. Poop Deck

A rocket springal is mounted behind the rudder, which sits in the middle of this raised deck. During the day, Narava and Kurobu are stationed here, and they alternate shifts steering the ship and supervising the crew. At night, a single Tian merchant sailor armed with a crossbow patrols this deck and serves as the lookout. In combat, Balao and three assistant gunners operate the rocket springal from this deck.

2. Main Deck

A single firedrake carved to resemble a stylized lion is mounted on the fore end of this deck.

During the day, this deck is crewed by 14 Tian merchant sailors and the boatswain, Balao. At night, three Tian merchant sailors armed with crossbows patrol this deck. Lanterns hanging from both the mainmast and the foremast provide normal light on the deck, while four lanterns hanging from the gunwales provide normal light out to a distance of 60 feet over the water to the port and starboard.

3. Captain's Cabin

The captain's cabin is sumptuously decorated with fine silks and darkwood furniture, including a full bed in the aft corner of the room. Sironu can be found here in the evening. The cabinets in this room contain logbooks written in Senzar detailing the contents of the ship's hold, along with records of all transactions made over the past year. A chest at the foot of the bed contains four *potions of cure light wounds*, two courtier's outfits, a lacquered fan depicting a seascape and decorated with lapis lazuli stones worth 75 gp, and a *formula alembic* (*Pathfinder RPG Ultimate Equipment* 299).

4. Sailing Master's Cabin

This moderately sized cabin is sparsely appointed, with much of its contents stored in tightly shut cabinets secured to the hull. A large table attached to the deck occupies the center of the room, and a sleeping pad lies rolled up against a wall. Narava can be found in this cabin sleeping or studying her charts when not actively piloting the ship. PCs searching this room find an astrolabe, a compass, a spyglass, numerous mundane star and sea charts, and Sayala's samsaran prayer charts. These special charts are decorated with samsaran names and prayers, and function as a samsaran life wheel (*Pathfinder RPG Advanced Race Guide* 199), except they grant a bonus on Knowledge (geography) checks to follow routes taken by a samsaran in her past life.

5. Alchemical Lab

This cluttered chamber holds all of Sironu's alchemical equipment, which functions as an alchemy lab, granting a

Ship's Crew

The *Hu-Hazhong* originally set out with a crew of 30, though casualties sustained in the journey from Tian Xia to Avistan have reduced its complement to a mere 22. The 16 regular crew members (see page 30) are merchant sailors recruited for their skill at trade as much as their sailing experience. The rigors of their journey have toughened them considerably, however. The ship's officers are as follows.

Boatswain and Master Gunner Balao: Balao, who presents a stark contrast to the stoic Hatoshi Kurobu, secreted a *tengu drinking jug* aboard ship, and spends most nights slovenly drunk, proclaiming the virtues of his "bird god." Though the other officers resent his shameful behavior, Balao proved himself a capable gunner numerous times on the journey, and his jug helps keep the ship provisioned with fresh water when no natural sources can be found.

Captain Sironu: Captain in title only, the kitsune Sironu shares most command decisions with his first mate. Sironu often masquerades as a Minkai man in port to avoid humans' prejudice. For more information, see page 31.

First Mate and Sailing Master Narava: Longtime companion of Captain Sironu, Narava serves as both first mate and sailing master. She offers her counsel on seafaring based on experience from her past lives whenever she is called upon to do so. For more information, see page 30.

Junfeng and Rongfeng: These jovial twins serve as the *Hu-Hazhong's* carpenter and its cook and surgeon, respectively. The two were trained as assassins in service to Lingshen, but could not stomach the acts of violence and cruelty their masters demanded of them. Though the twins now refuse to deal lethal damage to any humanoid in combat, their ability to strike as a team makes them dangerous opponents.

Master-at-Arms Hatoshi Kurobu: Kurobu, a disgraced ronin from Shokuro, maintains discipline aboard the *Hu-Hazhong*. Though stern and unforgiving, he drills the crew in fighting shape, and many credit the ship's survival to his guidance.

+2 bonus on Craft (alchemy) checks. If combat takes place in this room, there is a cumulative 5% chance each round that Sironu's sensitive experiments are agitated to the point of reaction, filling the room with foul smelling smoke (as *stinking cloud*, DC 15) for 1 minute. Sironu can be found here during the day, crafting fireworks to sell upon arriving in Avistan. In the evening, the doors to this room are locked with good locks (Disable Device DC 30), to which only the captain holds the key.

6. Galley

This compartment features a large iron stove connected to a chimney leading to the starboard exterior of the ship.

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Cabinets filled with cooking utensils line the exterior wall of the compartment, while the aft half of this room holds the ship's supplies of food and water. Rongfeng, the ship's surgeon and cook, works here during the day, often assisted by his sister Junfeng.

7. Crew Bunks

The majority of the *Hu-Hazhong's* crew bunks in this cabin, which is crowded with hammocks and small wooden footlockers.

8. Aft Cargo Hold

This large cargo hold stores the majority of the ship's mundane sailing supplies, including rope, spare sails and timber, and various pieces of rigging equipment.

8a. Aft Cargo Compartments

These compartments contain six crated jade statues of famous heroes from Quain, a dozen casks of fine wine from Tianjing, and a chest of colorful silken garments in

the style currently fashionable in Hwanggot. Together, these are worth 1 point of plunder.

8b. Flooded Cargo Compartment

This cargo chamber flooded when the ship was blown into a reef during a storm along the southern coast of Casmaron. The damage to the hull was minor, and the flooding was confined to this bulkhead. The hull has since been patched and the water pumped out, but the exotic spices stored here have been ruined by seawater. The PCs can, however, recover a crate of ceremonial Minkai weaponry worth 1 point of plunder.

8c. Smuggler's Compartments

These cargo compartments seem full of nothing but mundane sailing supplies. A successful DC 25 Perception check allows a PC to detect a hidden trap door in the raised keel floor of each compartment, which collectively contain jade jewelry, porcelain wares, gold and silver cutlery, fine silk and gold embroidery thread, coffee from Nagajor, Minkai tea, and masterwork armor and weapons from across the Dragon Empires. These goods are worth 3 points of plunder.

9. Armory

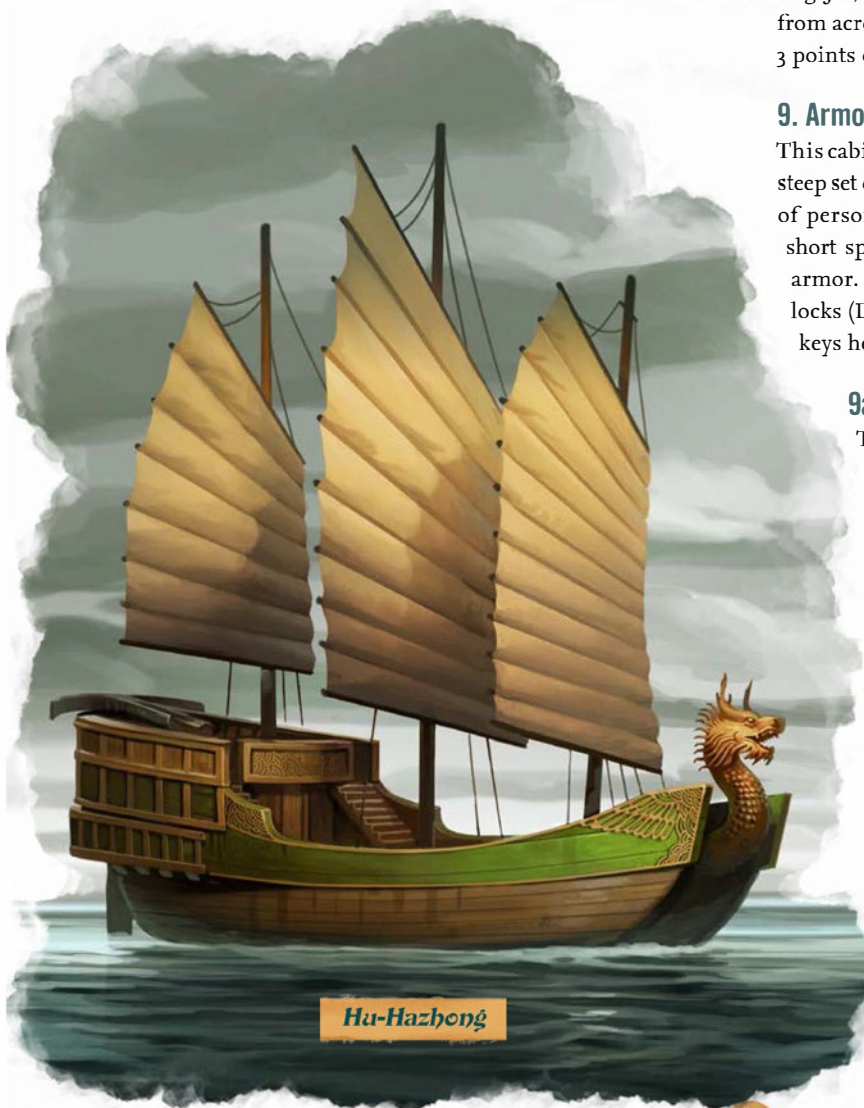
This cabin provides access to the main deck (area 2) via a steep set of stairs. Lockers here hold the ship's complement of personal weapons, including 15 light crossbows, 20 short spears, 200 bolts, and 24 sets of lamellar leather armor. The armory lockers are secured with average locks (Disable Device DC 25), which can be opened by keys held by all of the ship's officers.

9a. Forward Cargo Compartments

These holds collectively carry 14 crates of expertly crafted Lingshenese ceramics and a dozen bolts of fine silk worth a total 900 gp.

10. Magazine

This starboard cargo compartment stores the ammunition for the ship's two siege weapons, and its interior is sealed with a thick layer of wax that prevents water from leaking in and spoiling the ammunition. The magazine currently holds 10 uses of ammunition for the fire Drake and 5 uses of ammunition for the rocket springal. In addition, Captain Sironu stores any fireworks that he has completed and that are ready for use here. If the PCs make a brief search of the magazine, they find 30 paper candles (*Ultimate Equipment* 108), eight star candles (*Ultimate Equipment* 109), four coughing dragons (see page 29), two skyrocketes (*Ultimate Equipment* 109), and two flashing fiends (see page 29).





11. Officers' Cabin

The ship's officers bunk in the four hammocks strung across this cabin. When not actively running the ship, Kurobu, Balao, Junfeng, and Rongfeng can all be found here. The door to this room is locked at night with an average lock (Disable Device DC 25), with keys held by each of the officers, the captain, and the first mate.

11a. Officer's Storage

This room contains stout wooden lockers that hold the personal effects of the ship's officers. The lockers are secured with average locks (Disable Device DC 25), and they contain three sets of courtier's clothes, a silver-and-pearl holy symbol of Qi Zhong worth 50 gp, and a *tengu drinking jug* (*Advanced Race Guide* 167), among other mundane personal effects.

New Fireworks

The following fireworks are new alchemical inventions of Sironu.

Name	Weight	Cost	Craft DC
Coughing Dragon	1 lb.	40 gp	25
Flashing Fiend	—	100 gp	30

Coughing Dragon: When lit, this foot-long wooden tube begins to hiss and emit puffs of smoke. One round later it takes flight, moving in a straight line at a speed of 90 feet for 1d6 rounds before exploding in a burst of thick, colorful smoke. Each square the firework passes through during its flight fills with smoke (treat the effect as a *fog cloud* spell, except a moderate or stronger wind dissipates the smoke in 1 round), as does an area in a 15-foot radius surrounding the point at which the rocket exploded. This smoke stings the eyes and inflames the lungs, and a creature that begins its turn in a square filled with smoke must succeed at a DC 15 Fortitude saving throw or be sickened for 1d4 rounds.

Flashing Fiend: When lit, this small conical firework emits bright white sparks that illuminate the area as a candle. It can be thrown to target an intersection as a splash weapon. One round later, it begins to emit pulses of extremely bright light for 1d6 rounds. Any creature that begins its turn within 15 feet of the firework must succeed at a DC 12 Reflex saving throw or be blinded for 1d4 rounds.

Adventure Hooks

The *Hu-Hazhong* is about to make landfall in Avistan, and has not yet had the chance to empty its hold of exotic treasures. This makes the vessel a tempting target for pirate PCs. If the party isn't interested in piracy, the following hooks provide GMs a way to introduce the *Hu-Hazhong* into their campaigns.

Fox's Bounty: Lord Yaobai is enraged upon discovering that his son, Hu, sold the *Hu-Hazhong*, and doubly enraged that he accepted such a pittance for the fine vessel. He

Ship's Tactics

Though armed with an array of alchemical weaponry, the *Hu-Hazhong* is first and foremost a trading vessel, and so does its best to avoid any threats it faces on the high seas. Narava uses a combination of full ahead and make way maneuvers, relying on her lifetimes of sailing experience to outrun and outmaneuver enemy vessels. So long as they are not engaged in combat, Sironu and Kurobu both spend their turns aiding the sailing master's piloting checks.

Though the captain can craft additional ammunition for the ship's siege engines if supplied with the right materials, such resources are hard to come by on the open seas. For this reason, the *Hu-Hazhong's* gunners avoid firing on enemy vessels unless they are fired upon first. Led by Balao, the gunners preferentially target a ship's sails and control device, hoping to set the enemy vessel on fire. The gunners cease firing once the enemy ship has caught aflame, attempting to use the distraction of the fire to escape rather than seeking to destroy the enemy ship.

The crew of the *Hu-Hazhong* shows less compassion when faced with sea monsters and other such inhuman threats, as most of the ship's casualties have come at the hands of such creatures. The gunners attack with full force, and do not cease firing until the attacking creature is dead or the ship's magazines have run dry. The ship does not pursue sea creatures, however, as its fire-based weaponry is less effective at combating aquatic enemies.

swears to recover the ship and seize its cargo as payment for the effrontery of his two former vassals. To this end, one of his agents in the Inner Sea region hires the PCs to capture the ship and return it with Sironu and Narava alive so they might face justice.

Stowaway: After selling its bounty in Avistan and taking on new cargo, the *Hu-Hazhong* departs on the dangerous return journey to Tian Xia. However, a child from an Avistani noble family stowed away on the ship shortly before it departed, and is now hiding in one of the ship's smuggling compartments. Convinced the foreigners kidnapped their child, her parents hire the PCs to pursue the *Hu-Hazhong* and rescue their scion.

Uneasy Allies: The PCs discover a clue that might lead them to a powerful artifact of the ancient Azlanti empire, but the only person ever known to have navigated the treacherous waters of the shattered continent where the artifact resides is the long-dead samsaran explorer, Sayala. The PCs learn that Narava is a reincarnation of Sayala and retains some knowledge of this route. Thus, they must convince her to help them find the artifact. If successful, they must also be on their guard lest Sironu should decide he wants to keep the treasure for himself.

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Key NPCs

The following NPCs are among the many that can be found aboard the *Hu-Hazhong*.

TIAN MERCHANT SAILOR CR 1/2

XP 200

Human expert 2

N Medium humanoid (human)

Init -1; **Senses** Perception +6

DEFENSE

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

hp 14 (2d8+5)

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

OFFENSE

Speed 30 ft.

Melee shortspear +2 (1d6+1)

Ranged light crossbow +0 (1d8/19-20)

STATISTICS

Str 13, **Dex** 9, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 11

Feats Skill Focus (Profession [sailor]), Toughness

Skills Acrobatics +2, Appraise +3, Climb +4, Diplomacy +5, Perception +6, Profession (merchant) +6, Profession (sailor) +9, Sense Motive +6, Swim +4

Languages Tien

Combat Gear *potion of cure light wounds*, tanglefoot bag;

Other Gear mwk leather lamellar, light crossbow with 20 bolts, shortspear, gold rings worth 20 gp, 22 gp

NARAVA CR 5

XP 1,600

Female samsaran druid (urban druid) 6 (*Pathfinder RPG Advanced Race Guide* 198, *Pathfinder RPG Advanced Player's Guide* 101)

LN Medium humanoid (samsaran)

Init +6; **Senses** low-light vision; Perception +9

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 36 (6d8+6)

Fort +6, **Ref** +5, **Will** +10; +2 vs. death effects, divinations, enchantments, and negative energy effects

Defensive Abilities lifebound

OFFENSE

Speed 20 ft.

Melee mwk shortspear +6 (1d6+1)

Ranged mwk sling +7 (1d4+1)

Special Attacks storm burst (1d6+3 nonlethal, 7/day)

Druid Spells Prepared (CL 6th; concentration +10)

3rd—*aqueous orb*^{APG} (DC 17), *call lightning*^o (DC 18), *hydraulic torrent*^{APG}, *lily pad stride*^{APG}

2nd—*barkskin*, *flame blade*, *flaming sphere* (DC 17), *fog cloud*^o, *gust of wind* (DC 17)

1st—*alter winds*^{APG} (DC 15), *hydraulic push*^{APG},

obscuring mist^o, *produce flame*, *touch of the sea*^{APG}

0 (at will)—*create water*, *detect magic*, *guidance*, *light D* domain spell; **Domain** Weather

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 17

Feats Improved Initiative, Spell Focus (evocation), Toughness

Skills Diplomacy +9, Knowledge (geography) +11,

Knowledge (history) +7, Knowledge (local) +7,

Knowledge (nature) +7, Knowledge (nobility) +7,

Linguistics +1, Perception +9, Profession (sailor) +15,

Survival +12; **Racial Modifiers** +2 Knowledge

(geography), +2 Profession (sailor)

Languages Common, Druidic, Samsaran, Tien

SQ lorekeeper, nature bond (Weather domain), nature sense, resist temptation, shards of the past, a thousand faces, wild empathy +6

Combat Gear *potions of cure moderate wounds* (2);

Other Gear +1 horn lamellar^{UE}, +1 light wooden shield, mwk shortspear, mwk sling with 20 bullets, *cloak of resistance* +1, druid's kit^{UE}, 32 gp



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SIRONU

CR 7

XP 3,200

Male kitsune alchemist 8 (*Pathfinder RPG Advanced Race Guide* 192, *Pathfinder RPG Advanced Player's Guide* 26)

CN Medium humanoid (kitsune, shapechanger)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 63 (8d8+24)

Fort +8, **Ref** +10, **Will** +2; +6 vs. poison

OFFENSE

Speed 30 ft.

Melee +1 *wakizashi* +6/+1 (1d6+2/18-20), mwk *wakizashi* +6 (1d6/18-20), bite +2 (1d4) or +1 *wakizashi* +8/+3 (1d6+2/18-20) or bite +7 (1d4+1)

Ranged bomb +10/+5 (4d6+2 fire) or mwk darkwood light crossbow +10 (1d8/19-20)

Special Attacks bomb 10/day (4d6+2 fire, DC 16)

Alchemist Extracts Prepared (CL 8th)

3rd—*cure serious wounds*, *heroism*

2nd—*blur*, *cure moderate wounds*, *false life*, *levitate*, *protection from arrows*

1st—*bomber's eye*^{APG}, *cure light wounds*, *expeditious retreat*, *shield*, *touch of the sea*^{APG}

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 15, **Wis** 8, **Cha** 12

Base Atk +6; **CMB** +7; **CMD** 20

Feats Brew Potion, Exotic Weapon Proficiency (*wakizashi*), Power Attack, Throw Anything, Toughness, Two-Weapon Fighting

Skills Acrobatics +13, Bluff +7, Climb +3, Craft (alchemy) +13, Perception +10, Profession (sailor) +8, Spellcraft +13, Swim +3; **Racial Modifiers** +2 Acrobatics

Languages Common, Senzar, Tengu, Tien

SQ alchemy (alchemy crafting +8, identify potions), change shape (Medium humanoid; *alter self*), discoveries (concussive bomb [4d4+2 sonic plus deafness], fast bombs, infusion, precise bombs [2 squares]), fast shifter^{APG}, mutagen (+4/-2, +2 natural, 80 minutes), poison use, swift alchemy, swift poisoning

Combat Gear *potion of fly*, *potion of invisibility*, acid (5), bloodroot (4 doses), large scorpion venom (4 doses); **Other Gear** +1 *dorkleaf cloth*^{UE}, *leather lamellar*^{UE}, +1 *wakizashi*^{UE}, darkwood light crossbow with 20 bolts, mwk *wakizashi*^{UE}, *cloak of resistance* +1, alchemist's kit, jade jewelry worth 180 gp, 23 gp

Where his samsaran friend seeks adventure, Sironu seeks profit. The kitsune was born the son of a poor merchant, and spent most of his youth hawking cheap wares on the street. Eventually he scraped together enough money to buy his first formula book, and taught himself alchemy in order to market elixirs of youth and

love potions to the nobility. His skill at making fireworks drew the attention of Lord Yaobai, earning him a place in the nobleman's court. Sironu got a taste of the sweet life in Yaobai's court, and swore from that day on he'd never be poor again.

Sironu's latest venture looks to be his most profitable, but the cost may be too great for the kitsune. Though he has no qualms with risking his own life, Sironu has never before felt so acutely responsible for the lives of others, and is wracked by guilt over the death of the eight crew members during the ship's passage to the Inner Sea. He increasingly turns to his work in the ship's alchemy lab to distract him from his worries.

When he's ashore marketing the ship's goods, Sironu often takes the form of his human persona—a Minkai man with bushy gray eyebrows and a balding pate—since he has little trust that strangers will treat him with respect. He may also take on this guise when negotiating at sea if enemies haven't yet seen his kitsune form.



Sironu



Impervious

“Three captains, three ships—we’d figured our chances of running the blockade were pretty good. Desna must’ve been laughing her wings off at that. We weren’t even out of the Pinch before we saw those black-and-red sails bearing down on us like devils on the wind. The *Windracer* made a run for the shoreline, thinking to lose its pursuers in the shoals—but it never got that far. I saw a lone figure fly from the *Impervious*, her sword ablaze, and land on the *Windracer*. That woman cut down Ol’ “Bare Poles” Willam and his helmsman in a blink, and then turned the ship hard, steering it back toward us. The crew of the *Arcadian King* was in a panic, caught between Hell and a vessel with no commander. I managed to get my own ship turned around and back into the harbor before it was too late, but the wind carried the sounds of the brief battle behind me. I only looked back once to say farewell to good friends.”

—Captain Aern Liddane of the *Stormhag*, currently moored in Pezzack



Her Infernal Majestrix's ship *Impervious* is a Chelish man-o'-war. Built just before the infamous blockade of Pezzack began, this four-masted vessel has seen service on a number of missions in support of Chelish interests. The *Impervious* sails under the command of Vorrea Talminari, a stern and merciless captain who earned her reputation for bravery, cleverness, and ruthlessness while maintaining the blockade. Whether keeping the fires of rebellion in check or driving the scourge of piracy from the seas, the *Impervious* is an unmistakable symbol of the influence Queen Abrogail II holds even far from her throne in Egorian.

Background

The second ship of its class, the *Impervious*'s keel was first laid in 4689 AR, but delays in construction prevented completion until the middle of 4691. At the time, Chelish officials claimed the delays were the result of insurgent sabotage, but most laypeople blamed the problems on inefficient bureaucrats and supply line problems. The truth lies somewhere in between, as both reasons contributed to the delay.

When the *Impervious* was at last ready to sail, the ship's crew was hand-chosen from the best, most loyal sailors in the Imperial fleet. They departed almost immediately upon completion of their initial maneuvers to patrol the Hespereth Strait. In 4710, the *Impervious* was reassigned to join Governor Sawdannac's fleet in the blockade of Pezzack. The man-o'-war was a critical part of the blockade and remained in the area for nearly 2 years, destroying a dozen blockade runners and capturing at least twice that many.

On 22 Neth, 4712, the *Impervious* attacked an unnamed, unflagged ship that attempted to enter Pezzack. The mysterious ship's crew was obviously ready for a fight, and the *Impervious*'s captain was slain in battle. His second-in-command, Commander Vorra Talminari, took charge and led the Chelish crew to victory. Every member of the enemy ship who survived the battle used poisoned tooth capsules to commit suicide, leaving no explanation of why they were trying so hard to get into Pezzack.

For her skill and valor, the brave commander was given command of *Impervious* and the noble title of Paracountess. The ship was recalled for debriefing about the strange battle, modified with additional upgrades to its armaments and defenses, and then reassigned to the waters west of Garund, where it defends Chelish trade and hunts pirates who would steal cargo and privateers who would attempt to free slaves.

The *Impervious* has a contingent of Hellknights aboard, but the crew isn't exactly sure why. Only the captain and Paralictor Karross Venn know, but they aren't saying. The ship's priest, Lector Rotrovio Peravali, is quite unhappy about being left out of the loop. As a result, he barely manages to show the Hellknight paralictor a modicum of respect.

Peravali's lack of information on the Hellknights' motivations is a source of amusement to the entire crew, who are largely distrusting of the secretive Asmodean priest.

Ship Statistics

If used in the Skull & Shackles Adventure Path, the *Impervious* has the following ship statistics.

IMPERVIOUS

Chelish man-o'-war (sailing ship)

Colossal ship

Squares 4 (40 ft. by 120 ft.); **Cost** 131,300 gp

Init +1

DEFENSE

AC 21; **Hardness** 14

hp 3,321 (sails 1,280)

Save +15

OFFENSE

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

Ranged 16 mwk light ballistae +12 (4d6)

CMB +27; **CMD** 37

Ramming Damage 10d8

STATISTICS

Propulsion wind or current

Sailing Check Profession (sailor)

Control Device steering wheel (hp 50, hardness 10)

Means of Propulsion 160 squares of sails (4 masts)

Decks 5

Cargo/Passengers 105 tons/132 passengers

CREW

Captain Paracountess Vorrea Talminari (LN female middle-aged human magus^{UM} 16; see page 39)

Commander Andrei Leggaldi (LE male human aristocrat 2/expert 3/fighter 9)

Lector Rotrovio Peravali (LE male human cleric of Asmodeus 14; see page 38)

Lieutenant Gerida Markoli (LE female human fighter 5)
100 Chelish marines (LN human ranger [skirmisher^{APG}] 6)
58 officers and sailors

EQUIPMENT

Armaments 16 mwk light ballistae^{UC} with 400 bolts

Modifications additional crew quarters, broad rudder, extended keel, figurehead (1,000 gp), magically treated control device, magically treated hull, magically treated sails, ram, rapid-deploy sails, silk sails, sturdy hull, wooden plating

Cargo 6 points of plunder

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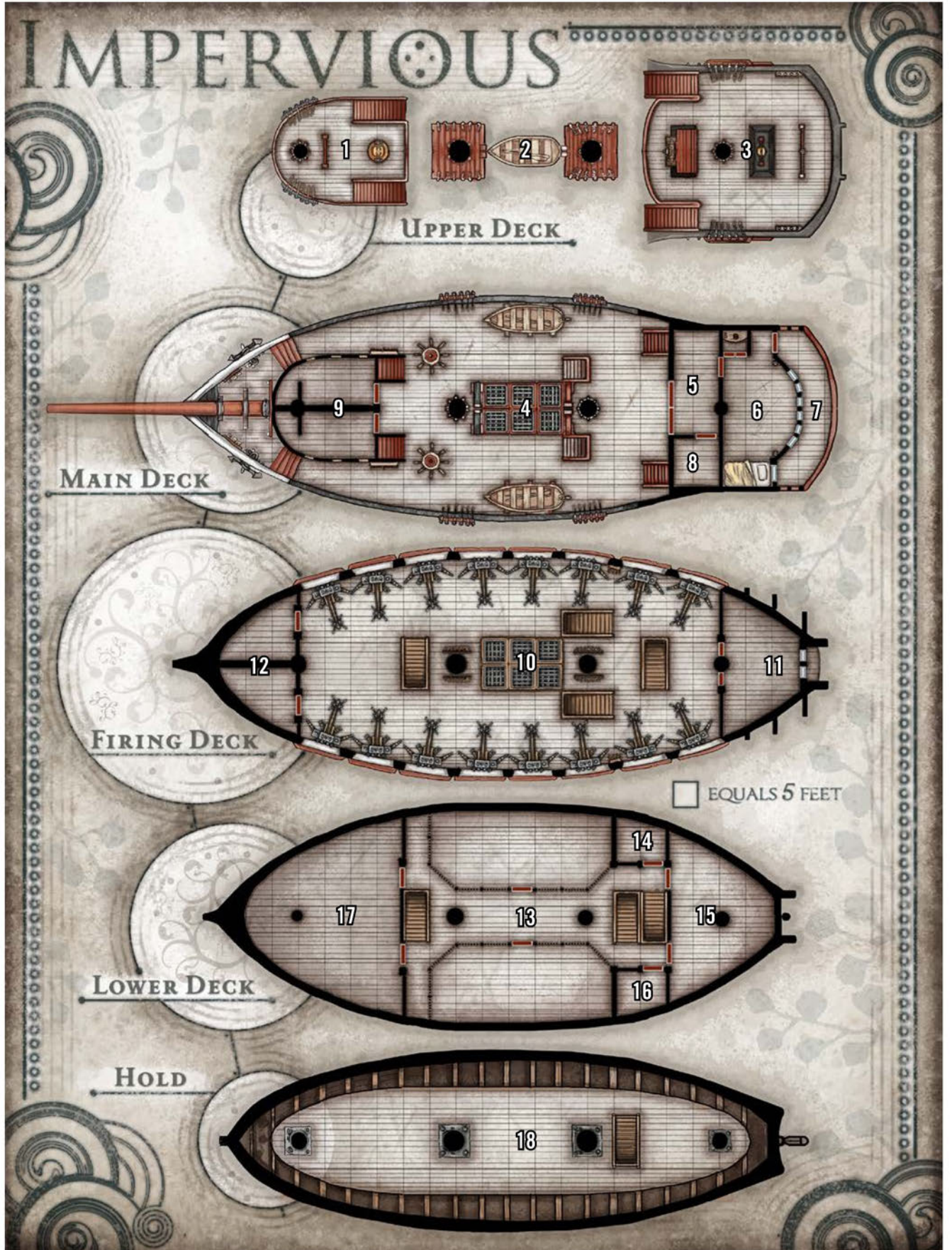
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The lector has the reputation aboard as being a spy for someone in the church of Asmodeus or political parties in Egorian, and the fact that it's openly known that he can't discern this particular secret makes him even more dedicated to whatever true mission the church of Asmodeus has assigned him aboard the *Impervious*.





Ship Description

The *Impervious* is among the most heavily fortified ships in Cheliox's formidable navy. It's also among the largest, stretching 120 feet from bow to stern, with a beam of 40 feet. Its black-and-red varnished hull is nigh impenetrable (giving credence to the vessel's name), and its billowing sails on four masts make for an intimidating sight rising over the horizon.

The weather decks of the *Impervious* is meticulously cleaned, but its surface is anything but shiny. One of the improvements in the vessel's design was to embed a thin layer of rough sand in the wood. While the sand has no effect on checks to move about a pitching deck, it provides friction that grants a +4 circumstance bonus on skill checks or saving throws against slipping or falling.

1. Foredeck

The deck of the forecabin is used mainly for lookouts and as a staging area prior to boarding other vessels.

2. Crow's Nests

Crow's nests are mounted 20 feet above the waist deck. One of the ship's boats—the captain's gig—is stowed between the crow's nests, hoisted into place by block and tackle and lowered during storms or when needed.

3. Poop Deck

The ship's wheel and compass stands on the forward part of this deck. This masterwork compass is worth 300 gp and grants a +4 competence bonus to Survival checks and to Profession (sailor) checks made to navigate a ship.

When she's not in her cabin or out inspecting the rest of the ship, Captain Talminari can be found here, directing the helmsman from her raised chair and overseeing the activities on the deck below.

4. Waist Deck

The waist deck is almost always abuzz with activity, as at least 15 sailors perform a variety of tasks. A dozen marines are also scattered about the deck, either maintaining or practicing with their weapons. At night, some sailors bring bedrolls topside and sleep on the deck rather than in the crowded berthing areas (areas 15 and 17).

5. Wardroom

This is the primary meeting and dining space for the officers. It's furnished with a long table and eight chairs, and the flag of Cheliox hangs on the forward bulkhead. A sideboard at one end of the space holds a set of fine dishes and silverware for formal occasions, as well as more durable wooden dishes for daily use. Another cabinet holds dried meats and fruits as well as some hard cheeses and bread.

6. Captain's Cabin

While the ship's previous captain maintained a richly appointed cabin, Captain Talminari dispensed with most

Ship's Crew

The *Impervious* carries 170 souls: the captain, the ship's priest, 15 officers, 45 sailors (LN human expert 4), a contingent of Hellknights, and 100 Chelish marines.

Captain Paracountess Vorrea Talminari: Talminari has devoted her life to the Chelish Navy. She earned her position through dogged persistence and unmatched resourcefulness. She is under orders to include Lector Peravali as part of the ship's company and even seeks his advice on occasion, but she deeply resents the effect his presence has had on her crew. See page 39 for more information.

Commander Andrei Leggaldi: Commander Leggaldi is the son of a minor noble with holdings on the outskirts of Macini. He craves power and constantly seeks to gain Lector Peravali's favor.

Lector Rotrovio Peravali: Peravali, the ship's priest, is a zealous disciple of Asmodeus. Though the lector's orders are to help the captain maintain discipline and order, most of the crew suspect that his true role is to root out and report potential enemies of the church and state, which contributes to a growing sense of paranoia onboard. See page 38 for more information.

Lieutenant Gerida Markoli: Lieutenant Markoli is the commander of troops, responsible to Captain Talminari for the training and discipline of the marines onboard.

Paralictor Karross Venn (LN male human fighter 5/Hellknight^{ISWG} 5): Paralictor Venn isn't a typical Hellknight, carrying himself with an air of severe dignity rather than arrogance. Four other Hellknights (LE or LN human fighter 5/Hellknight^{ISWG} 2) and two Hellknight armigers (LN human fighter 2) accompany him, all members of the Order of the Gate. Only he and the captain truly know what business the Hellknights have on the *Impervious*.

of the needless decorations after she took command. Her tastes are utilitarian, making a clear statement that she's first and foremost a sailor and that her noble title has in no way changed her.

The room's plain but comfortable bed is offset by a desk made of aged darkwood and a matching high-backed chair. A secret compartment in the bottom of one lead-lined desk drawer can be opened to reveal an extradimensional space containing all of the ship's log books, dating back to its first voyage. The drawer has a superior lock (Disable Device DC 40), but the extradimensional space can only be accessed by unlocking the drawer with the captain's key while speaking a command word in Infernal. For those with the time to peruse them, the logs hold a wealth of knowledge about Chelish naval operations, including the locations of a few secret military seaports along the coast of Cheliox as well as one hidden in the jungle south of Senghor.

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A bookshelf lines the forward bulkhead, containing a variety of tomes about navigation, a series of charts for various ports around the Inner Sea region, several treatises on magic, jars and boxes of spell components, and Talminari's spellbook.

7. Balcony

This is a private retreat for the captain and her guests, where they can enjoy the ocean breeze and perhaps a cigar with Chelish brandy. Occasionally, the captain invites Lector Peravali to perform Asmodean rites here instead of on the weather decks.

8. State Room (Peravali's Quarters)

This small cell is richly appointed, as befits a cleric of Asmodeus. This cabin should belong to Commander Leggaldi, but he has been displaced by Lector Peravali.

The door has a good lock (Disable Device DC 30) and the space within is protected by a CR 14 *harm* trap (*Pathfinder RPG Core Rulebook* 422), triggered when anyone other than

Peravali enters the room without speaking three lines from *The Asmodean Disciplines*. His small desk contains a variety of papers, as well as a locked book containing notes about the behavior and attitudes of certain crew members, including Captain Talminari, assessing their loyalty to the church of Asmodeus and to Cheliah.

9. Galley and Cook's Quarters

The ship's cook uses this pair of cabins. The starboard space is the galley, where he prepares meals for the captain, officers, and crew. It contains a wood-burning stove, cooking utensils, pots and pans, a spice rack, and a selection of foodstuffs from the ship's stores. The other space is his sleeping quarters, which doubles as a storage area for dry goods and other ingredients, including a large barrel of citrus fruits.

10. Main Deck

Here, the *Impervious's* 16 Large ballistae are carefully maintained under the leadership of the ship's master-at-arms. Four racks stand amidships, one on either side of each mast, holding 24 bolts each (enough for 3 rounds of fire from the ballistae). During combat, 32 gunner's mates man the ballistae, while the master-at-arms directs them, and eight more sailors retrieve additional bolts from the hold (area 18) as needed.

11. Officers' Quarters

Nine of the *Impervious's* officers, including Lieutenant Markoli, share this space as their living and sleeping quarters. The space is fitted with bed racks for eight, but the most junior officer now sleeps in a hammock strung on one side to make room for Commander Leggaldi. While the junior officers are extremely unhappy with this arrangement, Commander Leggaldi is quick to silence any grumbling for fear of insulting the lector.

12. Hellknights' Quarters

These spaces are normally assigned to more senior officers, but have been given to Paralictor Venn and his fellow Hellknights. Venn shares the starboard-side cabin with his two lieutenants, while the remaining Hellknights and armigers share the port side room.

A small chest in Paralictor Venn's room contains a silver box without hinges or a hasp. It's etched with a variety of geometric symbols, as well as a band of seemingly random, nonsensical Dwarven runes. The box radiates a strong aura of abjuration magic, but resists further identification.

13. Brig

Located on the second deck, the brig consists of two large cells crafted of strong steel bars, quite capable of holding prisoners of any sort.





The cells were recently refurbished and upgraded with superior locks (Disable Device DC 40). The ship's master-at-arms and two other sailors stand guard here at all times when the brig is occupied. Since the brig is also used to discipline crew members, at least one of the cells typically holds two or three sailors or marines for misconduct.

14. Stowage

This locker holds a variety of tools and materials for cleaning and maintaining the ship.

15. Aft Crew Berthing

This space houses the majority of the ship's sailors. It is cramped and smells strongly of sweat. The doors of this cabin can be barred from the inside, and a successful DC 20 Perception check reveals that they are fitted with hidden murder holes. This cabin can be used as a safe room, from which defenders can attack anyone approaching.

16. Armory

The door is locked with a good lock (Disable Device DC 30); the master-at-arms and the boatswain each have a key. Inside are racks containing 20 crossbows (along with crates containing 400 crossbow bolts), 40 daggers, 20 masterwork boarding pikes, and 20 masterwork cutlasses.

17. Fore Crew Berthing

The forward compartment is just as cramped and smelly as the aft berthing. Embarked marines sleep, eat, and socialize here. At least 25 marines will be here at any one time.

18. Cargo Hold

The *Impervious's* hold doesn't normally carry trade goods, but it does contain valuable materials for the maintenance and preservation of the massive warship. Notably, there are sheets of silk (450 square yards worth 1,500 gp) to repair or replace the sails, cords of hardwood, rope, pitch, enough spare parts to build eight working ballistae, and 300 ballista bolts. This is in addition to the usual provisions of food, water, and ale necessary to support the ship.

Adventure Hooks

A Chelish man-o'-war is a tempting target for anyone wishing to strike a blow against Her Infernal Majestrix's diabolical might, but here are some other reasons characters might encounter the *Impervious*.

Mysterious Errand: Sources in the Pathfinder Society have learned that the Order of the Gate possesses a magical key that unlocks a great treasure and may be tied to the rumors of a mysterious gate beneath Citadel Enferac. The order has located the door the key opens, and the *Impervious* is already en route to recover the treasure. The Society wants both the key and information about the treasure's location.

Sailor, Scrivener, Spy: Andoran wants desperately to free the people of Pezzack from the yoke of Chelish tyranny,

Ship's Tactics

When in naval combat, Captain Talminari stands next to the wheel. She makes all Profession (sailor) checks to maneuver the ship, while her helmsman uses the aid another action.

She first places the *Impervious* upwind of enemy vessels to increase her chances of gaining the upper hand, then moves to the bow of sailing ships to make raking attacks from stem to stern to take out the enemy's masts. She similarly targets the oars of rowing vessels, but prefers to strike from astern to avoid getting rammed. Once a vessel is disabled, she closes for boarding, putting the marines to work mopping up enemy crews, while keeping her sailors on the *Impervious* for maneuvering and defense.

Captain Talminari rarely flees and continues attacking until it is clear that her ship will be boarded. She then calls marines topside, hoping to take the fight to the other ship first. Even if the *Impervious* is boarded, the enemy will face her, 20 marines, and 10 sailors when they first land on deck.

In the first round of shipboard combat, sailors attack with crossbows while marines engage in melee. Captain Talminari gives directions to her helmsman, then moves to engage the nearest foes.

The following round, Lector Peravali enters combat from area 5. Paralictor Venn and his Hellknights arrive from below. Meanwhile, the rest of the crew assembles near the armory, takes up arms and prepares to engage the enemy.

In round three and beyond, marines assume positions near the topside ladders to help reinforcements get up on deck. Sailors either join the melee or use crossbows to prevent enemy reinforcements from getting aboard the *Impervious*.

If they are losing the fight topside, crew members hole up in area 15, hoping to fend off the enemy until another Chelish ship arrives to assist them.

but its navy cannot face Cheliox in direct conflict. The PCs are contacted by a representative of the Twilight Talons and tasked with locating and boarding the *Impervious*. There they must find and copy down the ship's log books. Andoran will then use the intelligence to plan attacks on ships in the places where Cheliox's defenses are at their weakest in an effort to draw resources away from Pezzack.

Dissention: Despite her years of loyalty to the empire, Captain Talminari has seen direct evidence of how the church of Asmodeus has harmed her crew and, by extension, her country. She wants to defect, but knows that the people she cares about at home will suffer if she simply deserts. Her intermediaries hire the characters to coordinate an attack on the *Impervious* to provide cover for her escape. If they succeed, they'll win both the vessel and the captain, though they must then rush to a safe port before the rest of the Chelish Navy finds them and retaliates.

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Key NPCs

The following characters play vital roles aboard the *Impervious*, and are certain to be encountered by any who oppose the Chelish warship.

ROTROVIO PERAVALI

CR 13

XP 25,600

Male human cleric of Asmodeus 14

LE Medium humanoid (human)

Init +1; Senses Perception +7

DEFENSE

AC 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +1 natural, +3 shield)

hp 94 (14d8+28)

Fort +12, Ref +7, Will +16

OFFENSE

Speed 20 ft.

Melee +1 adamantine light mace +16/+11 (1d6)

Ranged +1 light crossbow +12 (1d8+1/19–20)



Retrovio Peravali

Special Attacks channel negative energy 6/day (DC 20, 7d6), staff of order (7 rounds, 2/day)

Domain Spell-Like Abilities (CL 14th; concentration +19) 8/day—copycat (14 rounds), touch of law
At will—master's illusion (14 rounds/day)

Cleric Spells Prepared (CL 14th; concentration +19)

7th—*blasphemy* (DC 22), *dictum*^o (DC 22), *mass cure serious wounds*

6th—*blade barrier* (DC 21), enlarged *flame strike* (DC 20), *hold monster*^o (DC 21), enlarged *summon monster V*

5th—*false vision*^o, *flame strike* (2, DC 20), *spell resistance, true seeing*

4th—*confusion*^o (DC 19), *death ward, greater magic weapon* (2), *order's wrath* (DC 19), *unholy blight* (DC 19)

3rd—*cure serious wounds, dispel magic, magic circle against chaos*^o, *magic circle against good*, enlarged *shatter* (DC 17), *water walk*

2nd—*align weapon* (law only)^o, *bear's endurance, bull's strength, cure moderate wounds* (2), *resist energy*

1st—*cause fear* (DC 16), *divine favor* (2), *doom* (DC 16), *infernal healing*^{swg}, *protection from chaos*^o, *shield of faith*

0 (at will)—*bleed* (DC 15), *create water, mending, stabilize*

D domain spell; **Domains** Law, Trickery

STATISTICS

Str 8, Dex 12, Con 12, Int 13, Wis 20, Cha 16

Base Atk +10; CMB +9; CMD 20

Feats Alertness, Channel Smite, Enlarge Spell, Guided Hand^{uc}, Persuasive, Scribe Scroll, Selective Channeling, Toughness

Skills Bluff +13, Diplomacy +15, Heal +15, Intimidate +5, Knowledge (planes) +11, Knowledge (religion) +18, Perception +7, Sense Motive +26, Spellcraft +18

Languages Common

Combat Gear *potion of cure moderate wounds, scroll of cure moderate wounds, scrolls of cure serious wounds* (3), *scroll of mass cure serious wounds*, adamantine bolts (50), alchemical silver bolts (50); **Other Gear** +2 *scale mail*, +2 *light steel shield*, +1 *adamantine light mace*, +1 *light crossbow*, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of mental prowess* +2 (Wis, Cha), key ring, silver unholy symbol of Asmodeus, crushed jade (250 gp), eye ointment (250 gp), 87 gp

A miller's son from the outskirts of Ostenso, Retrovio Peravali dreamed of a life of importance, influence, and power from an early age. As a young man, he strove tirelessly in the mill to complete his work early, giving him time to make the hour-long journey to Ostenso to hear the teachings of the priests of Asmodeus in the temple there. He eventually left the mill and dedicated his life to the Prince of Lies, and has risen to a position of authority that has earned him his place on the *Impervious*.



VORREA TALMINARI **CR 15**

XP 51,200

Female middle-aged human magus 16 (*Pathfinder RPG Ultimate Magic* 9)

LN Medium humanoid (human)

Init +1; **Senses** Perception +8

DEFENSE

AC 21, touch 12, flat-footed 20 (+8 armor, +1 deflection, +1 Dex, +1 natural)

hp 95 (16d8+20)

Fort +13, **Ref** +8, **Will** +12; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee +1 *axiomatic cutlass* +17/+12/+7 (1d6+6/15-20) or mwk light mace +16/+11/+6 (1d6+3)

Ranged mwk light crossbow +14 (1d8/19-20)

Special Attacks greater spell combat, improved spell combat, spell combat (-2 attack, +2 concentration, double bonus), spellstrike

Magus Spells Prepared (CL 16th; concentration +19)

6th—*chain lightning* (DC 19)

5th—*cone of cold* (DC 18), *corrosive consumption*^{UM}, *overland flight*

4th—*black tentacles*, *greater infernal healing*^{ISWG}, *wall of fire*, *wall of sound*^{UM}

3rd—*blink*, *fly*, *force hook charge*^{UM}, *force punch*^{UM} (2, DC 16), *lightning bolt* (DC 16)

2nd—*blur*, *cat's grace*, *frigid touch*^{UM} (2), *scorching ray* (2)

1st—*adjuring step*^{UC}, *frostbite*^{UM} (2), *hydraulic push*^{APG}, *shield*, *shocking grasp*

0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *flare* (DC 13), *ray of frost*

STATISTICS

Str 17, **Dex** 13, **Con** 13, **Int** 17, **Wis** 11, **Cha** 13

Base Atk +12; **CMB** +15 (+17 disarm); **CMD** 27 (29 vs. disarm, 31 vs. overrun, 31 vs. trip)

Feats Combat Casting, Combat Expertise, Critical Focus, Disarming Strike^{APG}, Extra Arcane Pool^{UM}, Focused Discipline, Improved Critical (cutlass), Improved Disarm, Nimble Moves, Weapon Focus (cutlass), Weapon Specialization (cutlass)

Skills Acrobatics +8 (+12 to maintain balance, +11 to jump), Climb +14, Fly +11, Intimidate +12, Knowledge (arcana) +14, Knowledge (engineering, geography) +11, Perception +8, Profession (sailor) +19, Spellcraft +22, Swim +11

Languages Common, Infernal, Polyglot

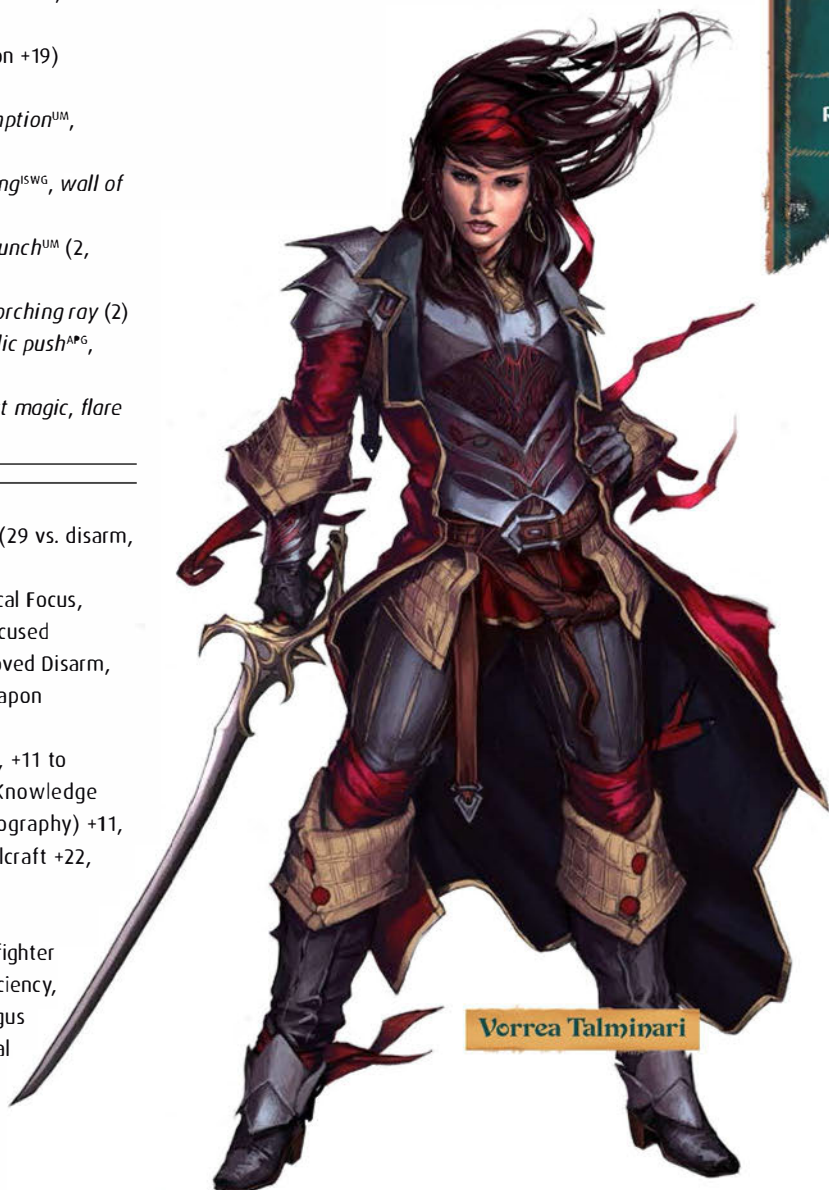
SQ arcane pool (13 points, +4), counterstrike, fighter training (fighter level 8), heavy armor proficiency, improved spell recall, knowledge pool, magus arcana (arcane accuracy, concentrate, critical strike, hasted assault, pool strike +6d6), medium armor proficiency

Combat Gear *potion of cure moderate wounds*, *potion of water walk*; **Other Gear**

+2 *balanced*^{UE} *light fortification*^{UE} *agile breastplate*^{UE}, +1 *axiomatic cutlass*, mwk light crossbow with 20 bolts, mwk light mace, *amulet of natural armor* +1, *belt of physical might* +2 (Str, Con), *cloak of resistance* +2, *headband of inspired wisdom* +2, *ring of protection* +1, spellbook, spell component pouch

SPECIAL ABILITIES

Focused Discipline Captain Talminari gains a +2 bonus on all saving throws against fear effects. Whenever a fear effect targets her and fails to affect her (either because of a successful saving throw or because of immunity to fear), she gains a +2 morale bonus on attack rolls, weapon damage rolls, and combat maneuver checks against the creature that attempted to use the fear effect on her for 1 round. (This feat originally appeared on page 286 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.)



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Kraken's Spite

“Our keel is seasoned with salt and battle-sweat. Our mast boasts trophies from a hundred slaver ships. I have watched boneless arms rise like serpents from the churning sea, longer than the oaken masts they crushed in their coils! My warriors have defeated drowned men who staggered at us with axes in their hands and crabs where they once had eyes! We have cloven storms in twain and tamed the winter wurm! We have sailed to the hallowed halls of eternal kings and back again. We are storm-washed and battle-hardened, and neither serpent nor slaver has tested our mettle and lived!

We have survived the wrath of nameless gods, and the valkyries themselves guide my steel! Do you heed my words? Look upon the Stormcleavers! Death had her taste of us, and she spat us out! Did you truly think your teeth sharper than hers?”

—Steermaster Kjell Snarribrand of the *Kraken's Spite*, humbly requesting the surrender of Captain Siavesh al-Madhi of Okeno



Through countless generations, viking fleets have swept down from the Lands of the Linnorm Kings to terrorize the coasts of Avistan. More recently, however, some Ulfen have tried to turn from pure pillaging to exploration and trade. No ship personifies this uneven transition as much as the longship *Kraken's Spite*. Patched together from the wreckage of a doomed armada, this longship and its crew have seized upon a second chance at life and glory. Suspended between their past as raiders and their present as explorers, they roam the seas in search of challenges worthy of song and enemies worthy of their steel.

Background

In 4709 AR, Ingimundr the Unruly, King of Broken Bay, launched an armada of longships to pillage the Inner Sea, a vainglorious attempt to overshadow the victories of his rival, White Estrid. Unfortunately for Ingimundr's legacy, however, the fleet never reached its destination.

As the armada closed in on Magnimar, a freak storm boiled out of starry skies, blowing half the fleet out to sea. The other half was not so fortunate. The storm sank longships by the score and drove dozens more aground, leaving wrecks scattered across hundreds of miles of the Varisian coast, from the Lady's Light to Roderick's Cove.

The sailors of the *Kraken's Spite* are survivors of that unnatural hurricane, which they call the Leviathan's Wrath. Those who were nearest to the eye of the storm claim to have seen a mass of tentacles rise up to crush ships and drag shrieking warriors to their doom—too many and too large, they insist, to have belonged to any single kraken.

Before the storm, Kjell Snarribrand was just a conscripted raider and apprentice shipwright. When he woke in the surf the morning after, his determination and braggadocio quickly made him the leader of a gang of ragged survivors. They spent months collecting castaways and scavenging parts from wrecks from which to build a new ship.

By autumn, the crew had built a new longship from the corpses of Ingimundr's fleet, and after much debate, Kjell dubbed it the *Kraken's Spite*. Fatefully, while out searching for supplies, Kjell met another displaced Ulfen with no ties to the fleet: an ex-slave named Asta who was herself traveling north after obtaining her freedom. Asta joined the crew when they set sail, and she and Kjell soon fell in love.

Kjell made two declarations as captain that remain contentious among his crew even today. First, they would turn their backs on the greed of distant kings, holding no loyalties outside the ship. Second, out of respect for Asta's bitter experience and Desnan beliefs, they would renounce pillaging and slave-taking, instead hunting any slaver ships they encountered.

Five years later, the crew of the *Kraken's Spite* still consists primarily of veterans of that tumultuous journey. Once conscripted reavers subject to the whims of King Ingimundr, they now serve no master and call no land their home. Yet the old ways die hard, and some in the crew still insist the

Ship Statistics

If used as part of the Skull & Shackles Adventure Path, the *Kraken's Spite* has the following ship statistics.

KRAKEN'S SPITE

Ulfen dragon ship (longship)

Colossal ship

Squares 3 (20 ft. by 75 ft.); **Cost** 13,000 gp

Init +1

DEFENSE

AC 14; **Hardness** 5

hp 675 (oars 400, sails 240, tiller 25)

Save +15

OFFENSE

Maximum Speed 30 ft. (muscle), 60 ft. (wind), or 90 ft. (muscle and wind); **Acceleration** 30 ft.

CMB +18; **CMD** 28

Ramming Damage 10d8

STATISTICS

Propulsion muscle, wind, or current

Sailing Check Diplomacy or Intimidate (muscle) or Profession (sailor) (current or wind)

Control Device tiller (steerboard)

Means of Propulsion 40 oars, 30 squares of sails (one mast)

Decks 1

Cargo/Passengers 5 tons/100 passengers

CREW

Asta Ormsdotter (NG female human rogue [acrobat^{AP6}] 2/bard 3)

Atli Gudrunson (N male werebear-kin skinwalker ranger 2; *Pathfinder Player Companion: Blood of the Moon* 6)

Rota of Grungir (CN female huldra⁸⁴ fighter 2)

Steermaster Kjell Snarribrand (CN male human barbarian [sea reaver^{UC}] 8; see page 47)

Valgerda Thread-Cutter (CN female human cleric of Gorum 6; see page 46)

47 Stormcleavers (CN human warrior 3; see page 46)

EQUIPMENT

Modifications magically treated sails, ram, smuggling compartments (2)

Cargo 2 points of plunder

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only true path to fortune and glory is raiding. Even those who aspire to better things are always itching for action.

Kjell and his council, admirably called the Valkyries by the crew, lead through sheer force of personality and tests of courage. While predominantly active in the Steaming Sea, the ship recently returned from a voyage to Arcadia, with treasures and tales from the foreign land as proof of its crew's accomplishments.



SHIP DESCRIPTION

The dragon ship *Kraken's Spite* measures 75 feet in length from stem to stern. It has a single deck, and its shallow draft allows it to traverse oceans and rivers with equal ease. The hull is planked in Varisian oak, but the ship's skeleton—its keel, ribs, mast, and more—was salvaged from the wreckage of King Ingimundr's hubris. The ship's name is proudly emblazoned on the bow in Skald runes, but close inspection finds a dozen or more names—*Ocean Mist*, *Wyrms Tooth*, *Valen's Spear*, and others—scratched into scavenged timbers by respectful survivors. Here and there, the wood still bears scars left by tentacle suckers the size of feasting platters.

1. Bow

The *Kraken's Spite's* most unusual feature is its two-headed draconic figurehead. One ornately carved linnorm's head looms high over the bow, staring out over the sea in the usual fashion of Ulfen longships, but a second head rides directly beneath it, jutting out from the prow just above the waterline. Among their many wild tales, the sailors claim that the two heads represent a fearsome tarn linnorm, sometimes adding that the figurehead can magically animate itself to snap at foes. In truth, Kjell's band of survivors simply salvaged two intact figureheads from the wrecks they found on the Varisian

coast. The crew's stubborn factions were unable to agree on which to abandon, and ultimately incorporated both into the keel. Their claims of magic are not entirely unfounded, however. The lower head, a particularly malevolent-looking wyrm salvaged from the wreck of the *Sea Shadow*, has proven unnaturally resilient and is now used as the ship's ram, "biting" other vessels without need for snapping jaws.

While the ship is underway, a lookout is always stationed at the bow, where high bulwarks provide cover against attacks originating from overboard. Asta Ormsdotter spends much of her time at this post, eagerly watching the horizon while regaling the crew with fanciful tales or leading them in bawdy songs.

2. Rowing Benches

Up to 40 Medium sailors can crew the oars here in packed conditions, 20 rowers to a side. When not in use, the oars are stowed along the center of the ship, stacked alongside two dozen harpoons, grappling hooks, coils of rope, and other common tools. The rowers sit on water-resistant sea chests where individual sailors store their personal gear. Between the oarlocks, wooden hooks allow the crew to secure heavy shields along the gunwales (or to remove them) as a standard action. A shield mounted on the rail provides cover to rowers seated directly behind it.



A single mast rises 35 feet above the deck, bearing a square-rigged sail with broad red and white stripes. Magically enhanced to seize the wind, this rig was another major find for Kjell's scavengers. The huldra Rota spends most of her time on duty near the mast, relaying orders fore and aft. Each time the *Kraken's Spite* defeats a slave ship, Rota adds a set of shackles to a growing chain slowly coiling its way up from the foot of the mast.

All hands report for duty when the oars run out, but traveling under sail requires far less exertion. When the ship is at rest, the crew sleep between their benches, bundled in fur-lined bedrolls crafted to comfortably hold two or more people. Predictably, the crew have little respect for concerns of privacy or hygiene.

The main deck is sectional. Each 5-foot-square panel can be lifted up to access the cramped hold below. Clearing and removing a deck panel requires a full-round action and provokes attacks of opportunity; removing a section of the deck turns that space into difficult terrain.

The *Kraken's Spite's* limited cargo space makes long, uninterrupted sea voyages impractical without magical aid, so the crew prefers to hug coastlines or hop between islands while underway. Whenever possible, they beach the ship at night, camping, hunting, and inspecting the hull on shore before leaving with the tide.

3. Steerboard

A long side-rudder is affixed to the gunwale here. Though the rudder has no magical properties, Kjell never leaves his lovingly carved steerboard unattended. A crew member guards the steerboard even when the ship is at rest. Kjell and his second, Valgerda Thread-Cutter, alternate the duty of piloting the ship from here, where they can keep a firm hand on the tiller, help brace the sail, and bellow commands to the rest of the crew.

4. Steermaster's Retreat

Less a cabin than a cramped wooden enclosure, this is where Kjell and the Valkyries rest while off duty, but they readily surrender their shelter for the benefit of ailing sailors or well-paying passengers. Kjell's retreat is cluttered with eclectic mementos of his travels, be they valuable trophies or ominous flotsam collected from the Varisian coast. A successful DC 20 Perception check reveals a concealed panel in the deck beneath piles of sour-smelling furs. This panel opens onto an isolated compartment in the hold where Kjell stores the ship's most valuable cargo.

Treasures of Arcadia

In the summer of 4713 AR, the crew of the *Kraken's Spite* set out on a spontaneous quest to storm the gates of the mythic realm of Valenhall. Sailing west across the

Ship's Crew

The *Kraken's Spite's* full crew complement is 52, and all either are Ulfen or have ties to the Linnorm Kingdoms. The common sailors, who call themselves the Stormcleavers (see page 46), follow the lead of the steermaster (captain) and his navigational council, who are known as the Valkyries. The ship's officers are listed below.

Asta Ormsdotter: Asta is Kjell's wife, and she looks every bit a valkyrie. She was born in Southmoor but sold into slavery during a clan war, and toiled for years in Katapesh before regaining her freedom and working her way north. A devotee of Desna, she teaches the wonder of the open road, and is the primary force shifting the crew's bloodlust to wanderlust.

Atli Gudrunson: The crew's most recent addition joined the crew during their visit to Arcadia, curious to see his forebears' much-mythologized homeland. So far, he's not overly impressed. As he's the ship's cook, his primary responsibility is leading hunts for game when the *Kraken's Spite* makes landfall.

Rota of Grungir: Rota was a prisoner aboard a longship smashed by the Leviathan's Wrath, forced to provide its captain with good luck. When Kjell's band of survivors rescued Rota and broke her cold iron chains, they gained her favor. She is a strange and capricious creature, fond of the old ways but enthralled by travel. The crew see her less as an officer and more as an emissary of fate.

Steermaster Kjell Snarribrand: The captain of the *Kraken's Spite* and husband of Asta Ormsdotter, Kjell Snarribrand has made the most of his lot, and in his patchwork longship, he sets his sights ever on greater plunder, glory, and adventure. For more information, see page 47.

Valgerda Thread-Cutter: A grim figure, Valgerda is the ship's war priest and battle tactician, with a keen eye for the prowess of potential foes. In practice, her spells often go toward replenishing the ship's limited supplies of food and water. For more information, see page 46.

northern Arcadian Ocean, they reached the ancient Ulfen colony of Port Valen that fall and found a town populated by Ulfen and Arcadians. The crew set out on foot to behold the Linnorm Kings' resting place for themselves—despite the protests of the people of Port Valen. They wandered aimlessly through the dense forests, hoping to pierce the veil of mythical Valenhall, but they were stopped by fey creatures that harried their expedition and urged them to turn back. No mix of compliments, threats, or boasting could impress the fey that blocked their path, but Rota's mediation did at least prevent offense. Turning back, the frustrated crew spent

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Ship's Tactics

The *Kraken's Spite* carries no siege engines; its greatest weapon is its crew, who are never more elated or united than when some sea monster or ship of malcontents decides to test their mettle. Because the ship has only a single deck, all hands can be ready for battle within minutes of sighting another vessel.

Kjell's vikings have no fear of storms and often try to lure vessels into rough seas before confronting them in ship-to-ship combat. When battle is joined, the Stormcleavers fill the sails and lean on the oars, lunging forward at full speed to ram, grapple, and board the enemy.

The *Kraken's Spite's* Stormcleavers surge over the rails as soon as they can, using Improved Overrun to shove defenders aside. While these raiders take on the common crew, Kjell and his Valkyries focus on officers and anyone else who looks particularly imposing. Kjell opens combat by raging and, if possible, skewering enemies with his harpoon before yanking them into the sea. In subsequent rounds, he leaps across the gap, hoping to bypass defenders at the rails and reach their leaders. The Valkyries follow on his heels, focusing on supporting Kjell, each other, and their crew with magic healing, bardic performance, and drawn steel.

Kjell or Valgerda calls for retreat if overwhelmed, but they may overextend themselves to try to rescue fallen comrades, and Kjell fights to the death to defend his wife Asta. Kjell and his crew hold grudges—if they survive a defeat, they're likely to stalk the ship that bested them, hoping for a chance at vengeance.

the winter exploring the coasts and waterways south of Port Valen. The expedition eventually blundered into a feud between a pair of metee-kolen-ol—once-human shamans with hearts of solid ice. After defeating them, the crew helped themselves to the shamans' eclectic treasures and set out for Avistan in the spring.

Plunder: The *Kraken's Spite's* plunder depends on its most recent battle or port of call. The ship has just returned from Arcadia, and the hold is packed with nearly a ton of walrus ivory and another ton of pelts from beavers, seals, and giant ermines, which are worth 2 points of plunder in total. Buried among the furs are an Okeno slaver's payroll (600 gp) and a collection of plague-cairn relics looted from their foes. These include several magic items the crew is wary of using, in some cases because of their similarities to Irriseni witchcraft. The crew is currently debating whether to sell these treasures or to present them to a Linnorm King—perhaps Sveinn Blood-Eagle or White Estrid—in a bid to gain the king's favor.

AVIARY OF SPIRITS		PRICE 16,000 GP
SLOT —	CL 9th	WEIGHT 5 lbs.

AURA moderate divination



This reinforced wicker box is decorated with images of owls, ravens, or other cunning birds. It has enough room for up to three Tiny birds to perch inside. Any bird of the animal type stored in the aviary for 24 hours becomes attuned to the aviary's magic, radiating the

same aura as the aviary itself. By issuing a command word and concentrating on the bond between their spirits, a user can direct a released bird to fly either to a known location (as with *animal messenger*) or in a specific direction. The bird flies in a direct route at its normal speed. For the next hour, by maintaining physical contact with the aviary, the user can scry through the bird's senses, making the bird the sensor for a *clairaudience/clairvoyance* spell. While scrying, the user cannot sense her own surroundings, but she can switch between her senses and the bird's as a move action.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
---------------------------	---------------

Craft Wondrous Item, *animal messenger*, *clairaudience/clairvoyance*, crafter must have 5 ranks in Handle Animal

FUNERARY CROWN OF THE TRUE KING		MINOR ARTIFACT
SLOT head	CL 16th	WEIGHT 4 lbs.

AURA strong abjuration



The curling horns that jut out from the temples of this splendid helm are actually fangs extracted from the jaws of a cairn linnorm. Created by and for the Linnorm Kings of old, the helm reserves its

power for wearers who have been targeted by a linnorm's death curse. For a worthy wearer, the *funerary crown* suppresses any death curse currently affecting the wearer and grants a +4 resistance bonus on saving throws to resist fear effects, poison, and all other curses. The helm also grants a +4 insight bonus on all Charisma-based checks the wearer attempts to influence other linnorm slayers. Once per month as a standard action, the wearer can summon an einherji (*Pathfinder RPG Bestiary* 4 84) for up to 10 minutes. This power is otherwise equivalent to a *summon monster VII* spell.

When placed on the brow of one who has never slain a linnorm, the helm instead subjects the unworthy wearer to the death curse carried by the last true Linnorm King to have worn the helm. This curse cannot be dispelled while the crown is worn, but ends as soon as the helm is removed.

DESTRUCTION

The *funerary crown of the true king* can be destroyed only if it is swallowed by Fafnheir, the Father of All Linnorms.

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RIMEHEART AMULET		PRICE 40,000 GP
SLOT neck	CL 9th	WEIGHT —
AURA strong abjuration		



These talismans are crafted by evil spellcasters on the first steps of the path of the wendigo. The amulet, a tiny human figure formed from unmelting ice, rests on the wearer's chest. When worn, it freezes the wearer's heart solid, chilling body and soul. The wearer immediately develops hypothermia, becoming permanently fatigued for as long as he wears the amulet, but is otherwise protected against cold weather by a constant *endure elements* effect. The amulet also grants 10 points of cold resistance, immunity to bleed effects, and a +4 resistance bonus on saving throws against spells with the emotion descriptor. Once per day as a standard action, the wearer can use *frigid touch* (*Pathfinder RPG Ultimate Magic* 221) as a spell-like ability. Removing the amulet thaws the wearer's heart but leaves him fatigued until he spends 8 hours warming up.

CONSTRUCTION REQUIREMENTS	COST 21,600 GP
Craft Wondrous Item, <i>calm emotions</i> , <i>endure elements</i> , <i>frigid touch</i> ^{UM}	

Adventure Hooks

The *Kraken's Spite's* sailors are unpredictable and potentially dangerous to other mariners, but their role in a nautical campaign need not be purely antagonistic.

Fate's Hourglass: It's natural to be superstitious when the crew has a huldra living openly onboard (a bushy fox tail and hollow back are difficult secrets to keep). The crew know that when Kjell broke Rota's chains, she promised to serve him ably for a set number of years, but only he knows when her pledge expires. In their retellings, the debt is always nearly repaid. Rota appears to enjoy her life at sea, but one never knows what she really thinks. The sudden departure of the luck-giving fey could spell disaster for the *Kraken's Spite*. As times become leaner and ventures less successful, the crew might demand to return to the service of a king who can keep them properly provisioned, or they might become vicious and pitiless raiders and pillagers, embracing evil in their desperation.

For the Glory: During a dockside tavern brawl, the Stormcleavers catch wind of the PCs' goals and careen off

after the same treasures. The loutish Stormcleavers have no real aim beyond inspiring new drinking songs, and their ham-fisted interference may threaten to scuttle the PCs' subtler plans.

Sea Shadow: The *Kraken's Spite* was not the only ship rebuilt from the flotsam of Ingimundr's armada. Grumi Frost-Eye, glory-hungry steermaster of the *Sea Shadow*, also rebuilt his vessel and crew, despite having drowned in the storm. When the armada mustered, Frost-Eye bonded his raiders in blood, making them swear to continue their conquests until their ship either returned home laden with plunder or sank to the ocean's depths. In death, the crew learned that their captain's blood rite had pledged them to the demon lord Dagon. When the *Sea Shadow* wrecked, only a handful of raiders survived. The rest staggered from the surf as draugr (*Pathfinder RPG Bestiary* 2 110), seeking to return to their vessel, but Kjell's survivors had already scavenged parts from their accursed ship. As long as the *Kraken's Spite* carries the *Sea Shadow's* stolen bones, the undead vikings cannot fulfill their unholy vow. Their barnacle-encrusted longship trails in the wake of the *Kraken's Spite*, sinking into the dark waters like a stone whenever the sun blazes. To scuttle the *Sea Shadow* for good, the *Kraken's Spite* must surrender its fearsome ram (and several ribs) to the briny deep. Only then can Grumi Frost-Eye and his cursed crew truly be put to rest.



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Key NPCs

The following characters exemplify the crew of the *Kraken's Spite*.

STORMCLEAVER CR 1

XP 400

Human warrior 3

CN Medium humanoid (human)

Init -1; **Senses** Perception +0

DEFENSE

AC 14, touch 9, flat-footed 14 (+4 armor, -1 Dex, +1 shield)

hp 19 (3d10+3)

Fort +4, **Ref** +0, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +6 (1d8+2/x3)

Ranged harpoon +2 (1d8+2/x3) or shortbow +2 (1d6/x3)

STATISTICS

Str 14, **Dex** 9, **Con** 13, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +3; **CMB** +5 (+7 overrun); **CMD** 14 (16 vs. overrun)

Feats Exotic Weapon Proficiency (harpoon), Improved Overrun, Power Attack

Skills Climb +5, Craft (ships) +5, Intimidate +5, Profession (sailor) +6, Swim +5

Languages Common, Skald

Combat Gear *potion of cure light wounds*, thunderstone; **Other Gear** mwk chain shirt, light wooden shield, harpoon^{UE}, mwk battleaxe, shortbow with 20 arrows, cold weather outfit, dice, assorted good-luck charms

The crew members of the *Kraken's Spite* call themselves the Stormcleavers. Coarse, deeply superstitious, and proud of their culture and their ship, they present a fiercely unified front to the rest of the world—one that happens to match many foreign stereotypes of drunken Ulfen. In truth, the Stormcleavers are much less cohesive than they appear, and often behave more like a dysfunctional family than a ship's crew.

VALGERDA THREAD-CUTTER

CR 5

XP 1,600

Female human cleric of Gorum 6

CN Medium humanoid (human)

Init +0; **Senses** Perception +3

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 48 (6d8+18)

Fort +7, **Ref** +2, **Will** +8

OFFENSE

Speed 20 ft.

Melee +1 *greatsword* +8 (2d6+4/19–20)

Ranged javelin +4 (1d6+2)

Special Attacks channel positive energy 4/day (DC 12, 3d6), seize the initiative (6/day)

Domain Spell-Like Abilities (CL 6th; concentration +9) 6/day—strength surge (+3)

Cleric Spells Prepared (CL 6th; concentration +9)

3rd—*bestow curse* (DC 16), *create food and water*, *magic vestment*⁰, *prayer*

2nd—*aid*⁰, *resist energy*, *sound burst* (DC 15), *spiritual weapon*, *summon monster II*

1st—*divine favor*, *endure elements*, *forbid action*^{MM} (DC 14), *magic weapon*⁰, *shield of faith* 0 (at will)—*detect magic*, *guidance*, *mending*, *purify food and drink*

D domain spell; **Domains** Strength, War (Tactics^{AP6})

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 16

Feats Combat Casting, Extra Channel, Toughness, Weapon Focus (greatsword)

Skills Appraise +6, Craft (ships) +7, Intimidate +5, Knowledge (religion) +8, Profession (sailor) +12, Sense Motive +8, Spellcraft +8, Survival +6

Languages Common, Skald, Sylvan

Combat Gear *potion of barkskin*, *potions of cure light wounds* (2), *scroll of water breathing*; **Other Gear** +1 *chainmail*, +1 *greatsword*, javelins (4), cold weather outfit, grappling hook, rope (50 ft.), silver holy symbol of Gorum, sunrods (2), 190 gp

A born warrior and staunch traditionalist, Valgerda Thread-Cutter serves as the voice of those in the crew who believe the *Kraken's Spite* should return to the old ways of blood and pillage. As the ship's cleric and war priest, she has a good eye for enemies' strengths and weaknesses.



Valgerda Thread-Cutter

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KJELL SNARRIBRAND

CR 7

XP 3,200

Male human barbarian (sea reaver) 8 (*Pathfinder RPG Ultimate Combat* 29)

CN Medium humanoid (human)

Init +1; **Senses** Perception +8

DEFENSE

AC 17, touch 9, flat-footed 16 (+5 armor, +1 Dex, -2 rage, +3 shield)

hp 89 (8d12+32)

Fort +13, **Ref** +6, **Will** +7

Defensive Abilities sure-footed; **DR** 1/—

OFFENSE

Speed 30 ft.

Melee +1 battleaxe +17/+12 (1d8+7/×3) or

mwk harpoon +17/+12 (1d8+9/×3)

Ranged mwk harpoon +12 (1d8+6/×3)

Special Attacks rage (20 rounds/day), rage powers (powerful blow +3, raging leaper +8, reflexive dodge^{uc} +2, renewed vigor [2d8+4 hp], rolling dodge +2)

TACTICS

Base Statistics When not raging, Kjell's statistics are **AC** 19, touch 11, flat-footed 18; **hp** 73; **Fort** +11, **Will** +5; **Melee** +1 battleaxe +15/+10 (1d8+5/×3) or mwk harpoon +15/+10 (1d8+6/×3); **Str** 18, **Con** 14; **CMB** +12, **CMD** 23; **Skills** Climb +14, Swim +10.

STATISTICS

Str 22, **Dex** 12, **Con** 18, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +8; **CMB** +14; **CMD** 23

Feats Exotic Weapon Proficiency (harpoon), Persuasive, Power Attack, Rugged Northerner^{SWG}

Skills Acrobatics +11, Bluff +7, Climb +16, Craft (ships) +7, Diplomacy +12, Intimidate +12, Perception +8, Profession (sailor) +12, Survival +10, Swim +12

Languages Common, Skald

SQ eyes of the storm, marine terror, Rota's luck, savage sailor +2

Combat Gear *elixir of swimming*, *potions of cure moderate wounds* (2), *potion of lesser restoration*, alchemist's fire (2), thunderstone;

Other Gear +1 chain shirt, +1 heavy wooden shield, +1 battleaxe, mwk harpoon^{uc}, *cloak of resistance* +1, cold weather outfit, assorted gold and silver trinkets (worth 450 gp), silver wedding armband (worth 100 gp), 58 gp

SPECIAL ABILITIES

Rota's Luck (Su) The huldra Rota blesses Kjell with good luck each day, granting him a +2 luck bonus on all saving throws, attack rolls, and skill checks. These bonuses are included in the statistics above.

Steermaster Kjell Snarribrand is a man of passion, not of planning. A natural leader brimming with coarse charm and fierce temper, he takes immense pride in his ship and

crew. He deeply respects Valgerda (even when he rejects her counsel), is duly deferential toward the otherworldly Rota, and is utterly smitten with his wife Asta. He is even-handed as a captain, asking nothing of his crew he will not do himself, and he is generous when dividing the spoils. Kjell is also a prickly hothead who brooks no insult, doesn't always learn from his mistakes, and is less courageous than he is heedless of danger. When he berates his enemies in battle, rattling them with boasts of his deadly prowess, he often believes half the lies he tells.

Kjell's goal in his new life is to challenge himself and his crew with adventures of ever-greater daring. For years, he never seriously considered returning to his birthplace in Bildt, for he is unwilling to bow before Ingimundr the Unruly's throne. Of late, however, he has started to dream of perhaps one day returning to Broken Bay after all... but not without a linnorm's head.



Kjell Snarribrand

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Mark of Yunnarius

“When the winds of the Great Hurricane howl like a hundred yeth hounds and the seas thrash mighty ships like twigs—that’s when they say the *Mark of Yunnarius* strikes. From a distance, it’s a sight to behold: all sweeping lines and elegant details, just as its elven creators intended, but with a hint of something rotten and sinister.

“As it gets closer, its nature become clear. The hull is blackened and scarred. The masts are splintered like lightning-wrought trees, and the tattered sails flutter like torn skin. But it’s the crew that’s the real menace—draugr elves, corpse-archers, and the bitterest banshee you can imagine. They say a dozen lifetimes of anguish drip from her scream. The faintest echo of it can boil a sailor’s blood, they say, and if this ship ever sails near yours, it’s the last thing you’ll ever hear.”

—Lyell Ransen, renowned storyteller from Port Peril



Even in the lawless Shackles, where bravery and fearlessness run thick in the residents' blood, the ghost ship *Mark of Yunnarius* inspires superstition and terror. The ship was once meant to carry its elven captain, Emalynday, and her allies to a far-off land she hoped to call home. But the treachery of Emalynday's lover and the tragedy that ensued transformed the beautiful sorceress and her crew into undead terrors that have haunted the Eye of Abendego for nearly half a century.

Background

To understand the commission of the *Mark of Yunnarius* and the tragic transformation of its crew, one must know the story of Emalynday, the charismatic elven sorceress who captained it in life and steers it now as a powerful banshee. Nearly 50 years ago, Emalynday arrived in Alendruan Harbor on Kepre Dua, the Shackles isle inhabited entirely by elves. She was on the run with her lover, the elven barbarian Imdlara, from assassins sent to murder Imdlara for her crimes against the wild elves of the Mwangi Expanse.

When Kaala Raingold, the self-proclaimed queen of the harbor, learned that these two wished to sail to Kyonin to seek a place in the elven homeland, Kaala commissioned a schooner for the women—the *Mark of Yunnarius*—on the condition that the elves would secure certain alliances in Kyonin for Kaala upon their arrival. Without hesitation, Emalynday and Imdlara agreed.

To crew the ship, Emalynday and Imdlara called upon the friends they made while staying in Alendruan Harbor. They included the infamous elven triplets Denhil, Lendhol, and Quendel Thenille, who had previously spent decades exploring the ancient ruins of Ghol-Gan. However, while Emalynday continued to recruit sailors, Imdlara was formulating plans of her own that had nothing to do with reaching Kyonin and living a peaceful life.

Imdlara and a few like-minded recruits decided that once the *Mark of Yunnarius* ventured away from Kepre Dua, they should use the ship for piracy and plunder—and earn far more profit than they would by simply following their predetermined course. Attached to her dreams and loyal to her benefactor, Emalynday rejected that idea. So Imdlara, who had always been far more crafty and wicked than the love-struck Emalynday knew, secretly plotted to murder her lover and captain the ship herself. She recruited several of the ship's crew members to her cause, and Emalynday was left unsuspecting and with few allies save for the triplets.

Soon, the *Mark of Yunnarius* embarked on its fated journey. When the ship approached the southernmost edge of the Eye of Abendego, Imdlara slit Emalynday's throat while she slept as allies slew the triplets. The barbarian had just overpowered the remaining crew members who were loyal to Emalynday when the unthinkable happened.

A terrible shriek emanated from Emalynday's quarters. The beautiful sorceress flew at her treacherous lover—only now, her delicate features were twisted in a mask of rage,

Ship Statistics

If used as part of the Skull & Shackles Adventure Path, the *Mark of Yunnarius* has the following ship statistics.

MARK OF YUNNARIUS

Ghost ship (sailing ship)
Colossal ship
Squares 3 (30 ft. by 95 ft.) **Cost** 24,500 gp
Init +17

DEFENSE

AC 21; **Hardness** 10
hp 3,240 (sails 360)
Save +14

OFFENSE

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.
CMB +27; **CMD** 37
Ramming Damage 8d8

STATISTICS

Propulsion wind or current
Sailing Check Profession (sailor)
Control Device steering wheel
Means of Propulsion 90 squares of sails (three masts)
Decks 3
Cargo/Passengers 150 tons/120 passengers

CREW

Denhil, Lendhol, and Quendel Thenille (NE male baykok^{B3} ranger 5; see page 54)
Emalynday (CE female banshee^{B2} sorcerer 10; see page 55)
Garethel Glindari (N male draugr captain^{B2} magus^{UM} 6)
Lenoral Millvana (N female draugr captain^{B2} fighter 5)
Nylindre (CN female witchfire^{B2})
30 draugr captain^{B2} sailors

EQUIPMENT

Modifications broad rudder, figurehead, magically treated hull
Cargo 6 points of plunder

and her body was as incorporeal as a mirage. Emalynday had become a banshee, and the foul energy released in the process had turned the slain triplets into baykoks. The undead elves quickly slaughtered the traitorous crew—some say they flayed Imdlara alive, although rumors persist that the elf still lives, imprisoned somewhere on the ship.

For the 50 years since that day, the *Mark of Yunnarius* has circled the Eye of Abendego. Emalynday's blinding rage prompts her to attack any vessel unlucky enough to pass nearby, and the undead crew is doomed to eternal servitude. It's unclear whether there's any way to rid the seas of the ghost ship, but one thing is clear: all self-respecting sailors who venture near the Eye flee at the first sign of any ship with tattered sails and a tarnished figurehead of an elven maiden.

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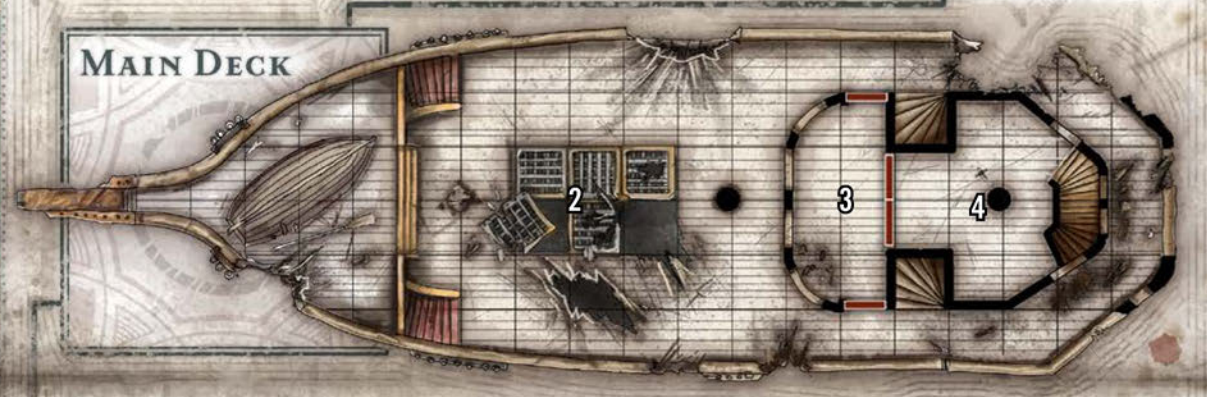
Mark of Yunnarius

Ravishing Ruby

MARK OF YUNNARIUS



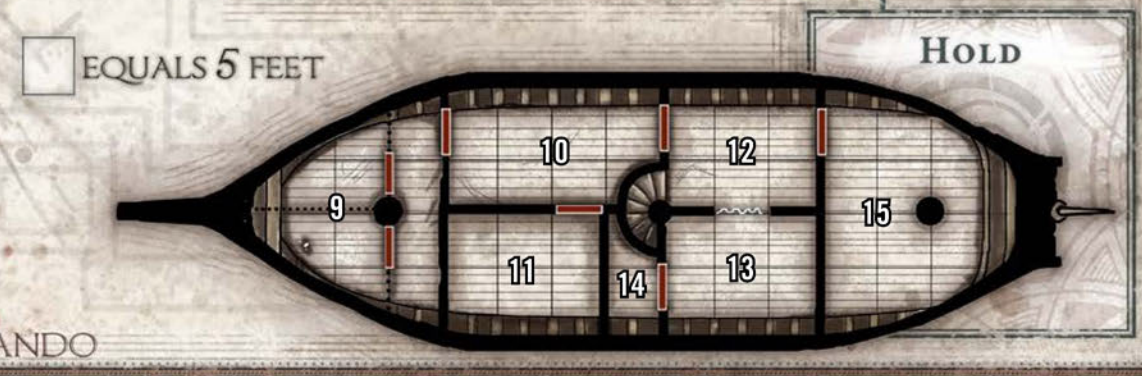
POOP DECK




MAIN DECK



LOWER DECK



HOLD

 EQUALS 5 FEET

BLANDO



SHIP DESCRIPTION

The *Mark of Yunnarius* is a schooner, once fine but now decrepit, and measures 95 feet from bow to stern and 30 feet abeam. While the ship's hull, sails, and riggings appear damaged (in some cases beyond the ability to function), the ship is held together by the necromantic energy that pervades it, so such details don't impact the ship's ability to sail.

1. Poop Deck

The poop deck is tiered, with a mezzanine-like promenade overlooking the main deck. The upper tier sports the *Mark of Yunnarius*'s steering wheel, and it is from here that Emalynday pilots the vessel using *mage hand*. The deck, which once boasted beautiful railings and marbled stairs, is full of splintered wood and mossy slicks.

2. Waist Deck

This open, dilapidated deck was once where the *Mark*'s elven crew went about their daily tasks. The undead elven triplets known in life as the *Unsung Three* prowl this deck, along many of the ship's draugr captain crew members. The three spend most of their time searching the horizon for ships with living creatures to annihilate, taking advantage of their ability to fly far from the ship and see farther distances from greater heights.

3. Captain's Quarters

This once-lavish cabin was the personal quarters of Emalynday and Imdlara. Anyone who succeeds at a DC 30 Perception check while searching the room finds a lockbox tucked underneath the bed. The lockbox (Disable Device DC 25) contains a music box worth 200 gp that plays a traditional Elven love song, Emalynday's personal journal, and an *orb of storms*.

The same wicked energy that transformed Emalynday into a banshee also haunts the epicenter of her betrayal. More information on haunts can be found on page 242 of the *Pathfinder RPG GameMastery Guide*.

EMALYNDAY'S VENGEANCE

CR 14

XP 38,400

CE haunt

Caster Level 14th

Notice Perception DC 26 (to hear the rising sound of uncontrollable sobbing)

hp 28; **Trigger** proximity; **Reset** 1 minute

Effect When this haunt is triggered, the shimmering image of a distraught, sobbing elven sorceress appears on the room's unmade bed. Just after she manifests, blood gushes from a gash in the sorceress's throat and she lets out a terrible, soul-chilling wail. All creatures in the room are subject to a *wail of the banshee* spell (DC 23).

Destruction If the banshee Emalynday is destroyed, so is this haunt.

Ship's Crew

The crew members aboard the *Mark of Yunnarius* who did not perish on the fateful night of Imdlara's betrayal were transformed into draugr captains (*Pathfinder RPG Bestiary* 2 110). In total, 32 crew members were transformed in this way, and they may be encountered throughout the vessel at the GM's discretion.

Since they require no sleep or sustenance, most of the undead crew work constantly on the main deck, sailing the ship or waiting patiently for a target vessel to come into view. Many of the ship's officers were also changed in this way, and use the same base draugr captain statistics as the rest of the crew, except for those characters noted below.

Denhil, Lendhol, and Quendel Thenille: Serving on the *Mark* as Emalynday's bodyguards and adventurous companions were elven triplets, known in the Shackles as the *Unsung Three* for their great bravery and unwillingness to accept the limelight. They now fly above the ship and amid its riggings as horrific baykoks. See page 54 for more information.

Emalynday: The murdered sorceress and sailor who became the ship's banshee captain, Emalynday was once a spirited elven castoff with a zest for the finer things in life. Her terrible betrayal at the hands of her lover doomed Emalynday and all around her to an unspeakable undeath. See page 55 for more information.

Garethel Glindari: Garethel served as the *Mark*'s boatswain and was Imdlara's main co-conspirator against Emalynday. Garethel blames Imdlara for his undead fate, and now serves his banshee captain with as much loyalty to her as he had treachery in life.

Imdlara (NE female elf barbarian 5): No longer technically a member of the crew, Imdlara remains aboard the *Mark* as one of the two living souls to call the vessel home. She's held captive in area 11.

Lenoral Millvana: Lenoral served as the ship's master-at-arms and was a close friend to Emalynday. In undeath, Lenoral became Imdlara's jailer. She wants Imdlara to spend the rest of her natural life in suffering aboard the ship. Lenoral hopes the elf will then rise to spend a terrible afterlife among those she damned by her betrayal.

4. Wardroom

This cabin was formerly a meeting room and common area for Emalynday, Imdlara, the *Unsung Three*, and the ship's other officers. Now its rich mahogany furniture is torn, the walls' colorful portraits are faded, and the bodies of four elven pirates who mercifully escaped undeath are slumped and rotting on the floor. A stairwell leads down to area 8.

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Along the cabin's port bulkhead is a locked hutch (Disable Device DC 30). Inside are a dozen rare books on elven lore, craftsmanship, magic, and more (worth 2,500 gp in total). In addition to these mundane texts are two magical tomes: a *tome of understanding* +1, and a *blessed book* containing no spells. Emalynday planned to give both as gifts to dignitaries in Kyonin on Kaala's behalf.

5. Ballroom

This cabin was once a small, elegant ballroom and general parlor area for the ship's passengers and officers. Its thick carpet is now shredded, and its furnishings are splintered. The cabin is generally occupied by six draugr pirates.

6. Wasted Stores

Barrels of moldy food, fetid drinking water, and other ruined supplies from the ill-fated voyage to Kyonin are stored here. Nothing of value remains.

7. "Living" Quarters

This small cabin serves as the quarters for the *Mark of Yunnarius's* sole living crew member, the sorcerer Melerian.

His lover, the changeling sailor Nylindre, was aboard the ship when all aboard were slain, and the powerful necromantic energy had the rare effect of turning her into a witchfire. Nylindre convinced Emalynday to sail the *Mark of Yunnarius* to the Sodden Lands coast, where the witchfire petitioned Melerian to join her aboard the vessel, and he has been a helpful member of the crew for decades since. With a *ring of sustenance* and a *necklace of adaptation*, he ensures that his biological needs are met, but his inability to touch Nylindre has driven him somewhat mad over the years.

MELERIAN **CR 13**

XP 25,600

CE male half-elf sorcerer 14 (*Pathfinder RPG NPC Codex* 171)

hp 79

NYLINDRE **CR 9**

XP 6,400

Witchfire (*Pathfinder RPG Bestiary* 2 284)

hp 115

8. Mess

The large cabin served as the mess for the ship's crew when they still required food. It now boasts a grotesque display of moldy table fixings, tattered place settings, and three dead elven bodies slumped in disarranged chairs.

9. Valuables Holds

These three storage holds are packed with rare and valuable gifts Emalynday and Imdlara were instructed to give these to prominent elves of Kyonin once they reached their destination. Kaala hoped these gifts would win her influence and allies. The crates and barrels here contain outrageously expensive items, including 12 crates of elven-made musical instruments, 10 crates of gemstone-encrusted vases and sculptures, and 10 crates of gold-inlaid linens and gowns. This cargo is worth a total of 6 points of plunder.

10. Main Hold

This hold once housed the mundane cargo meant to be traded along the journey to Kyonin as a means of paying the crew (as opposed to the valuable gifts for Kyonin diplomats held in area 9). After years of damage and rot, there's nothing of value left.

11. Brig

This area was once an infirmary for the *Mark of Yunnarius's* passengers and crew, but the undead elves who remain have converted it into a brig with one prisoner: Imdlara.



Mark of Yunnarius

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Two draugr crew members guard Imdlara, who is chained to the wall with masterwork manacles. Lenoral Millvana, the *Mark of Yunnarius's* former master-at-arms, carries the only key to Imdlara's restraints, and acts as a third guard. Imdlara begs anyone living who finds her to free her. She falsely claims innocence of any wrongdoing and is willing to say anything to escape the ship.

12. Crew's Berths

This cabin is filled with tattered hammocks in which the crew of the *Mark of Yunnarius* bunked prior to their deaths. Now no longer in need of sleep, the sailors rarely come to their former cabin, and the floor is littered with the mildew-covered remains of their personal effects.

13. Quartermaster

This cabin served as the quartermaster's workspace and armory, and once held the ship's tools, supplies, and armaments. Most of the weapons that used to be found here are now in the possession of the crew, and what remains is rusted and ruined. A sturdy door in the forward bulkhead is water-swollen and warped, and cannot be opened. It can be smashed with a successful DC 20 Strength check or if dealt 30 points of damage (hardness 5). The door leads to the officer's armory (area 14).

14. Officer's Armory

This small cabin held the most powerful and valuable weapons aboard the ship, which were reserved for the use of the captain and her officers. In the chaotic aftermath of the ship's conversion into a ghostly vessel, the key to the door was lost, and the decades of disrepair have made the room inaccessible to even those crew with mind enough to want to open it.

Within are three +1 *elven curve blades*, a golden +2 *composite shortbow* (worth an additional 4,000 gp as an art object), a suit of +3 *leaf armor* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 291), and three quivers containing a total of 100 +1 *arrows*.

15. Officer's Quarters

These utilitarian quarters were once the domain of the *Mark's* officers. Six watertight footlockers are found here (Disable Device DC 20); one is trapped with a magical trap meant to shock any thief attempting to access it. As this is the lowest of the ship's decks, the floor here is soggy and holds about an inch of standing water. If the trap is triggered, it arcs to affect all creatures touching the cabin floor.

SHOCKING LOCK

CR 13

XP 25,600

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; Reset none

Ship's Tactics

The *Mark of Yunnarius* sails an endless loop on the outskirts of the Eye of Abendego. As captain, Emalynday hopes to encounter ships that are traveling dangerously near the storm, either unintentionally or in an effort to evade authorities. She pilots the ship only at night, as she is powerless in the light of the sun; during the day, one of the *Unsung Three* or a draugr captain pilots it.

Lacking siege weaponry of any kind, the *Mark of Yunnarius* is most effective when it can ram or pull alongside an enemy vessel to grapple and board its prey. Emalynday, Nylindre, and the *Unsung Three* can fly, and they either take the fight to their targets or act as magical artillery and archery support from afar.

Effect (empowered *chain lightning*, 11d6 electricity damage +50%, Reflex DC 20 half [DC 18 for secondary targets]); multiple targets (all creatures touching the floor in area 15)

Adventure Hooks

There are many ways PCs might encounter the *Mark of Yunnarius* when they sail near the Eye of Abendego. Below are but a few examples.

Alendruan Harbor Seeks Answers: Despite all the terrible rumors about the *Mark of Yunnarius's* fate, Kaala has never received confirmation that Emalynday and the crew have indeed become undead. All Kaala knows is that the ship never arrived in Kyonin, and she would pay well to know what exactly happened to it, since she spent a considerable amount on it. She recruits only the bravest adventurers to seek the ship that's become the target of such heinous rumors.

Missing Daughter: Emalynday is the daughter of Trindhil, an Ekujae elf chieftain in the Mwangi Expanse, and before she came to the Shackles, she was poised to inherit tribal leadership. However, her father forbade her relationship with the fugitive Imdlara, so Emalynday fled the Mwangi Expanse to be with her lover. Fifty years may have passed, but Emalynday's father still seeks his daughter. In recent years, he's employed adventurers to travel to her last-known location—the Shackles—to discover her fate.

Unlucky Winds: Any ship that sails in the vicinity of the Eye of Abendego might be unlucky enough to cross the *Mark's* path, particularly if an unexpected storm blows it off course. A few unscrupulous Shackles captains have even been known to purposely manipulate their enemies into sailing near the Eye in the hopes that Emalynday and her undead crew will eliminate the pirates' problems for them. If a ship finds itself within sight of the *Mark*, the best strategy is to run, as the ghost ship pursues prey for only a dozen miles or so before returning to its previous course.

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Additional Haunt

While some locations aboard the *Mark of Yunnarius* feature specific undead creatures or haunts, some do not. The following haunt can be added to any location without an existing creature, haunt, or trap, at the GM's discretion. Appropriate locations for this haunt are areas 4, 5, 8, 9, and 10.

LOVER'S RAGE

CR 15

XP 51,200

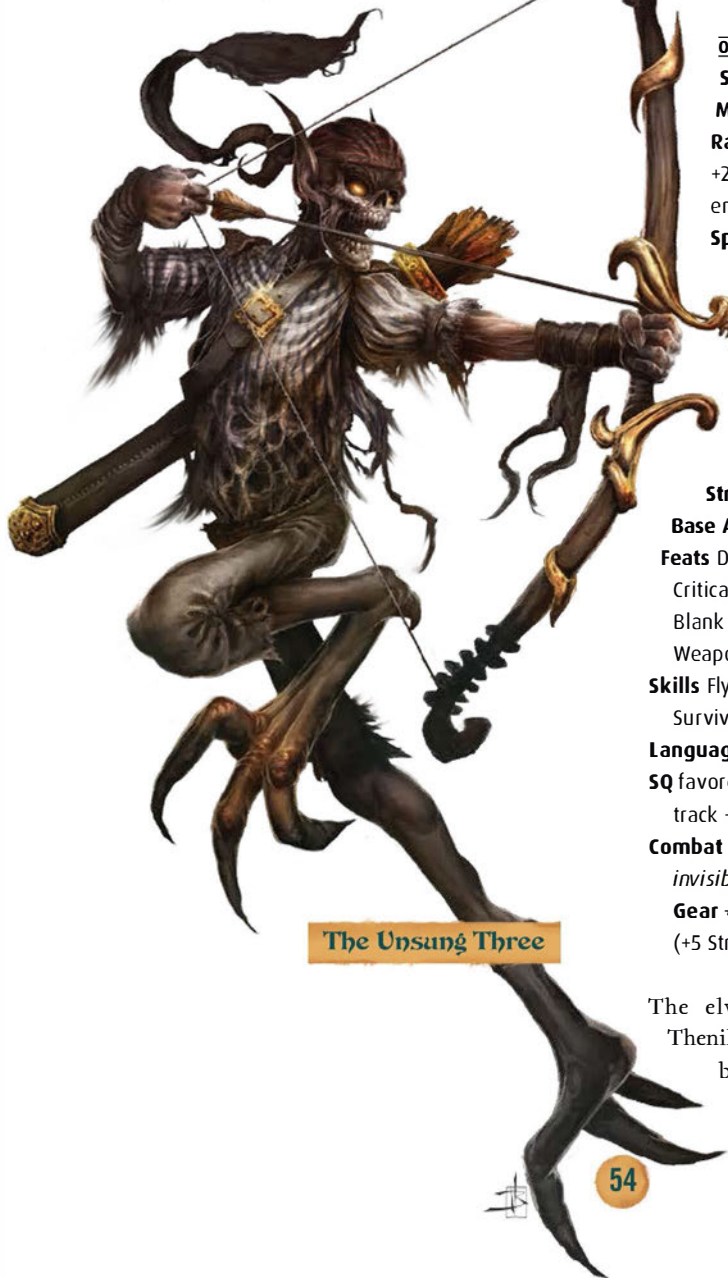
CE haunt (any area up to a 35-foot radius)

Caster Level 15th

Notice Perception DC 32 (to hear a woman's voice incredulously whisper "no")

hp 30; **Trigger** proximity; **Reset** 1 minute

Effect When this haunt is triggered, a woman's voice—that of Emalynday—begins screaming "No!" Then she shrieks, in a most anguished and enraged voice, "I loved you!" A random creature in the area is targeted with *power word kill*.



The Unsung Three

For that target, these last words bring a pain so bright and absolute it literally breaks her heart. This spell effect has the emotion descriptor.

Destruction If Emalynday is destroyed, so is this haunt.

Key NPCs

The following characters represent the most powerful creatures aboard the *Mark of Yunnarius*.

THE UNSUNG THREE (3)

CR 14

XP 38,400 each

Male baykok ranger 5 (*Pathfinder RPG Bestiary 3* 35)

NE Medium undead

Init +11; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 29, touch 17, flat-footed 22 (+5 armor, +6 Dex, +1 dodge, +7 natural)

hp 194 each (20 HD; 15d8+5d10+100)

Fort +15, **Ref** +17, **Will** +12

Immune undead traits

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +21 (1d6+5)

Ranged +2 *seeking composite longbow*

+26/+21/+16/+11 (1d8+7/19–20/x3 plus 1d6 negative energy and paralysis)

Special Attacks combat style (archery), devour soul (DC 22), dread howl (DC 22), favored enemy (elves +2, humans +4), infused arrows (DC 22)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*gravity bow*SM, *resist energy*

STATISTICS

Str 21, **Dex** 24, **Con** —, **Int** 9, **Wis** 12, **Cha** 20

Base Atk +16; **CMB** +21; **CMD** 39

Feats Deadly Aim, Dodge, Endurance, Far Shot, Improved Critical (longbow), Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow)

Skills Fly +29, Intimidate +23, Perception +19, Stealth +25, Survival +19

Languages Common, Elven

SQ favored terrain (water +2), hunter's bond (companions), track +2, wild empathy +10

Combat Gear *greater arrow of human slaying*, *potions of invisibility* (2), *wand of cat's grace* (12 charges); **Other Gear** +3 *leather armor*, +2 *seeking composite longbow* (+5 Str), *cloak of resistance* +1

The elven triplets Denhil, Lendhol, and Quendel Thenille—the Unsung Three—were renowned hunters before they joined the crew of the *Mark of Yunnarius*. Now they serve as Emalynday's most trusted allies and fierce combatants.

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EMALYNDAY

CR 18

XP 153,600

Female banshee sorcerer 10 (*Pathfinder RPG Bestiary 2* 41)
CE Medium undead (incorporeal)

Init +17; **Senses** darkvision 60 ft., hear heartbeat;
Perception +42

DEFENSE

AC 31, touch 31, flat-footed 17 (+7 deflection, +13 Dex, +1 dodge)

hp 323 (29 HD; 19d8+10d6+203)

Fort +16, **Ref** +24, **Will** +26

Defensive Abilities incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +33 (14d6 negative energy plus terror)

Special Attacks terror (DC 26), wail (DC 28)

Bloodline Spell-Like Abilities (CL 10th; concentration +17)

At will—fleeting glance (10 rounds/day)

10/day—laughing touch

1/day—shadow walk

Sorcerer Spells Known (CL 10th; concentration +17)

5th (4/day)—*dominate person* (DC 26)

4th (6/day)—*crushing despair* (DC 25), *detonate*^{APG} (DC 21),
poison (DC 21)

3rd (8/day)—*deep slumber* (DC 24), *fireball* (DC 20),
haste, *hold person* (DC 24)

2nd (8/day)—*acid arrow*, *false life*, *hideous laughter* (DC 23),
scorching ray, *web* (DC 19)

1st (8/day)—*charm person* (DC 20), *entangle* (DC 18),
mage armor, *magic missile*, *shield*, *true strike*

0 (at will)—*acid splash*, *bleed* (DC 17), *daze* (DC 21),
detect magic, *ghost sound* (DC 17), *haunted fey aspect*^{UC}, *mage hand*, *ray of frost*, *read magic*

Bloodline fey

STATISTICS

Str —, **Dex** 36, **Con** —, **Int** 8, **Wis** 22, **Cha** 24

Base Atk +19; **CMB** +32; **CMD** 50

Feats Ability Focus (wail), Alertness, Combat Reflexes, Dodge, Eschew Materials, Greater Spell Focus (enchantment), Heighten Spell, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Quicken Spell, Spell Focus (enchantment), Spring Attack, Step Up, Weapon Focus (touch), Wind Stance

Skills Fly +21, Knowledge (arcana) +12, Knowledge (geography) +8, Perception +42, Profession (sailor) +19, Sense Motive +32

Languages Common, Elven, Polyglot

SQ bloodline arcana (+2 DC for compulsion spells), woodland stride

Emalynday began life as the capricious daughter of Trindhil, chieftain of a tribe of Ekujae elves in the Mwangi Expanse. Even before she reached adulthood, the thought of inheriting her father's

responsibilities—and spending her days in such an isolated place—made her uneasy. And so Emalynday pursued her natural arcane abilities and hoped for a different fate in a more exotic locale.

Soon after reaching adulthood, Emalynday went exploring the wilderness and came across a striking elven barbarian named Imdlara. The passionate sorceress quickly fell in love, but never suspected that the barbarian was fleeing prosecution for several murders.

Imdlara told Emalynday that the elven tribes persecuted her unjustly, and so Emalynday took the barbarian before her father to beg for his help. Because he knew the nature of Imdlara's crimes, though, Trindhil refused—and forbade his daughter from consorting with the criminal.

Rather than abandon Imdlara, Emalynday fled the Mwangi Expanse, and the two stayed one step ahead of Imdlara's pursuers. They wound up in the Shackles, where—thanks to the wicked Imdlara—the elven leader Kaala set into motion a chain of events that led to tragedy.



Emalynday



Ravishing Ruby

“So, ye found a stomach fer resistin’, didya? Ye must not’ve heard the stories, then. Well, here’s one! When I was just a lass, I found meself scufflin’ with some real devilish scallywags. Werewolves, the lot of ’em. Aye, they bit and scratched me, and they took me eye and half me nose fer good measure. How’d I repay ’em? I stabbed ’em with silver, right through their dark hearts. Then, afore they breathed their last, I fed ’em to the sharks. Ah, how they screamed and thrashed, and cried fer me to save ’em! How their blood turned the sea red!

“Ha! I laughed as they died, and those poor pups only stole me eye. I’ve another, y’see, but I only had the one ruby. I’m figurin’ I owe the bilge-suckin’ worm who took me stone double the treatment and more.

“And ye were figurin’ to come out better? Ye may not be the fools who stole me gem, but I’m not one fer carin’. Ye ain’t gettin’ no mercy from me.”

—Aurora “Cyclops Jane” Henley, captain of the *Ravishing Ruby*



The notorious pirate ship known as the *Ravishing Ruby* has a long, bloody history that began 20 years ago when it was commissioned in Taldor as a trade vessel. In those early days, the ship belonged to a greedy merchant who daringly traded near the pirate-infested waters of the Fever Sea. Now, the stolen brigantine sails the treacherous seas surrounding the Shackles under Captain Aurora “Cyclops Jane” Henley, a pirate obsessed with retrieving a lost bauble that she believes is the key to a priceless secret.

Background

The *Ravishing Ruby* began its existence 20 years ago as a Taldan smuggling ship named *Fortune Smiles*, which made regular trips to Rahadoun, where the wealthy would pay lavish prices for the rare gems the ship’s owner specialized in.

After only a few years in service, however, the ship’s bumbling captain steered it wildly off course during a raging storm, ending up in the Fever Sea, where it was plundered by a pirate crew under the flag of Free Captain Havalas Grudd. Grudd renamed the captured brigantine the *Five-Finger Discount* and gifted it to a young ally by the name of Tomass “Razortooth” McGraw.

Razortooth recruited some of the Shackles’ most promising young scoundrels and carved a name for himself among the region’s merciless pirate captains. Razortooth’s willingness to mentor young pirates led to his downfall, however, after he gave a young woman named Aurora “Cyclops Jane” Henley a place on his ship.

Ambitious to a fault but grateful for the job, Cyclops Jane served faithfully as Razortooth’s favorite protegee—at first. She soon discovered the ship’s hidden compartments were unused and the ship’s taking were pitiful, and surmised that Razortooth was incompetent. In the aftermath of a successful attack against an Osirian luxury ship, Cyclops Jane and her co-conspirators struck. Their mutiny claimed the lives of Razortooth and all his loyal officers, and Cyclops Jane became the ship’s full-fledged captain.

When the dust settled and Captain “Cyclops Jane” Henley inventoried the loot from the fallen Osirian vessel, she discovered among the opulence a strange piece: a fist-sized ruby that, when held to the eye, revealed a tiny treasure map somehow etched into the interior of its facets. When she next arrived in port, the captain consulted an oracle, who told her that the map led to an ancient power source that could make her immortal. With her insatiable ambition irreversibly piqued, Captain Henley renamed her ship after the beautiful ruby and set about following the strangely wrought map.

Before the *Ravishing Ruby* could make it out of the chaotic waters surrounding the Shackles, however, a ship loyal to Grudd—who took none too kindly to the mutiny against Razortooth—ambushed the vessel. Captain Henley and her crew fought off the attackers despite being outnumbered, but the crafty pirates made off with her prized ruby. Ever since, Captain Henley has been obsessed with hunting down Grudd and his allies, murdering them for humiliating her,

Ship Statistics

If used as part of the Skull & Shackles Adventure Path, the *Ravishing Ruby* has the following ship statistics.

RAVISHING RUBY

Pirate brig (sailing ship)

Colossal ship

Squares 3 (30 ft. by 100 ft.); **Cost** 14,500 gp

Init +8

DEFENSE

AC 16; **Hardness** 5

hp 1,620 (sails 240)

Save +13

OFFENSE

Maximum Speed 90 ft. (wind); **Acceleration** 30 ft.

Ranged 6 light ballistae +10 (3d8), 4 light catapults +15 (4d6)

CMB +22; **CMD** 32

Ramming Damage 10d8

STATISTICS

Propulsion wind or current

Sailing Check Profession (sailor)

Control Device steering wheel

Means of Propulsion 60 squares of sails (two masts)

Decks 3

Cargo/Passengers 150 tons/120 passengers

CREW

Captain Aurora “Cyclops Jane” Henley (NE female human rogue [pirate^{UC}] 5/Inner Sea pirate 6; *Pathfinder Player Companion: Pirates of the Inner Sea* 24, see page 63)

Dressa “Tar Spit” Vokta (CN female dwarf bard [singer^{APG}] 5)

First Mate Auren Twistclaw (CN male human sorcerer 8; see page 62)

Jacin “Kid Catapult” Jones (CN male human rogue 2)

Neeria the Giant-Slayer (NE female half-orc barbarian 6)

Priam “Greasylips” Stubbs (N male human rogue [knife master^{UC}] 6)

45 pirate cutthroats (CE human fighter 6)

EQUIPMENT

Armaments 6 light ballistae^{UC} (port and starboard) with 200 light ballista bolts; 4 light catapults^{UC} (fore and aft) with 50 light catapult stones and 10 alchemist’s fire canisters^{UC}

Modifications ram, rapid-deploy sails, silk sails, 2 smuggling compartments

Cargo 4 points of plunder

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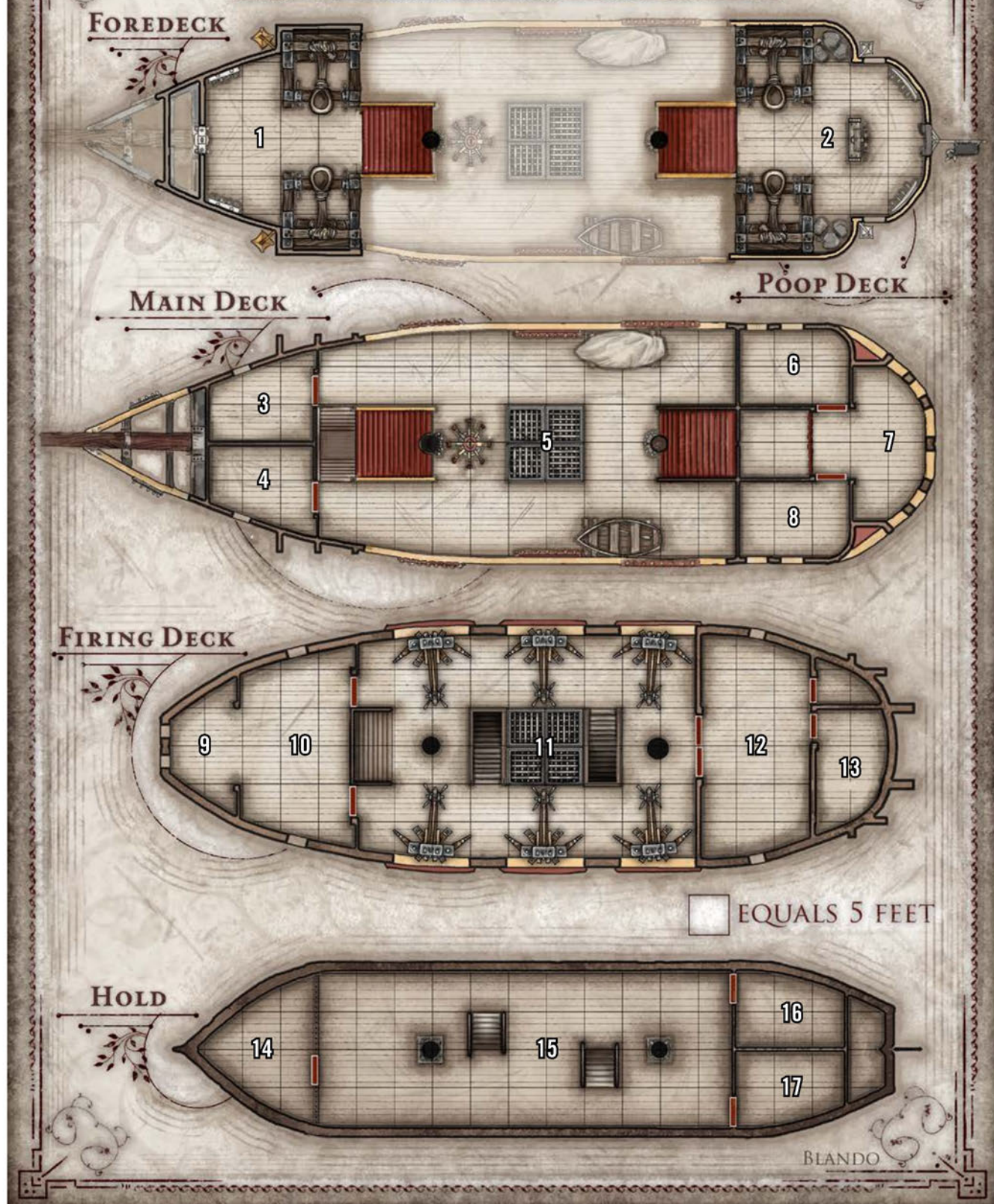
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and stealing her ruby back. This mission is made more dangerous by the fact that Grudd has placed a sizable bounty on her head, and because she can’t show her scarred face in Oyster Cay, Grudd’s homeport.

RAVISHING RUBY





SHIP DESCRIPTION

The *Ravishing Ruby* is a modified two-masted bark, measuring 100 feet from bow to stern and with a 30-foot beam. The ship typically flies black sails to make it harder to spot at night, and often runs dark in order to take its prey by surprise.

1. Foredeck

Two light catapults are positioned atop the *Ravishing Ruby*'s foredeck, both of which can be rotated to launch volleys forward as well as port and starboard. Open wooden crates containing a total of 25 light catapult stones and five alchemist's fire canisters are close at hand. At any given time, four pirate cutthroats are working on this deck, seeing to the ship's rigging and firing the catapults during combat.

2. Poop Deck

This raised deck at the stern of the *Ravishing Ruby* features the same armaments and regular crew as area 1, except the catapults here can be rotated to fire astern rather than forward. The ship's wheel is located on this deck, and is typically piloted by Dressa "Tar Spit" Vokta, the ship's navigator and helmsman. When in battle or preparing to raid another vessel, Captain Henley takes the helm and commands the ship's crew.

3. Topside Storage

This small cabin serves as all-purpose storage for sailing supplies. An auxiliary armory of a dozen light crossbows, 100 crossbow bolts, and 20 cutlasses is stored here, along with ropes, pulleys, sail patches, and other gear necessary to have closer to hand than the ship's hold (area 15).

4. Twistclaw's Cabin

This modest cabin is the abode of First Mate Auren Twistclaw, the ship's boatswain. A black woolen rug hides a secret compartment in the center of the floor (Perception DC 20), which contains a *necklace of fireballs* (type II), an *oil of flame arrow*, and an *elixir of fire breath*.

5. Waist Deck

This is the largest of the *Ravishing Ruby*'s weather decks, and is the primary area in which the pirates maintain daily operations. A contingent of 12 pirate cutthroats work here during normal operations.

6. Officers' Cabin

This cabin houses four bunks in which the *Ravishing Ruby*'s officers (save the captain and first mate) sleep in shifts. Lining the bulkheads beneath the bunks are six footlockers where the officers store their personal effects. Each is locked with a good lock, and contains situational wealth according to the character level of the officer who owns it (see the Ship's Crew sidebar).

7. Wardroom

This cluttered cabin serves as the captain's mess and wardroom, and holds Captain Henley's notes, maps,

Ship's Crew

In all, there are 53 souls aboard the *Ravishing Ruby*: pirate cutthroats, officers, and two prisoners. The ship's officers are detailed below.

Captain Aurora "Cyclops Jane" Henley: A ruthless pirate who has risen to captain through sheer brutality and mercilessness, Captain Henley requires absolutely loyalty from every pirate on her ship. See page 63 for more information.

Dressa "Tar Spit" Vokta: The ship's navigator and helmsman, Dressa "Tar Spit" Vokta is a surly dwarf who gets her nickname from the dark tobacco spit she hawks overboard into the sea. It's a mystery to the rest of crew where she gets her seemingly inexhaustible supply of chew, and how she manages to sing such clear and melodious sea shanties with a perpetually full mouth.

First Mate Auren Twistclaw: Boatswain on the *Ravishing Ruby*, Twistclaw was Cyclops Jane's primary co-conspirator in the mutiny against Captain Razortooth. Twistclaw respects Cyclops Jane because of her hard-line approach to managing the ship's rowdy pirates. See page 62 for more information.

Jacin "Kid Catapult" Jones: Jacin is the ship's 15-year-old cabin boy, and perhaps the sneakiest and most versatile member of the crew. As loyal as they come, Kid Catapult spies on the crew to ensure no one ever plans to mutiny against his captain.

Neeria the Giant-Slayer: Neeria is the ship's master-at-arms and second mate. Captain Henley sought Neeria out after witnessing the half-orc almost single-handedly take down a fire giant in the wilds outside Ollo.

Priam "Greasylips" Stubbs: Greasylips serves as both the ship's cook and ersatz surgeon. He learned how to slit throats while growing up in Port Peril, and he's translated these skills into cooking and questionable medical techniques. Captain Henley appreciates Greasylips' ability to tackle any role he's asked to fill.

navigation charts, and crew records, as well as faked cargo manifests. Despite the cabin's functional nature, it houses an imposing array of bizarre furniture, including an ostentatious desk made entirely of polished bone set in the center.

A red velvet curtain occludes a small square alcove, between the doors to areas 6 and 8, filled with bookshelves and three cabinets, in which the captain keeps the ship's navigational tools, maps, and other valuables. The cabinets are locked (Disable Device DC 30). Each contains an assortment of rare maps and drawings worth 850 gp (2,550 gp in total).

A successful DC 15 Perception check reveals a small lockbox (secured with a superior lock) in a hidden compartment beneath the alcove's floorboards. The lockbox, which is trapped, holds Captain Henley's actual ledgers. The trap can be bypassed by unlocking the box with the captain's key.

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POISON CLOUD TRAP

CR 9

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch; **Reset** none; **Bypass** use of Captain Henley's key
Effect poison gas (ungol dust); never miss; onset delay (1 round); multiple targets (all targets in area 7)

8. Captain's Cabin

This gaudy cabin, painted a deep crimson, serves as Captain Henley's personal cabin. A chest of drawers is secured to the inner wall. The four drawers within are locked (Disable Device DC 25) and contain 13 rubies worth a total of 200 gp, a *hat of disguise*, and two sacks of *dust of dryness*.

9. Crew's Hold

This small storage cabin is separated from the crew's quarters (area 10) by only a sheer curtain, and serves as the hold for the share of plunder that belongs to the ship's non-officers. Within are piles of burlap sacks, each labeled with

a different crew member's name. The curtain is generally drawn, but its transparent nature ensures that no one tampers with any of his fellow pirates' loot without being seen. The wealth within these sacks is largely left to the GM, and has not been incorporated into the ship's plunder value.

10. Crew's Quarters

The *Ravishing Ruby's* crew sleeps in this rather utilitarian area. The cabin is filled with hammocks, most of which contain the crew members' limited mundane possessions. At any given time, as much as a third of the crew can be found here, recovering from their most recent shift or sleeping off a night of drinking and gambling.

11. Firing Deck

The vessel's primary armaments occupy this deck. Light ballistae line the port and starboard bulkheads—three on each side. Beside each ballista is an open wooden crate. In all, there are 200 light ballista bolts on this deck. When the ship is not in combat, four pirate cutthroats attend to the ballistae's upkeep and ammunition inventories.

Jacin "Kid Catapult" Jones, the youngest member of the *Ravishing Ruby's* crew, is also here, although he moves to areas 1 or 2 as needed during combat. Six pirates are needed to crew all the ballistae.

12. Mess

This cabin contains a well-used cooking area and beat-up benches where the *Ravishing Ruby's* sailors take their meals and spend their short breaks. A small larder stands adjacent to the mess, and contains the ship's cured meat, dry goods, and liquid provisions.

The ship's cook, Priam "Greasylips" Stubbs, is found here along with at least three pirate cutthroats. Although the cutthroats raucously join any fights that break out nearby, Greasylips prefers to exercise his considerable knife skills stealthily should the ship or this area come under attack.

13. Livery

This room is filled with cages of all sizes that hold chickens and donkey rats, as well as nearly a score of giant tortoises that require little food, water, or care and each provide hundreds of pounds of meat when butchered. Captain Henley stores exotic creatures she captures while raiding in this livery as well, unless they are too large, in which case she stashes them in the main hold (area 15).

14. Brig

Filled with shackles and stocks, this brig is where Captain Henley locks recently captured prisoners and any crew members who require disciplinary action. Only prisoners who might bring a hefty ransom are kept here; enemies of lesser importance she either



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presses into her service or executes. Only the captain and first mate carry the keys to the restraints. Otherwise, opening the fetters requires a successful DC 30 Disable Device check.

Currently chained to the bulkhead are a con artist, **Dreya Littletoe** (NE female half-elf bard 6; *Pathfinder RPG NPC Codex* 29), and a murderous halfling, **Lew “Swiftblade” Swailen** (CE male halfling fighter 4; *Pathfinder NPC Codex* 81), both wanted for crimes in Ollo. Captain Henley has captured them from an enemy ship and plans to collect a bounty from the port’s authorities. If the PCs free Littletoe and Swiftblade, they’re willing to help the PCs defeat Captain Henley and her crew—although neither prisoner can be trusted as an ally.

15. Main Hold

This open space is filled with the spoils of Captain Henley’s most recent exploits. Currently, the hold contains various cured leathers worth a total of 1 point of plunder.

16. Armory

This cramped cabin is stuffed with racks full of mundane weapons, armor, and supplies to mend the crew’s equipment when it becomes damaged. The *Ravishing Ruby*’s master-at-arms, Neeria the Giant-Slayer, is generally found here along with at least one pirate cutthroat serving as her assistant.

Because the *Ravishing Ruby*’s armaments and crew are currently readied for battle, the armory is relatively thin on supplies at the moment. The armor racks contain five suits of studded leather armor and one mithral shirt. The weapon racks contain three masterwork falchions, four +1 rapiers, and eight masterwork cutlasses, along with various broken martial weapons awaiting repair.

17. Captain’s Stash

This secondary hold contains Captain Henley’s personal haul of loot, and is strictly off-limits to all but the captain and first mate, each of whom has a key to the door (Disable Device DC 30). Much of the wealth in this room takes the form of coins, jewelry, art objects, and other easily traded commodities. This stash represents 1 point of plunder in itself, and the details of the contents are left up to the GM.

A secret door in the aft bulkhead (Perception DC 25 to notice) leads to a smaller hold in the stern of the vessel. While the crew know there’s a hollow space behind the armory, they feign ignorance, knowing it’s best to let the captain have her secrets. Inside the smuggler’s compartment are a case of Taldan crystal goblets worth 400 gp, a barrel of Vudrani saffron worth 450 gp, and 10 crates of silk bolts worth a total of 1,150 gp. The treasure in this secret compartment is worth 2 points of plunder.

Adventure Hooks

The *Ravishing Ruby* makes a great random pirate encounter for PCs traveling through the Fever Sea or near the Shackles who may otherwise not be part of a pirate-themed adventure. On the other hand, the intricacies of the ship’s

Ship’s Tactics

Captain Henley orders the *Ravishing Ruby*’s crew to attack any vessels that sail under Free Captain Havalas Grudd’s flag, ships she’s identified as easy prey, and ships she believes are trying to follow her.

In combat, the captain takes the helm and shouts orders from the poop deck. The crew launches siege engine attacks from range as the captain closes the distance between the ships. Once the *Ravishing Ruby* comes within 30 feet of an enemy vessel, Captain Henley attempts to ram the opposing ship. During the following rounds, her siege engine crews assist with attempts to grapple the enemy ship, if necessary. Once the ship is grappled, normal shipboard combat commences.

If the *Ravishing Ruby* is attacked unexpectedly with siege engines, the captain instructs her crew to return fire immediately while she attempts to position the ship for a ram maneuver. If the ship is boarded, all crew members on the weather decks defend the ship as best they can the first round it’s boarded. On the second round, Captain Henley relinquishes the helm and joins the fight. The following round, First Mate Twistclaw arrives on the waist deck and begins casting area-of-effect spells, targeting as many enemies as possible.

history and the motivations of its captain and crew can lead to many more long-term encounters. The seeds of several such campaigns follow.

Intrigue on the High Seas: Open combat is not the only means through which the Shackles’ notorious pirate lords seek to defeat one another. Although few pirate captains would knowingly take on Captain Henley and her crew, Havalas Grudd and his allies are constantly looking for newcomers to do their dirty work. If the PCs are upstart pirates seeking prestige in the Shackles, one of Captain Henley’s enemies might contract them to hunt her under the pretext of vanquishing a weaker rival.

Pawns in a Lovers’ Quarrel: Havalas Grudd is locked in a bitter conflict with his estranged lover, Wide Olga, over control of Oyster Cay. Wide Olga is well aware of the hatred between Grudd and Captain Henley, and if the PCs make a name for themselves in the Shackles, Wide Olga may seek them out. She asks the PCs to broker an alliance between her and Captain Henley, knowing that such an alliance could be beneficial for all parties—and deadly for Grudd.

Singular Obsession: Captain Henley is maniacally focused on retrieving her stolen ruby map, attacking nearly any ship she comes across in the mere hope that her target possesses knowledge of its current whereabouts. Were the PCs to come into possession of the ruby—by taking it from a fallen foe, finding it by chance, or having it given to them by someone who wants Captain Henley to hunt them down—the pirate would use all the resources at her command to retrieve it.

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Ravishing Ruby

Key NPCs

Among the crew of the *Ravishing Ruby*, few characters are as notable (nor as influential) as the captain and first mate, whose statistics are presented below.

AUREN TWISTCLAW CR 7

XP 3,200

Male human sorcerer 8

CN Medium humanoid (human)

Init +2; **Senses** Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+1 deflection, +2 Dex, +1 dodge)

hp 54 (8d6+24)

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

Resist fire 10

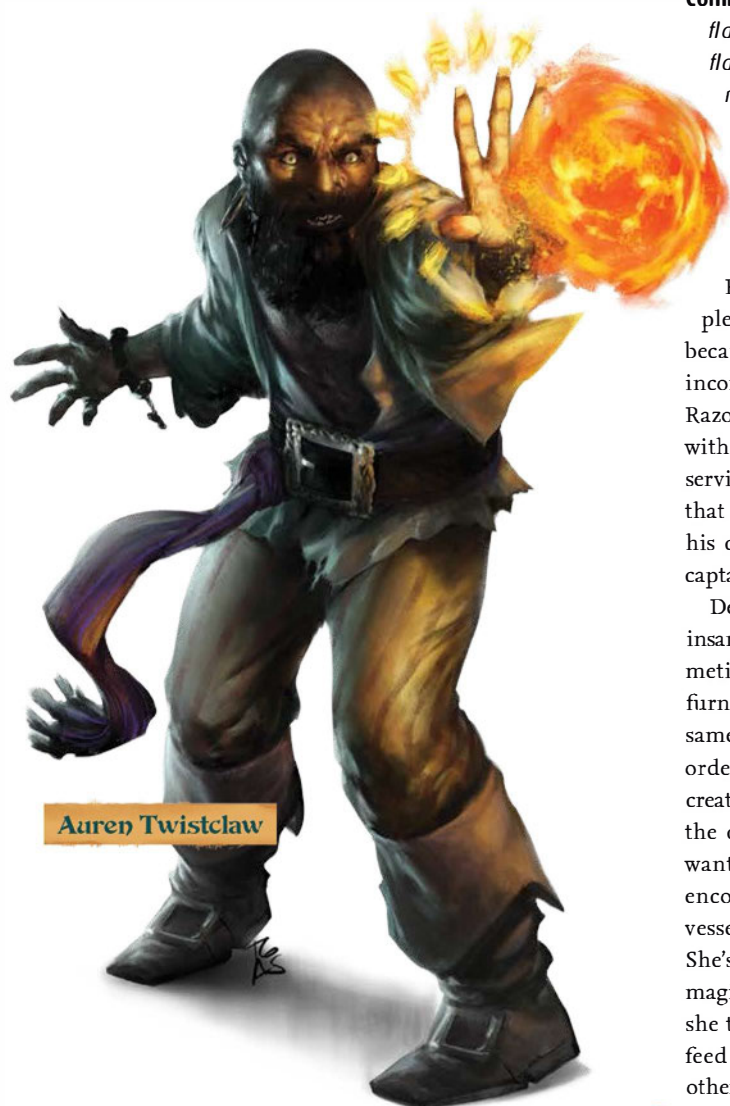
OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4+1/19–20)

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

7/day—elemental ray (1d6+4 fire)



Auren Twistclaw

Sorcerer Spells Known (CL 8th; concentration +12)

4th (4/day)—*wall of fire*

3rd (6/day)—*fireball* (DC 19), *haste*, *protection from energy*

2nd (7/day)—*fire breath*^{APG} (DC 18), *flaming sphere* (DC 18), *scorching ray*, *spontaneous immolation*^{UC} (DC 18)

1st (7/day)—*burning hands* (DC 17), *color spray* (DC 15), *grease* (DC 15), *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *light*, *mage hand*, *ray of frost*, *read magic*, *spark*^{APG}

Bloodline elemental (fire)

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 19

Feats Dodge, Empower Spell, Enlarge Spell, Eschew Materials, Greater Spell Focus (evocation), Lightning Reflexes, Spell Focus (evocation)

Skills Perception +4, Spellcraft +6, Use Magic Device +15

Languages Common

SQ bloodline arcana (change energy damage spells to match bloodline energy)

Combat Gear *potions of cure light wounds* (2), *scrolls of flame blade* (3), *scroll of flame strike*, *wand of produce flame* (15 charges); **Other Gear** mwk dagger, *cloak of resistance* +2, *ring of protection* +1, key ring, 23 gp

Auren Twistclaw is a man of few words and fewer frills, but he is one of the only people Captain Henley trusts with her life. He's a cruel man—he spent nearly 10 years as a sailor under Captain Razortooth, whose mutiny he facilitated with gusto and pleasure. Ultimately, Twistclaw betrayed Razortooth not because he agreed with Cyclops Jane that the captain was incompetent and a poor earner, but because he resented Razortooth for not taking notice of his considerable skill with magic and rewarding him accordingly. For Twistclaw, serving under Captain Henley is a promising situation that affords him powerful status and lets him indulge his cruelty by punishing sailors who run afoul of the captain's strict rules.

Despite his somewhat unpredictable and arguably insane nature and pyromaniacal tendencies, Auren is a meticulous man who keeps his cabin (area 4) sparsely furnished, austere decorated, and spotlessly tidy. The same attention to detail and his own sense of the proper order of things lead him to justify extreme violence and creatively sadistic punishments when he's disciplining the crew. The captain largely keeps him from causing wanton destruction to the *Ravishing Ruby*, instead encouraging him to take out his rage upon enemy vessels, traitors, or crew who simply don't cut muster. She's unaware of Auren's secret stash of pyrotechnic magic items beneath his cabin floor, however, and were she to discover this potential fire risk, she would likely feed her first mate to the sharks, as she has so many others who disappointed her.

Ships of the Inner Sea

AURORA "CYCLOPS JANE" HENLEY

CR 10

XP 9,600

Female human rogue (pirate) 5/Inner Sea pirate 6

(*Pathfinder Player Companion: Pirates of the Inner Sea 24*,
Pathfinder RPG Ultimate Combat 72)

NE Medium humanoid (human)

Init +8; **Senses** Perception +14

DEFENSE

AC 23, touch 16, flat-footed 18 (+6 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural)

hp 91 (11d8+38)

Fort +6, **Ref** +12, **Will** +6; +1 vs. fear and mind-affecting effects

Defensive Abilities evasion, uncanny dodge, unflinching +1

OFFENSE

Speed 30 ft.

Melee +1 rapier +14/+9 (1d6+2/18-20)

Ranged mwk light crossbow +12 (1d8/19-20)

Special Attacks sneak attack +5d6, swinging reposition

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +8; **CMD** 24

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Sea Legs^{UC}, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +10, Appraise +8, Bluff +8, Climb +8, Disguise +8, Intimidate +17, Knowledge (engineering) +2, Knowledge (local) +5, Perception +14, Profession (sailor) +14, Sense Motive +7, Sleight of Hand +8, Stealth +17, Swim +10

Languages Common

SQ pirate tricks (burst of speed, classic duelist, storm sailor, windrigger), rogue talents (weapon training)

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

Gear +2 *chain shirt*, +1 *rapier*, mwk light crossbow with 20 bolts, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of protection* +1, key ring, 143 gp

SPECIAL ABILITIES

Burst of Speed (Ex) Captain Henley has learned to coax speed out of her ship when it really counts. With a successful DC 20 Profession (sailor) check, she doubles her ship's maximum speed for 1 round. She can use this ability once per day.

Classic Duelist (Ex) Captain Henley gains a +1 competence bonus on attack rolls made with a cutlass, rapier, or short sword.

Storm Sailor (Ex) Captain Henley treats all storms as if they were one category less severe for the purposes of sailing and navigation. She can attempt Acrobatics checks to move at her normal speed across uneven ground without increasing its DC, and she doesn't take penalties on any Acrobatics checks because of slightly slippery, slightly unsteady, or moderately unsteady conditions.

Windrigger (Ex) Captain Henley has learned the tricky art of tacking. With a successful DC 15 Profession (sailor) check, she increases her ship's maximum speed by 5 feet for 1 hour.

At age 14, Aurora Jane Henley signed on the crew of a ship based in Parley Point to avoid the life of prostitution that left her mother mired in misery. While docked in Ollo, she found herself in a barroom scuffle with some sailors who turned out to be members of Avimar Sorrinash's werewolf crew. Aurora Jane emerged victorious, but later that evening, two of the werewolves jumped her near Ollo's docks.

Aurora Jane fought fiercely, but the werewolves' claws raked her face, destroying her right eye and the flesh around it. In desperation, Aurora Jane plunged the sharp, silver pendant she was wearing into the werewolves' flesh. She then dragged her would-be assailants to the docks' edge and threw them to the sharks below.

When she returned to her ship, bloody and exhausted, her companions gave her a new name: "Cyclops Jane." Shortly afterward, word of her exploits reached Captain Razortooth McGraw, who offered her a spot on his ship—to his ultimate misfortune.



Aurora "Cyclops Jane" Henley

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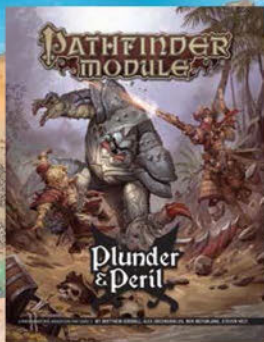
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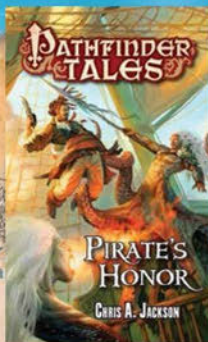
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Not all adventures take place on land—the ships that sail the waters of the Inner Sea and surrounding oceans provide countless sources of excitement, plunder, and naval exploits. Whether the adventurers are simple passengers attacked by pirates or intrepid sailors running an enemy blockade, the ships presented in this book give Game Masters the tools they need to run fantastic adventures on the open sea.

Inside you'll find seven unique ships, each with a captivating history, a detailed map with deck-by-deck descriptions, and backgrounds and statistics for the ship's captain and crew. Whether they're part of the Skulls & Shackles Adventure Path or a seeworthy campaign of your very own, the following vessels are sure to spice up any nautical adventure:

- ▶ The *Burnt Saffron*, a slave galley said to have strange powers granted by Asmodeus in exchange for spreading slavery throughout the Inner Sea.
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- ▶ The *Hu-Hazhong*, a Tian junk from the distant Dragon Empires, traversing the waters of the Inner Sea with ambitions of lucrative trading.
- ▶ The *Impervious*, a Chelish man-o'-war carrying a contingent of merciless Hellknights and part of the blockade against Pezzack.
- ▶ The *Kraken's Spite*, a viking longship built from the wreckage of a doomed invasion fleet, now serving no king and calling no port home.
- ▶ The *Mark of Yunnarius*, a ghost ship captained by a vengeful banshee, haunting the edge of the Eye of Abendego.
- ▶ The *Ravishing Ruby*, a pirate ship with a ruthless captain intent on retrieving her stolen magical treasure map, no matter the cost.

Pathfinder Campaign Setting: Ships of the Inner Sea is intended for use with the Pathfinder campaign setting, but can be easily adapted to any fantasy world.



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