

PATHFINDER[®]

PLAYER COMPANION[™]



Pirates OF THE Inner Sea

Pirates of the Inner Sea



Riddleport

Plundering Pirates from a Stabilized Port

Alignment: CN

Home Port: Riddleport

Pirates who work together to trade and run protection rackets.



River Kingdoms

River Raiders along the Sellen

Alignment: CN

Home Port: Deadbridge

Fast-moving pirates who plunder river traffic through anarchic kingdoms.



Mediogalti

Independent Freebooters in the Tropics

Alignment: CE

Home Port: Ilizmagorti

Pirates who live in uneasy peace with the Red Mantis assassins.



Andoran

Patriotic Pirate-Hunters

Alignment: NG

Home Port: Augustana

Privateers who use pirates' own tactics in order to eliminate thieves and slavers.



Okeno

Ruthless Traders in Living Cargo

Alignment: NE

Home Port: Okeno

Notorious flesh-merchants whose yellow sails are feared throughout the Inner Sea.



The Shackles

United Pirate Lords

Alignment: CN

Home Port: Port Peril

A freewheeling nation based entirely on piracy, ruled by a council of famous captains.



Pirates OF THE Inner Sea

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

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Dangerous Waters

"Oh, it's an exciting life, to be sure. Wind and waves, a pocket full of gold, and a bit o' pretty to keep you warm on shore. Listen to any of the old dogs in this pub, and they'll tell you about the time they outran a full armada with a belly full of ransom, or captured a boat full of Okeno courtesan slaves and set 'em free—eventually.

"What they don't talk about is the rats, or the worms in your bread. The killing calms that leave a ship stranded with no land or fresh water in sight. The screams of the sailors you cut down, or the way they weep and foul themselves as they die. The way the whole ship stinks of unwashed sailors, and fear, and blood.

"Take my advice—stay home and tend bar. A pirate's life isn't fit for the honest. But then, I've never been honest a day in my life."

—"Jib" Halsgol, retired pirate

Pirates OF THE Inner Sea

The seas of Golarion hold as many dangers as the land. Though ferocious krakens, enchanting sirens, and ravenous sahuagin populate sailors' tavern-tales, the most terrifying creatures of the sea may not be monsters at all, but rather those once-civilized humanoids who now ply the seas, preying on the innocent and loading their ships down with stolen treasure and weeping slaves.

Few areas of open water are free from pirate action, and even the winding streams of the River Kingdoms contain their own unique brand of waterborne brigands. Adding to this ubiquity is pirates' viciousness—most are criminals, and those who survive and thrive in their chosen trade are the strongest and meanest. Sailors might go their whole lives without seeing a kraken, yet almost all who spend their lives riding the waves have a story to tell about a run-in with pirates. And few of them end happily.

There are almost as many different types of pirates as there are fish in the sea. Some are the icons of traditional tavern stories, sailing enormous galleons, robbing ships of their loot, and murdering everyone aboard. Others sail smaller ships and keep close to the coastline, raiding towns and villages. Some specialize in slavery, while others focus on commanding large fleets to secure political power. A few even work as government-approved privateers, hunting an enemy nation's merchant ships and growing fat on seized cargo—all out of patriotic duty, of course.

The following pages describe the largest pirate organizations in the Inner Sea region, arranged by the regions they hail from or congregate in. While some, such as the Shackles pirates, are well organized, others are loose affiliations, more a broad category of buccaneer than a true organization. Andoren privateers, in contrast, are not technically pirates at all, but rather government sanctioned slaver- and pirate-hunters—though these distinctions may be lost on the ships they target.

Each section begins with a stat block outlining the group's alignment, flag, leader, notable captains, and active regions. The name of a captain's ship appears in italics after the captain's name. Detailed sections on history, prominent captains, ships, hideouts, and activities follow the stat block. Each section ends with four new regional traits designed to help customize pirate characters in accordance with their particular way of life—more information on traits can be found on page 326 of the *Pathfinder RPG Advanced Player's Guide*.

While this book is intended for use by anyone seeking to involve pirates in their game, it's particularly useful for GMs and players of the pirate-heavy Skull & Shackles Adventure Path. In addition, GMs seeking more information on the Inner Sea's most notorious pirate islands should reference *Pathfinder Campaign Setting: Isles of the Shackles*.

Timeline

- | | |
|------|---|
| 1218 | Ulfen raiders begin attacking the west coast of Garund with some frequency. Remains of their ancient colonies and runestones marking their homes are still found on the shoreline today. |
| 1975 | Ulfen longships raid heavily along the west coast of Avistan and in the region now known as Cheliox. |
| 2560 | The Red Mantis arrive on Mediogalti and begin construction of the Crimson Citadel. |
| 2597 | The Red Mantis found the city of Ilizmagorti on the shore of Mediogalti's lagoon harbor. |
| 3721 | The Year of Rent Sails. Raiding by slavers out of Okeno increases dramatically in the Katapesh area. |
| 4111 | Chelish explorers discover the disturbing ruins of Ghol-Gan on the coast of the region now known as the Shackles. The explorers deem the coastline cursed and haunted. |
| 4139 | Raiders target trade ships ferrying goods between Cheliox and Sargava. Pirates form small communities in hidden harbors where they hide from Chelish warships. |
| 4328 | A tavern brawl in the pirate haven of Troxell in the River Kingdoms erupts into a riot. The city burns to the ground. |
| 4329 | Geb petrifies the invading army of the Pirate Queen Mastrien Slash, creating the Field of Maidens. |
| 4467 | A band of sahuagin raiders boards the <i>Fairwind Cutter</i> and slaughters the entire crew. |
| 4558 | Captain Cabriem Maskyr becomes the first pirate overlord of Riddleport. |
| 4640 | Sargava secedes from Cheliox, and Baron Grallus pays the Free Captains of the Shackles for protection against the inevitable Thrune backlash; when the Chelish fleet arrives 3 years later, it is quickly sunk. |
| 4674 | The Free Captains of the Shackles unite under the banner of the Hurricane King to harass the fleets and merchants of the north. |
| 4677 | The first Captains' Regatta is held in the Shackles. Six of the 17 ships that enter are scuttled, capsized, or lost at sea. |
| 4680 | Captain Gaston Cromarcky positions himself as Overlord of Riddleport. Stability settles in the pirate port. |
| 4681 | The Glorious Age of the Free Captains begins, a time of unparalleled prosperity for Shackles pirates that continues to the present day. |
| 4700 | The Chelish corsair Morgan the White gathers pirate allies to form the Protectorate of the White Marquis in the River Kingdoms. |
| 4704 | White Estrid leads 15 longships in a raid against Nisroch, then breaks a Chelish blockade at the Arch of Aroden and sails triumphantly into Absalom. |
| 4705 | The Gray Corsairs sink three Katapeshi slave galleons in the Inner Sea. |
| 4707 | Urdul Bazzak becomes the Black Marquis and ruler of Deadbridge. |

Andoran

Patriotic Pirate-Hunters

Alignment: NG

Home Port: Augustana

Flag: Golden eagle attacking a gull beneath it on a blue field

Leader: Admiral Carillia Weathers (retired)

Prominent Pirates: Privateer Captain Gertie Adenbough (*Mermaid's Honor*), Privateer Captain Hollagar Helmworthy (*Her People's Will*), Privateer Captain Iristas (*Current Runner*)

Active Regions: Andoran, Cheliah, Katapesh, Osirion, Taldor

The Andoren Navy, particularly its famed Gray Corsairs, patrol Andoren waters and keep the harbors of Augustana and Almas safe. It's common knowledge that the Gray Corsairs despise slavers and attack their ships on sight, teaching the slaves to sail their former prisons to freedom in Andoran. Yet the Gray Corsairs have more duties than just liberating slaves. Andoren privateers, on the other hand, do not.

Andoren privateers work under lawful writ of the Andoren Navy. The law sanctions their attacks on slaver ships and pays a bonus dependent on the number of slaves liberated each season. The navy, understandably, is cautious about visible association with pirates or any tarnish on its name in connection with privateering action. Andoren privateers must submit an application with character references and sign a contract agreeing to obey the laws set forth by the navy in order to receive their letters of marque. The navy understands that a captain may be forced to make difficult choices at sea, particularly when dealing with pirates and slavers. Nevertheless, privateers' actions are carefully monitored and evaluated to avoid any stain on the navy's reputation.

History

In 3721 AR—sometimes referred to among sailors as the Year of Rent Sails—a group of Andoren sailors, disgusted with the slave trade and having lost loved ones to the Fleshfairs, banded together to kill the pirates sailing from Okeno. In the year that followed, the Free Sailors liberated over 600 slaves, captured eight ships, and burned five more to the waterline. The pirates rallied and formed their own confederation, much larger and more vicious than the Free Sailors. That group, the Okeno Slavers, still exists today.

Though the Free Sailors were killed, their legend lived on in dockside taverns along the Andoren coast. After the People's Revolt, the idea rose that an organization like the Free Sailors might return, this time backed by the government. At first the navy resisted the idea of a private pirate-hunting division, but in recent years it has become apparent that the slave trade is not diminishing.

If anything, the flow of slaves into and out of Okeno has increased. Three years ago the government officially sanctioned the creation of Andoren privateers.

A division of the navy called the Office of Privateering Actions oversees the process of granting letters of marque. The office tracks actions by sanctioned privateers, watches for abuses of power, and assists in resettling former slaves the privateers have freed.

Notable Captains

Admiral Carillia Weathers retired from Andoran's navy after years of service, comfortable with the good work she had done. Yet she soon found a quiet life tending her vegetable garden and trading war stories at her officer's club to be unbearably boring. She requested a post at the naval offices, and was immediately asked to head the newly formed Office of Privateering Actions for a nominal salary. Admiral Weathers would gladly do the job for free—she finds the work exciting, and her sailing background makes her ideal for the position.

Gertie Adenbough captains the caravel *Mermaid's Honor*. Adenbough joined the navy as soon as she was old enough and spent 4 years as a sailor, but refused the subsequent invitation to re-enlist, as she'd married a fellow sailor and conceived. Adenbough spent 2 years on land, but when her baby died in infancy, she decided to return to sea. She has since become known for her suicidal bravery in ship-to-ship combat.

Hollagar Helmworthy captains the galleon *Her People's Will*. Helmworthy and his twin brother grew up in Augustana. Helmworthy took over the family's trade business while his brother joined the navy. Two years later, Helmworthy received word that his brother's ship had been attacked by slavers. Some of the crew were killed, some taken away in chains. With his brother's fate unknown, Helmworthy turned the family business over to his sister and joined on with a privateer's ship. Now, years later, Helmworthy captains his own ship, and is known as an honorable man and an excellent swordfighter.

The gillman called Iristas captains the caravel *Current Runner*. Iristas arrived in Almas over a decade ago, and though his unique looks garnered some suspicion, he found work on the docks. Over the years, he has gained a reputation for his skills as a sailor and dedication to duty, and eventually he became something of a local celebrity when he leaped overboard during a battle with an Okeno pirate ship, using his natural abilities in the water to repair a ship that had been holed below the waterline before it could capsize, thus saving the entire crew. Later on, Iristas was part of the crew that hunted down that same pirate ship, and used his share of the treasure in her hold to purchase a ship of his own and become a full-fledged privateer captain.

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Ships

Privateers can sail any type of ship, but Andoren privateers favor brigs, caravels, frigates, and galleons. While galleys are large enough to pose a threat to slavers, they are easy to spot and require an enormous numbers of crew members. Some privateers prefer smaller ships, but those who do tend to maintain fleets of three or four such ships in order to go up against the large slave ships coming out of Okeno.

A privateer must register his personal flag when he receives his letters of marque. Privateers fly the Andoren privateer flag, an eagle clawing a gull on a field of blue, above their personal flag. Many privateers keep their flags on separate lines and run pirate or merchant flags to lure slaver ships closer. Once the privateer engages another ship (or if a naval vessel mistakes the privateer for an actual pirate), the false flag is taken down and the true colors are run up.

Hideouts

Although privateers have no need to hide when docked in Andoran, most privateer captains know a few convenient hiding spots. Hunting slavers is a dangerous business—especially in foreign waters where slavery is viewed as legitimate commerce—and a good captain knows where she can hide her ship or conceal freed prisoners. Andoren privateers avoid straying too far into Chelish waters, but know many hidden coves in Taldor and Qadira. Of late, Andoren privateers have been heavily raiding such spots along the northern Osirian coast, hoping to flush out slavers and usurp the coves for their own use.

Activity

Andoren privateers have the right to attack all pirate ships, but focus primarily on hunting slavers. While some privateers prefer to work independently, most check in regularly with the Office of Privateering Actions for reports of slaver activity and suggestions regarding the best waters in which to hunt. Many privateers have forged relationships of mutual respect and are willing to work together to take on slave galleys or fleets of united slavers.

Traits

The following regional traits are particularly suited to Andoren privateers.

Chainbreaker: You're an expert at rescuing slaves. You know that a few slaves freed from their chains can help turn the tide during a boarding action. You gain a +1 trait bonus on Disable Device checks made to open locks, Strength checks made to break chains or bars in order to free slaves, and combat maneuver checks made to sunder chains or bars in order to free slaves.

Fight for Liberty: You inspire slaves to fight for freedom with a rousing battle cry. As a standard action, you may

make a rallying cry with a DC 15 Perform (oratory) check. On a successful check, any unarmed ally within 30 feet who is able to hear you gains a +2 trait bonus on attack rolls with improvised weapons and unarmed strikes. This bonus lasts for 1 round per level.

Freedom Fighter: You've developed a reputation as a privateer who fights for freedom. You gain a +2 trait bonus on Diplomacy checks. This bonus becomes a –2 penalty when dealing with slavers or those who support the slave trade. Diplomacy becomes a class skill for you.

Pretend Pirate: You enjoy luring slave ships to you. Sometimes you run a pirate flag to lull criminals into a false sense of security; other times you disguise yourself as a merchant ship. You gain a +2 bonus on Disguise checks made to disguise yourself as a pirate or merchant sailor. In addition, you can take 5 minutes to alter your ship's appearance to add +2 to the DC of any check made to identify your ship's allegiance or purpose.



Mediogalti

Independent Freebooters in the Tropics

Alignment: CE

Home Port: Ilizmagorti

Flag: White sawtooth sabre on a red-green-red field

Leader: None

Prominent Pirates: Priest-Captain Blackarm (*Pirate Queen's Plunder*), Captain Ditmara Deeds (*Monsoon*), Captain Ralit Kallinash (*Bonny Chance*)

Active Regions: Cheliox, Mediogalti, Nidal, Rahadoum, the Shackles, Varisia

The pirates who gather in Mediogalti Island's capital of Ilizmagorti are the most chaotic and vicious buccaneers to sail the Arcadian Ocean. Unlike pirates in the Shackles, pirates in Ilizmagorti owe no allegiance to country or kin, and no alliance holds them together. Most pass through Ilizmagorti on their way to another destination, stopping briefly to sell plunder, blow their ill-gotten gains in dockside taverns and brothels, or hide their treasure in caches in Mediogalti's jungles.

Though Ilizmagorti is a lawful city, the pirates who dock in the lagoon harbor tend to be violent and disorganized. Most are careful to obey the few laws Ilizmagorti has, however, as the Red Mantis assassins are notoriously unforgiving of any threats to the security of their island. Debauchery rules on the decks of ships and in the establishments set aside for it, but pirates toe the line in the rest of the city.

History

Ilizmagorti's lagoon harbor served as a pirate hideout for years before the city developed. The natural harbor, full of deadly beauty, sheltered ships from hurricanes and hid pirates from passing fleets, and was one of the primary reasons the Red Mantis assassins chose Mediogalti as their new home when they were banished from Rahadoum. Once construction was complete on the Crimson Citadel, the assassins used the site of pirate operations on the lagoon to found a new city. Ilizmagorti began as a small seaside port where pirates could trade with the Red Mantis assassins, but today it has grown into one of the single largest pirate havens in the Inner Sea region.

Visiting pirates try to avoid conflict with the locals. Residents of Ilizmagorti are permitted to protect themselves with lethal force, and many can do so with exceptional skill. Even the scrawniest beggar may be a trained assassin, and the fear of reprisal keeps relations between sailors and landlubbers remarkably civil. Pirates

enforce their own code among themselves, leaving local law enforcement out of the picture.

Notable Captains

Priest-Captain Blackarm of the temple of Besmara was once the most feared pirate captain to sail out of Ilizmagorti. Though Blackarm now runs Besmara's House, the largest temple to the Pirate Queen in the city, he occasionally sets sail in his brig, *Pirate Queen's Plunder*, on particularly appealing raids. Blackarm claims that he receives visions from Besmara instructing him to attack particular targets once or twice a year, and so far these attacks have all met with success.

Ditmara Deeds captains the caravel *Monsoon*. Deeds has worked as a pirate for only 2 years. Before that, she worked as a hunter and guide braving the jungles of Mediogalti. Deeds longed to find buried pirate treasure, and while she made several small finds over the last decade, she never uncovered the big cache she dreamed of. Her dreams changed when she was mauled by a velociraptor on one of her expeditions and almost lost her life. After that, she decided to acquire pirate treasure the old-fashioned way—by stealing it. Her scarred face and shoulder add an undercurrent of menace to everything she does.

Ralit Kallinash captains the galleon *Bonny Chance*. Kallinash is one of the most vicious pirates operating out of Ilizmagorti. Rumor has it that more than a thousand sailors have spilled their blood on *Bonny Chance's* deck. Kallinash ransoms prisoners who will fetch a good price and either sells the rest into slavery or cuts their throats and tosses them overboard. Despite his ruthlessness, the pirate has many powerful friends, making him a doubly dangerous individual to take on—though whether these friends truly support him or are quietly waiting for him to be killed is a matter of some debate.

Ships

Ilizmagorti boasts a wide variety of ships. Being so far out in the ocean, and so close to the churning Eye of Abendego, heavier ships are more popular than light ones. Sloops and cutters can be seen in Ilizmagorti's lagoon, but every month brings new reports of light ships lost at sea or beaten apart in vicious storms. Galleons and frigates weigh anchor here most often; brigs and caravels are also common.

The Red Mantis assassins eliminate organizations that might grow too large and threaten their supremacy, including guilds and pirate cartels. Most pirates sailing into Ilizmagorti fly the Mediogaltian flag both to show their peaceful intentions and to avoid the appearance of belonging to a rival organization. A pirate might fly his own flag as well or the traditional skull-and-crossbones,

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but always beneath the Mediogaltian flag to demonstrate his intent to obey Ilizmagorti's laws during his visit.

Hideouts

Ilizmagorti's lagoon harbor is the largest and safest harbor on the island. The island's rocky coast abuts deep water that hides reefs and strong currents. Small coves offer some potential as harbors, but often the local sharkfolk called Kaneano use those harbors themselves. The Kaneano are not inherently hostile, but they don't appreciate pirates usurping their harbors.

Galleons and other large ships that might have trouble with the smaller natural harbors sometimes weigh anchor next to cliffs and use grappling hooks to climb ashore. Here and there, old ropes dangle over the rotten hulls of ships whose crew never returned.

The jungles of Mediogalti provide ample space for pirates to conceal their treasure or maintain secret hideouts. These hideouts remain small by necessity—large encampments attract the attention of predators and Red Mantis assassins wary of sedition, but crypts, hideouts, and treasure stashes, all hundreds of years old, dot the island from the days before the Crimson Citadel. Pirates, always a superstitious lot, attach booby-traps, curses, and ghosts (sometimes all three) to any rumor of a lost island site. Some of the most storied sites include the Crypt of Angus Amberleg, an underground stone tomb; Blood-Bones' hidden treasure on the forbidden Mosquito Island; a cursed cavern reachable only by an underground river culminating in a waterfall, the former hideout and treasure-trove of Brass Bess; and the Shallow Grave of Half-Hung Galler, said to be guarded by a skeletal triceratops.

Activity

The pirates who sail from Ilizmagorti find the best targets to be ships from Cheliax and Rahadoum. The sea-lanes along the coast are always filled with trade ships, and Mediogalti has no need or desire to preserve relations with any particular nation.

Tensions have steadily grown between Mediogalti and the Shackles for as long as both have existed. The Hurricane King believes all pirates in the area should unite under his banner, and he resents the independent operators in Ilizmagorti. The Red Mantis, on the other hand, have no wish to see the formation of another organized group that might threaten their operations. As of yet, neither side has made an overt move against the other, but many legitimate sailors pray fervently for the day that the two factions set upon each other and—hopefully—wipe each other out completely.

Traits

The following regional traits are particularly suited to Ilizmagorti pirates.

Devilfish Diver: You've swum with the devilfish along the Mediogaltian coast. You gain a +2 trait bonus on saving throws versus poison.

Dinosaur Whisperer: After spending a month in the Mediogaltian jungle, you developed a knack for dealing with dinosaurs. You gain a +1 trait bonus on Knowledge (nature) and Survival checks concerning dinosaurs. You also gain a +1 trait bonus on wild empathy checks made to affect dinosaurs.

Pirate Duelist: You've rubbed elbows with pirates of all stripes in Ilizmagorti's taverns and convinced a few to show off their swordfighting skills. You gain a +1 trait bonus on attacks of opportunity made with daggers, short swords, cutlasses, rapiers, scimitars, or hook hands.

Treasure Mapper: You've spent a great deal of time hunting down and following treasure maps—most false, but a few with legitimate information. You gain a +2 bonus on Survival or Profession (sailor) checks made to navigate using a map or chart, and one of them becomes a class skill for you.



Okeno

Ruthless Traders in Living Cargo

AL: NE

Home Port: Okeno

Flag: Black skull wrapped in chains on a yellow field

Leader: Captain Xiren Bhey (*Undertow*)

Prominent Pirates: Captain Kitha Saltspray (*Branded Chain*), Captain Brelitt Vinneau (*Sea Gargoyle*)

Active Regions: Andoran, Katapesh, Nex, Osirion, Qadira, Taldor

Okeno boasts the largest slave market in the Inner Sea region: the Fleshfairs. Pirates who specialize in slaving frequently visit Okeno to sell their wares. Halflings always fetch high prices in Okeno, making up about a quarter of all slaves sold there.

While slavers from all ports can visit the Fleshfairs, the Okeno Slavers are a specific pirate group that raids ships to capture slaves. The captain of the Slavers used to act as the de facto ruler of Okeno, but in the last 200 years that arrangement has dissolved. Now the city of Okeno is ruled by a mayor whose job is to shepherd the citizenry and preserve order in the Fleshfairs. The captain of the slavers' organization often meets with Okeno's mayor to discuss the slave trade and identify problems, but holds no official position in the city hierarchy.

The Okeno Slavers rig distinctive yellow sails, and ships plying the Obari Ocean have learned to fear the sight of them.

History

Okeno's slave trade has thrived for almost 1,200 years. The city began as a convenient spot for buccaneers sailing the Obari Ocean to stop in and collect water and other provisions without putting in at one of the mainland nation's ports (any of which might hold active grudges against them for their activities). The natural shelter offered by the rocky peaks surrounding most of Stonespire Island hid pirate ships and protected the port, and over time the port grew.

Captain Ilmatis Okeno stepped up as the first lord of the port in 3496 AR. Captain Okeno was a slaver and encouraged other pirates to sell and trade slaves there, creating a convenient nexus where they could have greater control over the trading process. The swelling empires of Cheliox and Taldor required significant slave labor, and word spread that Okeno provided a consistent supply. For over a decade Captain Okeno ruled the port city, but her later attempts to unite all pirates under her flag and force them to work for her ended in her death.

For the next 300 years, Okeno continued to serve as a pirate port without any steady leadership. The odd pirate

captain made a bid to control the port, but with consistent targets in the waters and money flowing into and out of the city, most pirates saw no need for centralized leadership. This changed in 3721 when a unified group of sailors from Andoran took it upon themselves to stop the stream of slaves flowing past their harbors. Though the sailors were few in number, their organized tactics allowed them to sink ship after ship and free the valuable cargos.

Lash-Handed Neguli, captain of the galley *Hundred Oars*, rallied his fellow slavers and led retaliatory attacks against the Andoren sailors. Thus began the Year of Rent Sails. Under Captain Neguli's direction, slaver ships pummeled trade ships, warships, and even pirate ships that entered Okeno's harbor but refused to ally with Neguli. Overland raids increased as well. When the year was over, an uneasy balance settled on the waters, and the Okeno Slavers had solidified as a group. They have operated out of Okeno ever since, striking a careful balance between predation on sea traffic and encouraging potential buyers to frequent their port. Those who wish to do the latter are advised to raise a courtesy flag to signal their intentions, though ships flying this banner are often escorted to the port to make sure they actually make a significant purchase, rather than abusing the sign for safe passage.

Notable Captains

Xiren Bhey captains the galley *Undertow*. Captain Bhey arrived in Okeno more than a decade ago and established a name for himself as a ruthless and effective slaver. Eight years ago, he killed the leader of the Okeno Slavers in single combat and established himself as the new leader. Bhey, a Keleshite, can be as gracious and diplomatic on land as he is cutthroat on the water.

Kitha Saltspray captains the galley *Branded Chain*. Saltspray, a half-elf, captains her ship with businesslike efficiency. Her reserved manner is off-putting to many; Saltspray doesn't fraternize with her officers, even in port, and holds fellow captains at arm's length. Rumors circulate that Saltspray was once a slave herself, but she shows not the slightest shred of pity for the slaves she captures and sells.

Brelitt Vinneau, a slaver from Cheliox, captains the galleon *Sea Gargoyle*. Vinneau doesn't say why he left Cheliox—he claims he came south because the climate was good for his health—but he seems to genuinely enjoy life in Okeno. He has a hundred stories of fights with Shackles pirates and rival slavers in Cheliox, and when in port he can usually be found at the liveliest table in a tavern.

Ships

The Okeno Slavers use galleys more often than any other pirate group does. Galleys serve two functions for slavers. First, the ships' speed and weight give them a significant

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advantage in ship-to-ship combat. Second, galleys hold more crew than any other ship, and captured slaves can be put to work rowing beneath decks. The rowing deck provides a place to hold slaves, and the activity exhausts them, making them less prone to revolt.

Other large ships, such as caravels, are common in Okeno as well. Smaller ships in port are usually captained by independent pirates seeking to make a few pieces of gold before moving on to the next port, or attempting to smuggle particularly valuable slaves into or out of regions where the larger galleys would be too conspicuous.

To join the Okeno Slavers, a captain must bring a minimum of 100 slaves to market in Okeno and must pay a percentage of her revenue from slaving activity. The Slavers don't claim exclusive slaving rights in the area, but consider any ship not rigged with the trademark yellow sails a viable target. If an independent captain hoists yellow sails without joining the Slavers first, she brings down the wrath of the entire organization upon her ship.

Hideouts

Okeno is the main port for the Okeno Slavers, but the pirates also are seen in mainland Katapesh and small ports all along the northeastern coast of Garund. Though slaves are the pirates' primary trade goods, they also take any valuable cargo they find on the ships they target. Pirates in need of a place to hide their treasure or lie low for a while sometimes go inland on Stonespire Island. The rocky island with its rolling foothills and jagged peaks provides countless hiding spots that are almost impossible to find. More than one pirate has tried to memorize the location of her treasure cache, only to realize on her return that one rocky hollow looks very much like another.

Most Okeno Slavers know of one or two hidden coves along Katapesh's coastline. In Garundi waters, many pirates prefer hideouts farther south, toward Nex, as Andoren privateers know the coves along the northern border of Osirion all too well.

Activity

The Okeno Slavers' greatest enemies are the Andoren privateers. In the last 10 years, Andoren activity in the Obari Ocean has increased and grown more organized. Captain Bhey has created a handful of small alliances among the Slavers, uniting ships and captains he feels work well together. These fleets, encompassing two to six ships, have orders to target Andoren privateers and look for charts or written orders that indicate the privateers' strategies.

Traits

The following regional traits are particularly suited to pirates in the Obari Ocean.

Abolitionist Hunter: You hunt those who hunt slavers, whether as one of Captain Bhey's special task forces, or independently. You gain a +1 trait bonus on attack rolls when fighting abolitionists or those you have good reason to believe targeted you because of your slaver activities.

Cruel Master: You're a master of dominating slaves through body language and inflection, and this ability carries over into other lines of work as well. You gain a +1 trait bonus on Intimidate checks, and it becomes a class skill for you.

Slave Taker: You specialize in disabling foes without wounding them, preserving their value as slaves. Whenever you deal nonlethal damage in combat, that damage increases by +1.

Whip Specialist: Your time spent lashing slaves has taught you how to get the most out of a whip. You deal +1 point of damage on all attacks made with a whip.



Riddleport

Plundering Pirates from a Stabilized Port

Alignment: CN

Home Port: Riddleport

Flag: A white skull above crossed white keys on a black field

Leader: Captain Skel Grumarch (*Easy Virtue*)

Prominent Pirates: Captain Fintoma Brezen (*Queen's Blessing*), Captain Ora Sutharla (*Snickersnack*), Captain Valeri Zeklos (*Winddriven*)

Active Regions: Lands of the Linnorm Kings, Nidal, Varisia

Riddleport was once a pirate haven. From their hideout on the mouth of the Velashu River, pirates of all stripes conducted raids on passing ships, neighboring islands, and each other. Thanks in part to the rise of Riddleport's overlord, former captain Gaston Cromarcky, Riddleport has become a somewhat civilized port city. Piratical activity still continues, though less frequently than in the past. The pirates of Riddleport work as individuals but maintain an uneasy truce. This change has turned Riddleport into a more or less stable trading port, but the pirates are happy to backstab one another if they think they can get away with it.

History

Riddleport began as a pirate hideout where buccaneers concealed their ships and plunder. Piracy along the Lost Coast was a plague on merchants and hindered trade. But as the years passed, Riddleport grew larger. The presence of the Cyphergate, an ancient arch of rune-carved stones, brought scholars and adventurers alike, and many stayed to trade with the pirates there. Before long, Riddleport developed into a full-blown city, albeit one filled with violence.

Over 3 decades ago, a retired pirate captain named Gaston Cromarcky realized that he could make more money from semi-legitimate commerce than outright piracy, and overthrew the sitting ruler of Riddleport in order to name himself overlord. He used the city's coffers and garnered protection money from merchants to pay a force of guards, the Riddleport Gendarmes. Under Cromarcky's rule, Riddleport has become a stable, prosperous city. Its laws are lax, however, and how long this stability will last remains to be seen.

Riddleport is a popular trade port along the Varisian coast, as its moral laws are notably loose. It remains one of the two largest settlements on the Varisian Gulf, and the northernmost port of any substance south of Kalsgard. Riddleport pirates prey only on those resident or itinerant ships that refuse to pay into the overlord's protection racket. The pirates rarely work together in an organized

fashion, but they obey Riddleport's laws lest they be barred from its lucrative harbor.

Notable Captains

Skel Grumach captains the brig *Easy Virtue* and reports directly to Overlord Cromarcky. While the pirates of Riddleport operate independently, all pirates know that Captain Grumach is the overlord's unofficial representative in the gulf. If a pirate needs to bring an issue to the overlord's attention—or hand over the dues collected from traders as protection money—he does so through Captain Grumach. *Easy Virtue* targets not only merchant ships flying under a foreign flag, but also pirate ships that violate the overlord's command to spare ships flying Riddleport's colors. *Easy Virtue* is one of the heaviest ships in Riddleport, and the hideous carvings of writhing sea serpents around its gunwales have been the last sight of many a pirate as he's tossed overboard to drown.

Fintoma Brezen captains the *Queen's Blessing* and oversees an all-female crew. Captain Brezen, a priestess of Besmara the Pirate Queen, is known for conducting religious rituals before attacking. She kills male prisoners outright, but offers a position on her crew to female prisoners and sells into slavery only those who decline. Some say that if a particularly skilled female pirate refuses to join the crew, Captain Brezen has the pirate flung overboard as an offering to Besmara.

Ora Sutharla captains *Snickersnack* and claims to be Overlord Cromarcky's granddaughter, though she has never attempted to verify her bloodline with the overlord. Captain Sutharla deftly wields two enchanted daggers at once, and her ship is one of the smallest, fastest cutters in port. She has no room for slaves. When she commandeers an enemy ship, she kills the captain and lets the crew go free. She believes this reduces the chances of ships coming after her for revenge, and improves the odds of the ships returning with more cargo. She claims to have robbed the trade ship *Siren's Lament* three times in the past 2 years.

Valeri Zeklos, a Varisian, captains *Winddriven*. He claims to have left his people because he could not suppress his love for the sea, but tavern rumors whisper that Captain Zeklos was driven out of his caravan for making deals with evil spirits. Certainly Captain Zeklos has uncanny luck with the weather, and always seems to find a fair breeze. His ship's distinctive plum-colored sails are a common sight in Riddleport's harbor.

Ships

Riddleport sits on the Varisian Gulf, whose waters are often shallower than the open sea. Reefs and sandbars hide under the waters as well. Most pirates in Riddleport favor smaller, lighter ships with shallow drafts.

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Riddleport pirate captains prefer sloops, schooners, and cutters above all else. Ships larger than brigs or clippers are rare. Many pirates appreciate the look of larger ships, however. Riddleport shipwrights often modify existing ship designs from other lands to make them lighter and faster. Thus, it is not uncommon to see a schooner with the lines of a caravel.

Hideouts

Riddleport is the primary base of operations for most of its pirates. Those who make Riddleport their home must pay a price, however. Overlord Cromarcky guarantees safe passage—for a price—to merchant ships that fly the Riddleport flag at full mast. Pirates who attack ships flying Riddleport's flag are barred from weighing anchor there. Some pirates therefore prefer to dock in hidden coves up and down the coastline. These coves tend to be tiny and inhospitable, however, and lack easy access to trade, so most pirates obey the overlord's doctrine.

Devil's Elbow, an island southwest of Riddleport, is widely known to be cursed. Only the most desperate pirates make landfall there, though some may take temporary shelter in the island's natural harbor.

Activity

Because Overlord Cromarcky charges a high protection fee to trade ships, there are always some merchants willing to risk sailing to Riddleport under their own flags. Cromarcky does nothing to punish these ships or prevent them from docking, as they provide a much-needed outlet for his pirates' drive to hunt, and Riddleport pirates spend the bulk of their time preying on such ships along the Lost Coast.

Finding the seas near Riddleport too crowded, some Riddleport pirates have recently been sailing farther north to plunder ships off the coast of the Lands of the Linnorm Kings—though the Ulfen warriors in their dragon-headed longboats are ferocious fighters, they make valuable slaves. Riddleport pirates also sometimes target small ships that carry adventurers to and from the many ancient ruins in Varisia. Such ships are easy to overtake, and the pirates can usually sell any artifacts or ancient scribbings to the Cyphermages in Riddleport.

Craits

The following regional traits are particularly suited to Riddleport pirates.

Cyphermage Backer: You've sold relics to a Cyphermage in the past, and she's agreed to assist you with future findings. When in Riddleport, you can use your contact

to gain information about artifacts and history. Treat this ability as a single Knowledge (arcana) or Knowledge (history) check with a skill bonus of +15. You may make this check once per day that you spend in Riddleport. You can make a new check every day. Each time you do so, you can choose whether to use Knowledge (arcana) or Knowledge (history).

Eager Combatant: You're so excited to board other ships that you're frequently the first one over the rail, regardless of the danger. You gain a +1 trait bonus on attack rolls made while onboard an enemy ship.

Gold Goblin Regular: You're a frequent customer at the Gold Goblin Gambling Hall and enjoy some popularity within its walls. You gain a +1 trait bonus on Profession (gambler) checks and a +2 trait bonus on Diplomacy checks made to gather information when in Riddleport.

Shipboard Caster: You feel an affinity with ships and the sea, and the rolling rhythm of the waves helps focus your mind. When on a ship or other water-going vessel, you gain a +3 bonus on concentration checks.



River Kingdoms

River Raiders along the Sellen

Alignment: CN

Home Port: Deadbridge

Flag: Fan of white cutlass blades on a navy blue field

Leader: Urdul Bazzak, the Black Marquis

Prominent Pirates: Wylia Greensword (*Seabitch*), Slithery

Mac (*Sixteen Scales*), Honora Silverleaf (*Interlude*)

Active Regions: Numeria, River Kingdoms, Ustalav

Not all pirates sail galleons on the open seas. In the River Kingdoms, pirates operate on the waters of the Sellen River from the decks of barges, skiffs, and rowboats. The River Kingdoms is not an entirely lawless land, but its guiding tenets, the River Freedoms, allow much latitude for pirate activities. In particular, the freedom “You Have What You Hold” appeals to brigands of all stripes.

River Kingdoms pirates are the least organized of all pirate groups, and the scoundrels who operate along the Sellen are as disparate as the kingdoms they inhabit. The largest allied force of pirates operate out of Deadbridge, but their cooperation is extorted and enforced.

Travelers in the River Kingdoms are often caught off guard by river pirates’ skilled and vicious attacks. These scoundrels have spent years perfecting their tactics, and the speed and maneuverability of their small crafts border on the supernatural.

History

For as long as the River Kingdoms have existed, brigands and pirates have plied their trade. The River Kingdoms have always attracted individuals looking for a fresh start in a place where they can forget their old lives and forge a new reputation. Many of those who come to the River Kingdoms are criminals, or have become criminals out of necessity. Desperation drives much of the banditry in the region.

When the Outlaw Council formed, it posed some deterrent to the worst criminal elements, but the Council’s reluctance to interfere with the freedoms of others allowed piracy to continue. As long as the pirates didn’t block travel or trade along the kingdom’s many rivers, or employ or sell slaves, no one thought it worthwhile to try and exterminate piracy altogether. Somehow it always seems easier to simply drive any pirates off and let them ravage someone else’s holdings.

In 4700 AR, the Chelish corsair Morgan the White arrived in the River Kingdoms. He wanted to build the greatest pirate port the world had ever seen, and to do so called in favors from every pirate and river rat he’d ever met. Word spread, and the pirates who arrived brought friends, and friends of their friends. Together they settled in what

Morgan called the Protectorate of the White Marquis, with himself in the titular role.

Morgan’s protectorate relied on a treasury built of extortion fees, which were shared out to members of the Protectorate. Called the Pirate Pact, this agreement seemed a fair way to reward the Protectorate’s supporters, but in reality the pact has proved inherently unstable. The current marquis takes the majority of the fees, the pirates sneer at their small shares, and little is left for the maintenance and upkeep of the protectorate’s towns.

The Protectorate of the Black Marquis (as it is now known) is the largest allied pirate force in the River Kingdoms, but it’s far from the only one. In most areas, pirates work independently, but are careful not to violate the River Freedoms, as doing so would bring the wrath of the Outlaw Council down on their heads.

Notable Captains

Four years ago, Urdul Bazzak took control of the Protectorate with the help of backers from Numeria. He now rules Deadbridge as the Black Marquis. Though Bazzak’s pirate days are long past, he knows ships and river routes and organizes many of the pirates’ raids.

Wylia Greensword captains the flat-bottomed raider *Seabitch* and works directly for the Black Marquis. Greensword once captained a ship in the Shackles and enjoyed a modest reputation. After a feud with a more experienced and powerful pirate captain, she decided to weigh anchor and find a new area in which to ply her trade. She has worked for the Black Marquis since he took office, and defends Deadbridge’s wharf with zeal.

Slithery Mac captains the rowboat *Sixteen Scales* and commands a fleet of three other rowboats—not the most impressive of ships, but exceptionally maneuverable and easy to hide when sailors or the law come looking for revenge. Mac is known for targeting single vessels by swimming underwater to the target’s side, climbing aboard, and engaging in hand-to-hand combat. Once Mac is aboard, his allies row out from hiding and fire crossbows into the fray. Mac’s swimming ability is legendary, and some whisper that a naga twines in the branches of his family tree.

Honora Silverleaf captains the keelboat *Interlude* out of Pitax. Thanks to Silverleaf’s natural talent with a rapier and her flair for leadership, she enjoys consistent success as a pirate. Silverleaf’s true love is the stage, though. She robs boats because it’s easy work and gives her the resources to concentrate on the half-dozen scripts she always has in the works.

Ships

The Sellen and its many tributaries can’t accommodate large ships. The largest lakes and arteries can carry cutters,

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paddleboats, and sloops. On smaller streams, pirates crew coracles, keelboats, and rowboats—even rafts and kayaks. In some areas the Sellen's strong current pulls oared ships along with barely any effort from the crew, and pirates have learned to make use of these rapids. They conceal small crafts in bays, reeds, or tree lines until a target approaches, fighting its way slowly upriver, then push their crafts out, speed down the rapids, and overtake their victims.

River Kingdoms pirates take great pride in customizing their ships. Sails dyed blue or green and decorated with individualized designs are popular. Even the smallest crafts often have ornamental carvings, some no bigger than a fist, as figureheads. Figureheads tend to represent wild animals rather than magical beasts, and foxes, snakes, and wolves are popular.

River Kingdoms pirates also prefer to design their own flags, and seamstresses and weavers find regular work crafting flags from sketches and descriptions.

Pirates without their own flag, or who seek anonymity, use a generic River Kingdoms pirate flag—a fan of white cutlass blades on a navy field.

Hideouts

Deadbridge serves as the port of choice for pirates operating under the Pirate Pact. Independent agents are not welcome in Deadbridge, however, and thus only pirates pledged to support the Black Marquis call the Protectorate home.

Daggermark is a popular pirate port. The city's loose laws and looser morals appeal to many buccaneers, and it serves as a place to sell plunder, procure ship repairs, and spend coin in taverns and brothels.

Heibarr is a hideout of last resort. Pirates and slavers in grave peril may choose to sail beneath the Great Bridge rather than face whatever threatens them, though never without great need. Only the desperate or insane willingly enter the haunted city, and many pirates who enter never leave. Yet while these stories warn away most, they have also given rise to rumors of buried treasure.

The many streams and lakes in the River Kingdoms offer ample hiding places for pirates. If a pirate has no need of a city's amenities, she can disappear into the network of rivers and marshes

crisscrossing the land. Even the most experienced sailors discover new routes now and then, or find themselves in unfamiliar waters. Finding a pirate hiding in the River Kingdoms is an almost impossible task.

Activity

Recent settlement in the Stolen Lands has led to raiding opportunities for local pirates. Settlers often bring extra animals, seeds, tools, and weapons for establishing colonies, and thus make attractive targets for pirates. Once within the Stolen Lands, some pirates choose to sail up the East Sellen and plunder ships from Brevoy or raid into Numeria and Ustalav before fleeing back to their familiar rivers. Certain lords within the River Kingdoms aren't above hiring pirates as mercenaries in their various territorial disputes, though these arrangements rarely last longer than it takes the pirates to collect their pay and loot the dead.

Traits

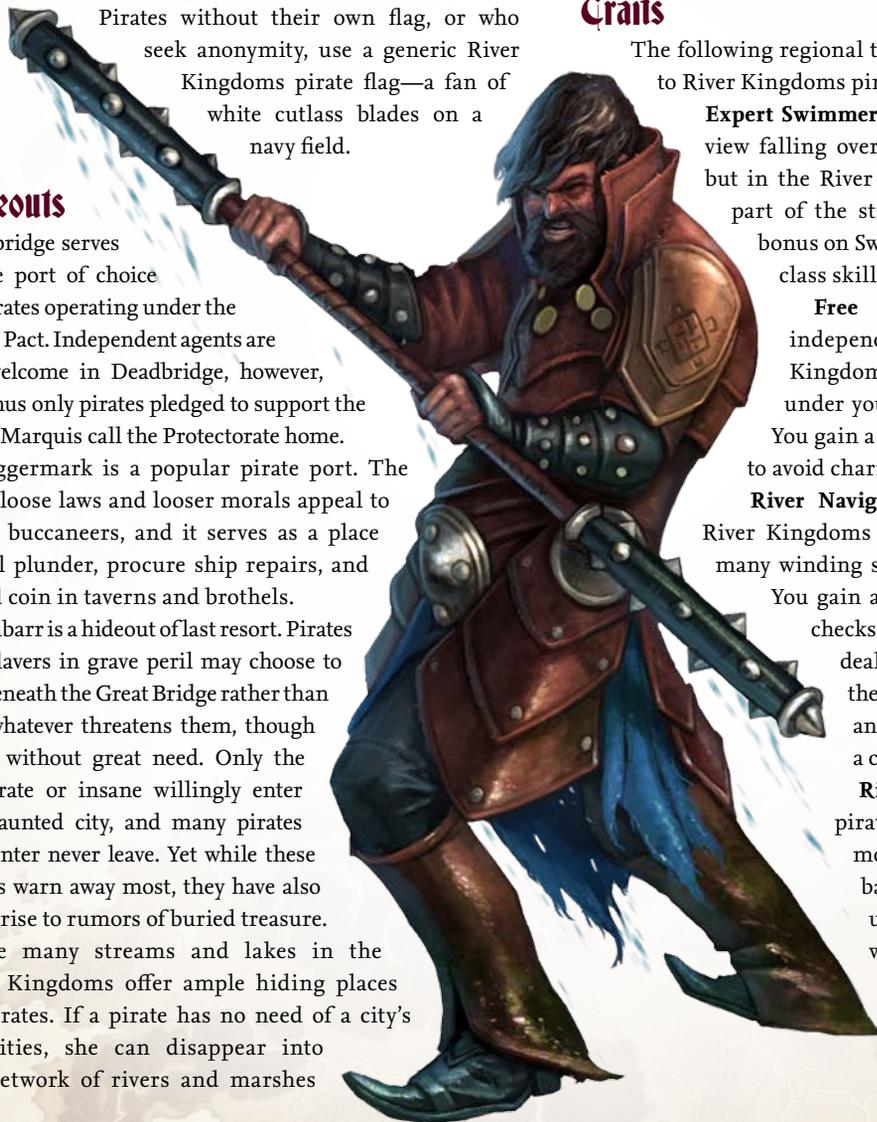
The following regional traits are particularly suited to River Kingdoms pirates.

Expert Swimmer: Most pirates on the ocean view falling overboard as a death sentence, but in the River Kingdoms, it's often a key part of the strategy. You gain a +1 trait bonus on Swim checks, and it becomes a class skill for you.

Free Agent: You embody the independent spirit of the River Kingdoms and do best when sailing under your own flag, in every sense. You gain a +2 trait bonus on Will saves to avoid charm and compulsion effects.

River Navigator: You grew up in the River Kingdoms and are familiar with the many winding streams that cross the land. You gain a +1 trait bonus on Survival checks or Profession (sailor) checks dealing with lakes, rivers, and their immediate surroundings, and one of these skills becomes a class skill for you.

River Sniper: Unlike seagoing pirates, you're used to fighting most of your ship-to-ship battles at close range, and understand the value of a well-placed arrow. When on the deck of a waterborne vessel, you gain a +1 trait bonus on attacks with ranged weapons.



The Shackles

United Pirate Lords

Alignment: CN

Home Port: Port Peril

Flag: Skull over crossed shackles on a red-and-black quartered field

Leader: Captain Kerdak Bonefist (*Filthy Lucre*)

Prominent Pirates: Arronax Endymion (*Tyrannous*), Tessa Fairwind (*Luck of the Draw*), Master of the Gales (*Kraken*), Satekai (*Red Fortune*), Avimar Sorrinash (*Blood Moon*)

Active Regions: Nidal, Sargava, The Shackles

When most people think of pirates, they think of the Shackles. Not only do the fiercest and most bloodthirsty pirates call the Shackles home, but the region's prosperity relies on piracy. Those Shackles citizens who aren't pirates themselves support the pirate trade with inns, shops, warehouses, and a variety of other services.

The pirates of the Shackles have tradition and experience on their side. The concentrated piracy of the area has allowed captains to maintain impressive ships and hardy crews, and would-be freebooters compete to crew the most well-known ships. The cooperation of the Free Captains allows information and plunder to move from port to port, creating a network of pirates who can ally in times of need. The pirates of the Shackles bear no love or trust for each other, but support each other when called on by a Free Captain or the Hurricane King.

History

When the perpetual hurricane called the Eye of Abendego appeared and devastated the region now known as the Sodden Lands, it took a great toll on sea trade in the region. In the wake of its destruction, most sailors fled the area. The only ones to remain were the bravest and, in many cases, those with the least to lose, who formed isolated pockets of brigands and buccaneers.

The pirates fought among themselves for a time. The strongest emerged as influential leaders, and eventually agreed to work together to consolidate piracy in the area. Captain Kerdak Bonefist, the terrifying captain of the *Filthy Lucre*, took the crowning position of Hurricane King by virtue of commanding the strongest fleet and holding Port Peril. Under his leadership, the captains with the largest fleets formed a pirate council and installed themselves as governors of various ports.

In 4674 AR, the Hurricane King and his pirate council began coordinating raids up and down the coast. With each passing year, the Free Captains have celebrated their successes with more and more daring raids,

venturing farther than ever to extend their reach and avoid competition, while the plunder flows through the Shackles and out to neighboring territories.

Notable Captains

Kerdak Bonefist, the Hurricane King, captains the *Filthy Lucre* and governs Port Peril. Bonefist is fascinated by firearms, and the *Filthy Lucre*, a man-o'-war, is one of few ships in the Inner Sea region to boast Alkenstar cannons.

Arronax Endymion captains the frigate *Tyrannous* and governs Hell Harbor. Endymion formerly captained *Tyrannous* in the service of the Chelish navy, but a scandal forced him to abandon his position and flee to the Shackles. Endymion never speaks of the scandal's details, and has murdered six people who claimed to know his secret. Hell Harbor is closed to ethnic Chelaxians, as Endymion fears any Chelaxian might be a spy.

Tessa Fairwind, governor of Quent, captains the sloop-of-war *Luck of the Draw*. She commands one of the largest fleets in the Shackles and is known for her greed. Despite Fairwind's status, it's never enough, and she craves fame, often leading her crew on reckless raids that seem doomed to fail, but always succeed. Most expect her to be the next to wear the Hurricane Crown, though whether her ascension will be by force or popular acclaim is anyone's guess.

The Master of the Gales, governor of Drenchport and captain of the xebec *Kraken*, reveals little about his history or motivations. Everyone knows that the Master is a druid, originally from Sargava, and that his ship possesses an unusual defense: the captain's giant squid companion, Stormthresher. Beyond that, the captain is a mystery.

Avimar Sorrinash captains the brig *Blood Moon* and governs Ollo. Most werewolves hide their affliction, but Sorrinash embraces his. A new sailor can only apply to crew his ship the day preceding a full moon. Sorrinash mauls the newcomer to within an inch of her life, then strings her up on the mast. The initiate either becomes a werewolf or dies.

A Tian pirate named Satekai arrived in the Shackles 4 months ago, captaining the ship *Red Fortune*. She has begun building a reputation as a cautious captain who develops simple but clever plans for attacking ships, some much larger than her own. Whether she has ambitions toward becoming a pirate lord remains to be seen.

Ships

Shackles pirates use whatever ships they can claim. Sloops and schooners, galleons and galleys, and more are all found in ports up and down the coast.

Midsized ships are most popular here. Shackles pirates look for a balance between small, light ships with low drag—capable of great maneuverability and speed along the oft-treacherous coastline and between islands—and

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larger, deep-water ships with a longer range and more cargo space to hold plunder. Too-small ships require pirates to leave some of their haul behind, while too-large ships struggle to catch merchants unaware and require enormous crews. Ship preference is a personal matter and is hotly debated among pirates, as there are several competing theories regarding how best to handle the high, rough seas near the Eye of Abendego.

Free Captain Satekai brought one of the first Tian ships to Jeopardy Bay. *Red Fortune* is a light, narrow ship boasting a red wooden sea-serpent figurehead. Since then, *Red Fortune* has inspired admiration and jealousy, and several pirate lords would pay handsomely for a Tian ship of their own.

Hideouts

Most ports in the Shackles are governed by pirate lords. A pirate with a particular allegiance prefers to visit her pirate lord's port to sell and trade, and to repair her ships. However, weather and circumstances often force pirates to dock in unfamiliar ports, and most of the pirate lords are happy to let their port businesses conduct dealings with unaffiliated buccaneers, with varying levels of hospitality. Some pirates make a habit of trading in a variety of locations, while others prefer to conceal their treasure until they can return to their home port.

The Shackles are studded with hundreds of islands: major islands with established ports and harbors, unsettled jungle islands, rocky crags without a water source, and exposed reefs that almost disappear when the tide comes in. In addition to their home ports and favored trading posts, all pirates have a few secret hiding spots among the unsettled anchorages. Some brave pirates favor going to ground in the dangerous Cannibal Isles, home to the legendary kuru warriors, while others let jagged reefs or hungry dinosaurs be their guardians. Some even stash their goods in the ancient cyclopean ruins of Ghol-Gan, hoping that restless spirits will keep all others away.

Activity

Pirates in the Shackles currently enjoy great prosperity and freedom. Most Free Captains seek only to maintain their positions, garner more loot, and expand their fleets, though the various pirate lords all have their own individual motivations. They often pay well for information on their most prominent minions or fellow pirate lords in order to protect themselves from attempted coups—or to plan their own.

Traits

The following regional traits are particularly suited to Shackles pirates.

Home Port: You have a fondness for a particular port, and the people who live and do business there return the sentiment. You gain a +2 trait bonus on Diplomacy checks to gather information in your chosen home port.

Hurricane Savvy: You are used to sailing in the terrible winds that roll out from the Eye of Abendego, and can apply the skills you've learned to any storm. You treat wind effects as one wind force category less than they actually are, both for any personal checks you must make and for any you make to captain or steer a ship.

Narrow Escape: You were captured by kuru cannibals and nearly devoured in a sacrificial ritual. At the last second you wriggled free from your bonds and escaped into the jungle. Your narrow escape has left you with a paranoid fear of capture. You secretly conduct regular sessions in which you slip out of different types of knots. You gain a +1 trait bonus on Escape Artist checks, and Escape Artist becomes a class skill for you.

Ship Aptitude: You are used to crewing on many of the different types of ships that sail the Shackles. As a result, you have a knack for quickly determining the weaknesses and strengths of any ship, even ones you've never set foot on before. You gain a +1 trait bonus on Profession (sailor) checks, and Profession (sailor) becomes a class skill for you.



Other Pirate Groups

Piracy, like any other brand of thievery, is a universal idea, and can be found almost anywhere where valuable goods are transported by water, or coastal settlements can be easily preyed upon. Presented briefly below are several more locations rife with pirates.

Bloodcove

Bloodcove is a small but important settlement on the coastal edge of the Mwangi Expanse, a hub of trade and travel and a popular destination for pirates. Harthwik Barzoni, the Grand Admiral of the Fever Sea, is recognized as the leader of Bloodcove and maintains its militia.

Most pirates know Bloodcove as a dirty, dangerous town where murder is stock in trade, but also one that refuses to tolerate interference with trade lines. Rumor has it that a hidden hand guides the goods that flow along the Vanji River, and the warehouses that line the docks are sacrosanct. Any pirate who dares try to seize cargo from the warehouses or plunder traders heading to Bloodcove meets a terrible fate. It may take weeks or even months, but sooner or later, pirates who violate the laws of Bloodcove vanish and reappear floating in the harbor, usually minus a head. Thus, despite being the closest major port to the Shackles, the wiser island pirates treat Bloodcove exclusively as a place to trade goods, not a place to acquire them.

Free Trade Square is the notorious market at the heart of Bloodcove. It's said that anything can be purchased there, though this is an exaggeration—Free Trade Square is much smaller than the bazaars in large cities, and merchandise is limited to colonial supplies and products of the Mwangi Expanse, though pirates and adventurers occasionally bring in unusual items for trade, such as artifacts found in jungle temples or uncut gemstones plucked from the earth. Any pirate wishing to sell cargo in Free Trade Square is welcome to do so, provided he goes through the proper channels.

Brevoy

Brigands, pirates, and scoundrels make up the branches of the Surtova family tree. Through craft and treachery, the Surtovas have gradually solidified their power along the coast

of the Lake of Mists and Veils over the last thousand years. Yet their pirate lineage remains, and the family possesses a number of shady contacts on the lake. These contacts are widespread and independent—to call them a network would be an exaggeration. However, the end result is that many brigands on the lake have connections higher in the government than any might suspect. This arrangement works both ways, and while the brigands may occasionally catch a break from the rulers of Brevoy, they provide the rulers with eyes, ears, and blades in every port along the lake.

The Surtovas who rule in the public eye, including King-Regent Noleski Surtova and his immediate family, do not engage in illegal actions or consort directly with family members who do—yet the Surtova clan spans many generations, and its members tend to be fecund. This results in a large number of second and third cousins, nieces, nephews, grandchildren, and in-laws who work to support the ruling Surtovas without implicating them in crimes. One of the most active pirates on the Lake of Mists and Veils, Captain Vali Dobos, is rumored to have a connection to the Surtovas, though he is careful to keep his lineage private.

Ironbound Archipelago

The Ulfen of the Lands of the Linnorm Kings are often regarded as seagoing raiders, and though such predations have largely died down in recent generations as the Ulfen become more settled and adopt trade rather than raiding as a national policy, old habits die hard. This is especially true in the Ironbound Archipelago, where many hard-bitten islanders cling to traditions thousands of years old, and aren't above a little looting of the soft southern lands. The terrifying dragon-headed longships of old still make regular forays out of the city of Bildt, where Ingimundr the Unruly turns a blind eye to such activities (though not their profits), and White Estrid herself led a fleet south to plunder Nisroch just 7 years ago. Though more cohesive and disciplined than most pirates, the distinctions between Ulfen raiders and other pirates are of little consequence to those they prey upon.

Lake Encarthan

Pirates go where there are ships to plunder, and few waterways



Pirates OF THE Inner Sea

are as well traveled as Lake Encarthan. The lake connects seven countries with a common coastline, making for brisk trade across its surface. Because Lake Encarthan is inland, pirates who sail its waters captain smaller crafts such as sloops and cutters. Feigning distress is a popular tactic on Lake Encarthan. More than one traveler with good intentions has stopped at a drifting vessel, its flag flying upside-down to signal distress, only to have a crew of pirates swarm up from below decks.

Pirates' favorite targets are trade ships from Druma (almost guaranteed to possess valuable cargo in their holds), lumber shipments from Nirmathas, and ships of all stripes out of Caliphass. While it would seem easy to wipe out pirates in such a contained region, in truth the bordering countries' lack of cooperation means that a pirate who steals from merchants in one nation can almost always sell the plunder in another. Lake Encarthan pirates pick their battles carefully when near Kyonin, however, as the elves are notoriously vengeful, and elven archers on a ship's deck can be deadly from hundreds of feet away.

Even pirates steer clear of the Isle of Terror. Monsters and undead roam the storm-plagued island, and the constantly churning waters that surround it, driven by pounding rain and howling winds, can capsize even the most experienced pirate's ship. Nonetheless, stories persist of pirates who are lost or driven by desperation braving the Isle of Terror's shores to hide their treasure before trying to escape. Some pirates report that on nights when a new moon hangs in the sky, ships drifting too close to the Isle of Terror might encounter a rotten ship with tattered black sails—the *Nixie's Pride*, crewed by skeletons.

The pirates of Lake Encarthan operate independently, though from time to time a handful of captains band together. Sometimes one of the countries bordering Lake Encarthan sends out naval ships to destroy these cartels—more often, quarrels over the distribution of plunder tear them apart.

Sodden Lands

The Sodden Lands is a dangerous wasteland, pummeled by the savage storms rolling off the Eye of Abendego. The presence of the hurricane prevents far-ranging ocean voyages, but occasionally ships try to skirt the coast. These ships may be strong enough to handle the foul weather, but they risk falling prey to the scavengers who live in the waterlogged wasteland.

Boggard tribes often have a few clumsy crafts available for sailing out and attacking ships that pass by their villages. More boggards participate in an attack than can fit in available crafts—often a force of boggards swims out with the boats to support the assault. These boggards are vicious predators whose motivations remain murky, but it

FLAG TYPES

On the sea, the position of your flag can mean the difference between life and death. Even pirates prefer to obey flag etiquette unless they're deliberately attempting to deceive others. Three types of flags are commonly used on the water.

Ensign: An ensign is a ship's domestic flag. For example, an Andoren ship would fly the Andoren flag as its ensign.

Courtesy: A courtesy flag is the flag of a foreign nation. An Andoren ship in Taldan waters would fly the Taldan flag as its courtesy flag.

Private Signal: A private signal is the personal flag of a particular ship or captain. This flag is usually the captain's personal emblem or the emblem of an organization. An Andoren privateer must register her personal emblem before obtaining her letters of marque; this emblem appears on her private signal, and helps the government track her ship.

FLAG POSITIONS

Ships use several common flag positions to signal their intentions.

In domestic waters, a ship flies its ensign at the top of the mast. Beneath the ensign appears the ship's private signal. A private signal flown alone means the ship considers itself unaffiliated with any government—in short, a pirate vessel. Pirate flags are generally flown alone.

In foreign waters, a ship flies the courtesy flag at top mast. Beneath the courtesy flag, ships fly the ensign and then the private signal. Flying an ensign without a courtesy flag in foreign waters can be seen as a declaration of hostile intent.

On ships without a flagpole, the ensign is always hoisted aft, as close to the stern as possible. The courtesy flag, if any, is flown fore (close to the bow) and the private signal is flown amidships.

A flag flown upside-down is a signal of distress.

seems likely that the tribes view sailing ships as offensive to the Eye of Abendego. Many tribes see the hurricane as a manifestation of their deity Rovagug, and attack ships to please the Rough Beast. Surviving crew members from the targeted ships are eaten or sacrificed to the waves.

Lizardfolk also threaten ships along the coast or traveling along the large rivers in the south. Lizardfolk are more organized than boggards, but do not use ships in their attacks, and many crews have been taken by surprise when lizardfolk claw their way up over the gunwales. Lizardfolk pirates look for supplies and treasure, and may claim a few sailors as slaves before killing the rest.

The various treasure-hunters, marsh gangs, and cults that live within the Sodden Lands may also engage in pirating activities. Of these, the Koboto cannibals are most likely to attack ships sailing near their flooded territories, with the assorted Sodden Scavenger tribes coming a close second.

Pirate Gear

While pirates wield a wide variety of weapons and items—and carry even more plundered gear in the hulls of their ships—certain types of gear have become associated with them over the years, usually for the items' utility at sea.

Weapons

Pirates choose their weapons carefully. Style factors into this decision—most pirates want to look as fierce as possible, as an enemy who immediately surrenders is always preferable to one you have to kill. Practical considerations, however, factor in as well; some weapons are simply better suited to shipboard combat than others.

Bayonet: Bayonets are close-combat weapons designed to fit into the grooves or muzzles of crossbows and firearms. They allow you to make melee attacks with these weapons, but render them temporarily useless as ranged weapons. Attaching or removing a bayonet is a move action.

Boarding Axe: Basically a hand axe with a backward-pointing spike, a boarding axe is used to chop through hatches or rigging, to drag burning debris off a ship, or as a weapon. A boarding axe is a one-handed martial weapon that uses the same statistics as a handaxe, except it deals slashing or piercing damage. In addition, the spike grants a +2 circumstance bonus on Climb checks on wooden surfaces.

Boarding Gaff: A gaff hook is a long pole with a hook on one end for spearing fish. Pirates often add extra, heavier hooks to both ends of gaff hooks to assist with boarding actions. After the pirates use grappling hooks to draw ships close together, they hook the gunwales together with boarding gaffs to prevent the ships from drifting. Small crafts often use boarding gaffs in place of grappling hooks.

Boarding gaffs bite deeply into the wood of the railing. It takes 1 minute to pry a boarding gaff loose. Most pirates use a boarding axe or cutlass to cut through boarding gaffs rather than trying to unhook them one by one.

The gaff can also be used for fishing when not in combat.

Boarding Pike: A boarding pike is an 8-foot-long pole topped with a foot-long tapered metal tip. Boarding pikes look much like longspears, but the metal pike is designed to flow into the wooden haft, leaving no grooves, collars, or spikes that could trap salt water and cause rust. Boarding pikes are mainly used defensively, to repel boarding actions. The pikes are kept in brackets around the mast, so sailors can quickly grab pikes and brace them against the gunwale to repel boarders.

Brass Knife: Pirates often carry long brass knives for working aboard a ship. Though brass doesn't hold as sharp

an edge as steel, it isn't vulnerable to rust like steel is. In a pinch, a pirate can use his brass knife as a weapon. Mostly, though, they are used for cutting ropes, cleaning fish, and other sundry tasks.

A brass knife has the fragile quality. A fragile weapon gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon. If a fragile weapon is already broken, rolling a natural 1 destroys it instead.

Cat-o'-Nine-Tails: A cat-o'-nine-tails, also known as the "captain's daughter," is a short whip made of nine knotted thongs about 3 feet in length, designed to lacerate and inflict great pain without doing serious permanent damage.

A cat-o'-nine-tails deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher.

Cutlass: A cutlass is a short, curved sword with a single sharp edge. Pirates favor cutlasses because the blade is sharp enough to cut through rigging (and enemy sailors) but is short enough to use in crowded shipboard melees.

Grappling Hook: A grappling hook is usually thought of as a climbing instrument, but is also used to grapple enemy ships and draw them close before a boarding action.

Grappling hooks bite deeply into the wood of the railing. It takes 1 minute to pry a grappling hook free. The rope attached to a grappling hook can be cut, but pirates often target the rigging and masts to make it difficult to remove the hooks. Tying off the rope of a grappling hook is a move action.

A grappling hook can also be used as a ranged weapon. If you are proficient in the grappling hook, it is a grappling weapon. On a successful critical hit with a weapon of this type, you can grapple the target of the attack. You can attempt a combat maneuver check to grapple your opponent as a free action. This grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple if that creature is not threatening you. While you grapple the target with a grappling weapon, you can only move or damage the creature on your turn. You are still considered grappled, though you do not have to be adjacent to the creature to continue the grapple. If you move far enough away to be out of the weapon's reach, the grapple ends.

A grappling hook's weight includes the weight of 50 feet of hemp rope. It can be reduced by using shorter or lighter rope.

Harpoon: A harpoon is a barbed spear with an attached rope 50 feet or less in length. If you are proficient in the harpoon, it is a grappling weapon. On a successful critical hit with a weapon of this type, you can grapple the target of the attack. You can then attempt a combat maneuver check to grapple your opponent as a free

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Table 1: New Pirate Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Brass knife	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	P or S	Fragile
Hook hand	10 gp	1d3	1d4	x2	—	1 lb.	S	Disarm
<i>Two-Handed Melee Weapons</i>								
Bayonet	5 gp	1d4	1d6	x2	—	1 lb.	P	—
Boarding pike	8 gp	1d6	1d8	x3	—	9 lbs.	P	Brace, reach
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Axe, boarding	6 gp	1d4	1d6	x3	—	3 lbs.	P or S	—
Cat-o'-nine-tails	1 gp	1d3	1d4	x2	—	1 lb.	S	Disarm, nonlethal
<i>One-Handed Melee Weapons</i>								
Cutlass	15 gp	1d4	1d6	18–20/x2	—	4 lbs.	S	—
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Two-Handed Melee Weapons</i>								
Boarding gaff	8 gp	1d4/1d4	1d6/1d6	x2	—	8 lbs.	S	Double, reach, trip
Harpoon	5 gp	1d6	1d8	x3	10 ft.	16 lbs.	P	Grappling
<i>Ranged Weapons</i>								
Grappling hook	6 gp	1d4	1d6	x2	10 ft.	14 lbs.	P	Grappling

action. This grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple if that creature is not threatening you. While you grapple the target with a grappling weapon, you can only move or damage the creature on your turn. You are still considered grappled, though you do not have to be adjacent to the creature to continue the grapple. If you move far enough away to be out of the weapon's reach, the grapple ends.

The harpoon appears in *Pathfinder RPG Ultimate Combat* as a Bronze Age weapon; it uses the same stats here, but is made out of steel. A harpoon's weight includes the weight of 50 feet of hemp rope—it can be lightened by using shorter or lighter rope.

Hook Hand: Pirates who lose a hand in the course of their adventures sometimes attach hooks to their wrists. Your opponent cannot use a disarm action to disarm you of a hook hand. Hook hands generally do not interfere with routine activities, but you cannot use another weapon two-handed if you have a hook hand attached. You cannot use any type of weapon if both your hands are hook hands, and you may have trouble with routine activities.

Hook hands presume that the wrist joint is intact. If the wrist joint is not intact, use the prosthesis statistics instead. It takes 1 minute to attach or detach a hook hand.

Equipment

The following items are useful for pirates and honest sailors alike.

Astrolabe: This device consists of a flat disc upon which two other discs are mounted. The mounted discs can rotate on a central axis, allowing them to spin and move as days pass. The bottom disc represents the latitude of the user; the upper disc represents the sky, and is filled with astronomical features. Anyone can be shown how to use an astrolabe at night to determine the date and time (which takes 1 minute). An astrolabe grants a +2 circumstance bonus on Knowledge (geography) and Survival checks to navigate in the wilderness (and on Profession [sailor] checks to navigate at sea).

Chest, Treasure: A treasure chest begins as a common wooden chest, and is then treated with resin to make the wood water-resistant. Metal bands, usually bronze to prevent rusting, are strapped around the treasure chest for extra reinforcement, and the lock is also made of bronze. A treasure chest uses the statistics of an ordinary wooden chest, but its hit points increase by 25% and its Break DC increases by 2. Treasure chests stand up better to water travel and to being buried than ordinary chests.

Eye Patch: An eye patch covers one eye and ties around the head. Pirates usually wear eye patches to cover injured or blind eyes, but some wear eye patches to look more

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intimidating, or to keep one eye covered and thus retain their night vision when transitioning from the relative darkness belowdecks to the sunlight above.

Flag: Small nautical flags measure 3 feet by 5 feet, while large ones measure 6 feet by 10 feet. Most ships fly a large national flag (or “ensign”) and a small courtesy flag (the flag of the nation whose waters it’s sailing in) as well as a personal signal, but flag sizes depend on ship size and personal preference.

Flags can be made out of almost any material. Cotton and silk are common, though any type of cloth degrades quickly at sea. Most captains replace their flags every two or three voyages.

Ensign and courtesy flags cost less than personal signals, as they can be made in large quantities. Personal signals must be custom ordered.

Grog: Sailors, especially on pirate crews, often demand daily rations of alcohol. To prevent hoarding of alcohol (resulting in drunkenness and subsequent hangovers), most captains mix alcohol with water and a bit of lime or lemon juice to make grog. The water dilutes the alcohol and causes it to spoil more quickly, while the citrus juice masks the taste of spoilage and also prevents scurvy.

Hats: Hats of various styles appear in all cultures. Ranging from the turban to the headscarf to the furred

cap, a hat can be a simple covering for the head or a sign of rank and status. Particular hats are sometimes mandatory for social or religious sects. Pirates often wear bandanas or tricorne hats, while captains prefer bicornes and may wear them either “fore-and-aft” (with the points in front of and behind them) or “athwart” (sideways).

Nautical Chart: Nautical charts can be more valuable than gold to the right buyer. These charts map waterways, showing the depth of water and height (and shape) of coastlines, as well as currents, harbors, navigational hazards, reefs, and tides. A nautical chart grants a +4 circumstance bonus on Profession (sailor) checks made to navigate when in the area detailed by the chart.

Peg Leg: A peg leg is a wooden stump with a socket built on one end to fit over an individual’s knee. Pirates who lose legs at sea often wear peg legs. A peg leg reduces your base speed by 5 feet and imposes a –4 penalty on Acrobatics, Climb, and Swim checks. You take half damage from caltrops. Pirates often carve hidden compartments into their peg legs—these compartments can hold small items weighing up to 1 or 2 pounds (or a few swigs of grog). If you have two peg legs, your base speed is reduced to half and you take a –10 penalty on Acrobatics, Climb, and Swim checks. You are immune to damage from caltrops.

Peg legs presume that the knee joint is intact. If the knee joint is not intact, use the prosthesis statistics instead.

Pirate Clothes: Pirates can appear in a variety of clothing styles, but most wear a basic outfit consisting of a linen shirt, canvas knee-breeches, cotton stockings, and leather shoes (though some pirates prefer to go barefoot at sea). In addition, well-to-do pirates, particularly pirate captains, often add fancy touches to their outfits, such as colorful jackets of velvet or silk done up with brass buttons, tall leather boots, ruffled collars, and plumed hats. Sailors in warmer climates may instead go shirtless and wear nothing but loose pantaloons.

Prosthesis: People who lose hands, arms, legs, or feet in combat sometimes replace them with prostheses: realistic simulations of their missing limbs. Usually carved of wood and painted to match the wearer’s skin tone, these items have limited functionality, allowing a person missing a leg to walk at half speed, or enabling a person missing an arm to hold a shield in a fixed position, but little more. Clever individuals have been known to create small compartments in their prostheses, just large enough to hold very small objects. A prosthetic hand or foot can hold only an item with negligible weight, while a prosthetic limb can hold up to 1 or 2 pounds.

Sextant: A sextant is used to determine your latitude, and grants a +4 circumstance bonus on Survival checks made to navigate while above ground.



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Tar Bomb: A tar bomb is an easy weapon to make, and devastating in use. A head-sized lump of tar is wrapped around a rope and set on fire. You use the rope to lob the burning tar onto an enemy's deck, where it sticks and sets the ship alight. In many ways, a tar bomb functions as a less potent version of alchemist's fire, as it deals less damage and lacks the splash damage of the more expensive substance. Treat this attack as a ranged touch attack with a range increment of 10 feet. Lighting a tar bomb is a move action.

A hit with a tar bomb deals 1d4 points of fire damage and has the potential to set the struck object or creature on fire, causing an additional 1d6 points of fire damage each round unless the target or an adjacent creature makes a DC 15 Reflex save to extinguish the flames as a full-round action. Knocking the tar bomb or the burning creature or object into a body of water or magically extinguishing the flames automatically smothers the fire.

Tattoo: The cost of a tattoo depends on the quality, size, and number of colors used. A coin-sized tattoo in blue ink that will blur over a decade may cost 1 cp, a hand-sized one in black ink that won't fade costs 1 sp, and a tattoo covering an entire back takes several sessions and costs 10 gp. Each additional color costs as much as a single tattoo of its size.

Table 2: Pirate Equipment

Adventuring Gear	Cost	Weight
Chest, Small treasure	3 gp	25 lbs.
Chest, Medium treasure	7 gp	50 lbs.
Chest, Large treasure	15 gp	100 lbs.
Chest, Huge treasure	37 gp	250 lbs.
Eye patch	1 sp	—
Flag, ensign or courtesy, Small	2 gp	—
Flag, ensign or courtesy, Large	5 gp	1 lb.
Flag, personal signal, Small	4 gp	—
Flag, personal signal, Large	10 gp	1 lb.
Peg leg	10 gp	5 lbs.*
Prosthetic arm	10 gp	3 lbs.*
Prosthetic foot	1 gp	2 lbs.*
Prosthetic hand	1 gp	1 lb.*
Prosthetic leg	20 gp	6 lbs.*
Tattoo	1 cp–20 gp	—

Special Substances and Items	Cost	Weight	Craft DC
Tar bomb	15 gp	2 lbs.	15

Tools and Skill Kits	Cost	Weight
Astrolabe	100 gp	6 lbs.
Nautical chart	25 gp	—
Sextant	500 gp	2 lbs.

Clothing	Cost	Weight
Hat	1 sp–50 gp	1/2 lb.–2 lbs.*
Pirate clothes, basic	1 sp	2 lbs.*
Pirate clothes, fancy	30 gp	6 lbs.*

Food, Drink, and Lodging	Cost	Weight
Grog, cup	1 cp	1 lb.
Grog, gallon	1 sp	8 lbs.

* These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Ships

Every pirate prefers a specific type of ship. Some value speed and stealth, while others demand the largest, most battle-worthy crafts available. Each entry below lists the ship's length and its minimum and maximum number of passengers.

Rowboat: Sometimes seen in the River Kingdoms but mainly used as lifeboats on larger ships. 10 ft., 1–3.

Jolly-boat: A larger rowboat often used to ferry passengers to and from a larger ship. 20 ft., 2–10.

Cutter: A single-masted sailboat, very light and fast. 30–50 ft., 4–104.

Sloop: Similar to a cutter, but with a more forward mast suitable for many different types of weather. 30–50 ft., 4–104.

Keelboat: Keelboats look like oversized rowboats. Some have a cabin built in the middle. 50–80 ft., 4–104.

Barge: A flat-bottomed boat made for river travel. Barges can be towed by larger boats. 80–150 ft., 50–150.

Longship: Longships use both oars and sails and are generally used as warships. Their shallow draft makes them maneuverable along coastlines. 75–125 ft., 50–150.

Brigantine (Brig): A light, two-masted sailing ship. The forward sail is square-rigged. 30–50 ft., 20–140.

Caravel: A light sailing ship with two or three masts and multiple decks, usable on the open ocean. 30–50 ft., 20–140.

Carrack: A heavier sailing ship with three or four masts and multiple decks. 50–100 ft., 20–140.

Frigate: A heavy warship with a broad deck suitable for holding siege weapons. Frigates are the fastest and most maneuverable type of warship. 75–120 ft., 60–220.

Galleon: A warship with three or four masts and a distinctive square galley at the stern. 75–120 ft., 60–220.

Man-of-War: One of the heaviest warships, propelled primarily by sails. 90–130 ft., 60–220.

Xebec: A three-masted warship with a distinctive overhanging bow. 70–110 ft., 60–220.

Dromon: A two-masted galley powered by rowing or sailing. 100–150 ft., 200–400.

Slave Galley: An enormous ship powered mainly by rowing. 100–150 ft., 200–400.

Pirate Archetypes

Piracy often attracts individualistic and free-spirited souls, and two pirates from similar backgrounds can have vastly different abilities. This section showcases four new pirate archetypes. Though each archetype favors different skills, all fit the pirating lifestyle, and any of these archetypes would fit in with a pirate crew.

Buccaneer (Bard)

A buccaneer is a pirate who specializes in raiding ships and port towns, but who leaves his victims alive whenever possible. Buccaneers are flashy, debonair pirates who enjoy the excitement and rewards of piracy, but prefer not to kill; they are welcome on ships whose captains prefer to avoid the punishments that murder would bring or



who lack the heart to strike down civilians in cold blood. Buccaneers are also popular in privateer crews—and among slave traders.

Hilt Bash (Ex): A buccaneer develops the ability to fight with the hilts and flats of his weapons, aiming to leave his victims alive. He can use a weapon that normally deals lethal damage to deal nonlethal damage with no penalty on his attack roll. This ability replaces bardic knowledge.

Song of Surrender (Su): A buccaneer of 4th level or higher can use his performance to encourage an enemy to surrender. To be affected, an enemy must be within 30 feet and be able to see and hear the buccaneer's performance. An affected enemy feels the irresistible urge to drop any held weapons and fall prone. This effect lasts for 1 round—essentially, the affected enemy takes no actions on its next turn other than to lie prone, although it is not considered flat-footed or helpless.

A Will saving throw (DC 10 + 1/2 the buccaneer's level + the buccaneer's Charisma modifier) negates the effect. This ability affects only a single creature. Song of surrender is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible components. This ability replaces *suggestion*.

Knock Out (Ex): At 5th level, a buccaneer may focus his blows in an attempt to knock out an opponent. Once per day as a swift action, the buccaneer can choose one target to attempt to knock out. The buccaneer adds his Charisma bonus (if any) on his attack roll and adds his buccaneer level on any nonlethal damage rolls made against the target. The bonus lasts until the buccaneer deals nonlethal damage to his target or until the buccaneer chooses a new target to attempt to knock out. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level. This ability replaces lore master.

Mass Song of Surrender (Su): This ability functions just like song of surrender but allows a buccaneer of 16th level or higher to affect all enemies within 30 feet. Enemies within range of this effect still receive a saving throw. Mass song of surrender is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components. This ability replaces *mass suggestion*.

Corsair (Fighter)

A corsair is a pirate who focuses on shipboard combat, relying on his strength of arms over his agility. He specializes in traditional pirate weapons, but often wears heavier armor than is normally seen on a ship. A corsair

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moves and fights easily in his armor, however, even in the water. Captains value corsairs because of the skill they exhibit in defending the ship and in boarding actions.

Pirate Weapons (Ex): A corsair is well versed in the types of weapons favored by pirates. When selecting a group of weapons for his Weapon Training ability, he can select Pirate Weapons as a group. The Pirate Weapons group consists of the crossbow, cutlass, dagger, hook hand, rapier, and short sword.

Deck Fighting (Ex): A corsair is used to fighting on crowded decks, and isn't fazed by fighting multiple opponents at once. At 2nd level, he gains Cleave as a bonus feat. He may use this feat even if he does not meet the prerequisites. A corsair does not take the normal -2 penalty to his AC when using the Cleave feat. This ability replaces the fighter's 2nd-level bonus feat.

Armored Pirate (Ex): A corsair wears heavier armor than is common aboard a ship. At 3rd level, the corsair reduces the armor check penalty of any light armor he wears to 0 for purposes of Acrobatics and Swim checks. At 7th level, this becomes true of medium armor as well. At 11th level, it includes heavy armor. This ability replaces armor training.

Improved Deck Fighting (Ex): At 6th level, the corsair gains Great Cleave as a bonus feat. He may use this feat even if he does not meet the prerequisites. A corsair does not take the normal -2 penalty to his AC when using the Great Cleave feat. This ability replaces the fighter's 6th-level bonus feat.

Freebooter (Ranger)

A freebooter is a natural leader, a pirate who works well with a variety of people and in a variety of roles. Her specialized combat tactics help organize and direct a crew, and freebooters' talents are in high demand. Most freebooters work as independent agents. A freebooter signs on with a crew when she feels the urge to travel, and often moves to a new ship when her contract ends.

Freebooter's Bane (Ex): At 1st level, the freebooter can, as a move action, indicate an enemy in combat and rally her allies to focus on that target. The freebooter and her allies gain a +1 bonus on weapon attack and damage rolls against the target. This ability applies only to allies who can see or hear the freebooter and who are within 30 feet of the freebooter at the time she activates this ability. At 5th level and every 5 levels thereafter (10th, 15th, and 20th level), the bonus increases by 1.

The freebooter's bane lasts until the target dies or the freebooter selects a new target. This ability replaces favored enemy.

Freebooter's Bond (Ex): At 4th level, a freebooter forms a bond with her crewmates. This bond allows her to spend

a move action to grant her allies extra combat prowess when they work as a team. All allies within 30 feet who can see or hear the freebooter gain an additional +2 bonus on attack rolls when flanking with the freebooter or with another ally affected by this ability. This ability replaces hunter's bond.

Fast Swimmer (Ex): Starting at 7th level, a freebooter may swim half her speed as a move action or her normal speed as a full-round action with a successful Swim check. The freebooter gains a +2 bonus on Swim checks. This ability replaces woodland stride.

Smuggler (Rogue)

Smugglers specialize in moving contraband from one area to another while avoiding detection by authorities. Sometimes a smuggler's cargo is illegal goods, such as drugs or slaves. Other times, a smuggler hides legal goods to avoid paying duties or taxes, and some may even use their abilities to help smuggle escaped slaves to freedom. Smugglers may work on a ship that does nothing but smuggle goods from one port to another, or they may freelance, working on ships that require a smuggler's services for a short time.

Bribery: An experienced smuggler knows how to smooth over interactions with customs officials. At 3rd level, when dealing with officials working at a checkpoint, conducting an inspection, or performing another such activity, a smuggler can make a Diplomacy check opposed by the presiding official's Sense Motive check to ensure her contraband makes it through. She gains a +1 bonus on this Diplomacy check. On a successful check, the smuggler pays a small bribe (5d4 gp) to guarantee her cargo remains undisturbed. This bonus rises to +2 when the smuggler reaches 6th level, +3 at 9th level, +4 at 12th level, +5 at 15th level, and +6 at 18th level. This ability replaces trap sense.

Conceal Item: A smuggler adds 1/2 her level on Sleight of Hand checks (minimum +1). A smuggler can use Sleight of Hand to conceal a small item in a container or room, such as the false bottom of a chest or beneath floorboards. Anyone attempting to find an item concealed by a smuggler makes a Perception check opposed by the Sleight of Hand check made by the smuggler when she concealed the object. This ability replaces trapfinding.

Distraction: A smuggler uses patter and body language to deflect searchers from hidden items. At 2nd level, a smuggler may make a Bluff check opposed by a searcher's Perception check when a searcher looks for items the smuggler has concealed. If the smuggler's Bluff check succeeds, the searcher must make a second Perception check and take the lower of the two rolls. This ability replaces Evasion.

Combat

Inner Sea Pirate Prestige Class

Pirates of the Inner Sea region sail many different bodies of water in search of plunder, from the most common Shackles pirates to the privateers of Andoran and the fast-moving brigands of the River Kingdoms. Those who prove handy on a ship might rise to the rank of captain and command their own ships. Inner Sea pirates are adept at both sailing and sword fighting, and most have looked death in the face more than once. They possess a variety of skills that prove useful when sailing and plundering, and two Inner Sea pirates might be quite different from each other.

Role: While many sailors in the waters around Avistan and Garund work as pirates, those experienced enough to take levels in this prestige class show more talent than do common deck hands. Inner Sea pirates often captain their own ships; those who do not usually serve as officers or aboard notorious ships under accomplished captains.

Alignment: Inner Sea pirates are often chaotic and rarely good, but can be any nonlawful alignment.

Requirements

To qualify to become an Inner Sea pirate, a character must fulfill all of the following criteria.

Alignment: Any nonlawful.

Skills: Appraise 5 ranks, Profession (sailor) 5 ranks, Swim 5 ranks.

Class Skills

The Inner Sea pirate's class skills are Appraise (Int), Climb (Str), Intimidate (Cha), Knowledge (nature) (Int), Profession (sailor) (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are class features of the Inner Sea pirate prestige class.

Weapon and Armor Proficiency: An Inner Sea pirate gains proficiency with the cutlass, hook hand, rapier, and short sword. An Inner Sea pirate gains no armor proficiency.

Sneak Attack (Ex): This ability is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at 4th level and every three levels thereafter. If an

Inner Sea pirate gets a sneak attack bonus from another source, the damage bonuses stack.

Pirate Talent: As an Inner Sea pirate develops her skill, she learns a number of tricks that aid her in her work. She gains a pirate trick at 4th level and every three levels thereafter. An Inner Sea pirate cannot select an individual trick more than once.

Tricks marked with an asterisk add effects to an Inner Sea pirate's sneak attack. Only one of these tricks can be applied to an individual attack, and the decision must be made before the attack roll is made.

Classic Duelist (Ex): The Inner Sea pirate gains a +1 competence bonus on attack rolls made with a cutlass, rapier, or short sword.

Deep Breath (Ex): The Inner Sea pirate can hold her breath for a number of rounds equal to three times her Constitution modifier before she must start making Constitution checks.

Drink for Free (Ex): This ability presumes that the Inner Sea pirate is admired or feared in the taverns she frequents. The Inner Sea pirate designates one tavern per Inner Sea pirate level as a "favored tavern." When in a favored tavern, the Inner Sea pirate drinks for free. In addition, she gains a +2 circumstance bonus on Diplomacy and Intimidate checks within a favored tavern.

Farseer (Ex): Pirates take turns serving as lookouts. An Inner Sea pirate with this ability reduces any distance-based penalties on Perception checks by half when she is at least 10 feet off the ground or above the deck of a ship.

Hand Stab* (Ex): The Inner Sea pirate can weaken an opponent's weapon hand by hitting with a sneak attack. When she deals sneak attack damage against an opponent, that opponent becomes easier to disarm. Until the end of the rogue's next turn, anyone attempting to disarm that opponent gains a +2 bonus on the disarm attempt.

Quick Appraise (Ex): The Inner Sea pirate must at times quickly select the most valuable items to spirit away. She appraises an item as a move action and can determine the most valuable item in a treasure hoard as a standard action.

Rigging Monkey (Ex): Some pirates become skilled at climbing on ropes and rigging. This ability grants the Inner Sea pirate a +2 bonus on Climb checks when using a rope to help her climb. In addition, when using a rope

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Inner Sea Pirate

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Sneak attack +1d6
2nd	+1	+1	+1	+1	Pirate trick
3rd	+2	+1	+2	+1	Pirate trick
4th	+3	+1	+2	+1	Sneak attack +2d6
5th	+3	+2	+3	+2	Pirate trick
6th	+4	+2	+3	+2	Advanced tricks, pirate trick
7th	+5	+2	+4	+2	Sneak attack +3d6
8th	+6	+3	+4	+3	Pirate trick
9th	+6	+3	+5	+3	Pirate trick
10th	+7	+3	+5	+3	Sneak attack +4d6

to help her climb, the Inner Sea pirate can move at half her speed. (By accepting a -5 penalty she can move at her normal speed.)

Storm Sailor (Ex): The Inner Sea pirate treats all storms as if they were one category less severe for the purposes of sailing and navigation. (This benefit stacks with the Hurricane Savvy character trait and other effects related to wind conditions.) She can make an Acrobatics check to move her normal speed across uneven ground, and she does not take a penalty on any Acrobatics checks due to slightly slippery, slightly unsteady, or moderately unsteady conditions.

Windrigger (Ex): The Inner Sea pirate has learned the tricky art of tacking. With a DC 15 Profession (sailor) check, she increases her ship's base movement by 5 feet for 1 hour.

Advanced Tricks: At 6th, 8th, and 9th level, an Inner Sea pirate can choose one of the following advanced tricks in place of a pirate trick.

Burst of Speed (Ex): The Inner Sea pirate has learned to coax speed out of her ship when it really counts. With a DC 20 Profession (sailor) check, she doubles her ship's base movement for 1 round. She can use this ability once per day.

Defensive Climber (Ex): The Inner Sea pirate does not lose her Dexterity bonus to AC when climbing.

Fearsome Advance* (Ex): If the Inner Sea pirate deals damage with her sneak attack, she can make an Intimidate check as an immediate action to demoralize the damaged opponent.

Foot Sweep* (Ex): The Inner Sea pirate has learned to sweep her opponents' legs when they are reeling from the pain of her precise attacks. If the Inner Sea pirate deals damage with a sneak attack, she can make a trip attack against the damaged opponent as an immediate action. All the usual rules for trip attacks apply, and feats such as Improved Trip modify the attack normally.

Shipboard Authority (Ex): As a full-round action once per day, the Inner Sea pirate can shout orders to her crew. All allies within 30 feet of the Inner Sea pirate who can

hear her gain a +1 morale bonus on attack rolls or on a particular skill check for 1 round per the Inner Sea pirate's level. The Inner Sea pirate specifies which bonus applies when she uses this ability and may not change the bonus for the duration of this ability.



Faith

Besmara the Pirate Queen

Besmara stirs up strife and conflict where she can, the better to plunder all sides. Her following may be small, but she exerts her power unreservedly on the waters. The Pirate Queen is vicious, temperamental, and greedy. She teaches her followers to sow chaos and harvest gold from the bellies of captured ships. Beyond that, Besmara has little interest in the affairs of mortals, even those who live on or beneath the waves, and instead focuses on sailing the chaotic sea of the Maelstrom on the Outer Planes, raiding ports in Axis, Heaven, Hell, and beyond. When she chooses to appear on the Material Plane, she does so in the form of a raven-haired pirate captain aboard her ship, *Seawraith*. Besmara is chaotic neutral, and her portfolio is piracy, sea monsters, and strife. Her domains are Chaos, Trickery, War, Water, and Weather, and her favored weapon is the rapier.

Adventurers

If you pay respects to Besmara, you're probably a pirate, privateer, or other seafaring scoundrel, though you might also be an honest sailor just hoping to make it home in one piece. You might go days, months, or years without a prayer or thought to Besmara, even if you follow her devotedly. Yet when trouble strikes and you've got your back to the mast, prayers to the Pirate Queen come bubbling from your lips.

Like Besmara, you're slow to take sides and quick to abandon them, and care little for laws and justice (though revenge is always an idea you can get behind). In a conflict, what matters is not who is right, but rather who has the best loot. The ocean waves don't consider the allegiance of a ship before capsizing it in a storm, and neither do you think overmuch about the ships you plunder.

You like to speak up and give your opinion, particularly when it comes to selecting targets or planning attacks. You do poorly on ships where your input is not encouraged, and quickly leave to find a more appealing position.

Classes

As a follower of Besmara, you likely spend most of your time on the water. You might be a bard, rogue, or cavalier captaining a pirate ship, or perhaps a barbarian plunderer. If you're a fighter, you probably crew aboard a pirate ship and focus on speed in combat. You could even be a druid or ranger with an affinity for water, weather, or sea creatures.

Wizards, sorcerers, and witches are welcome in her faith, especially if they have powerful spells to target enemy ships at long range, control the weather, or help a ship escape from pursuers. Alchemists frequently serve as munitions experts and field surgeons. Monks are too centered to worship Besmara properly, and paladins look askance at the Pirate Queen's chaotic doctrine.

If you're a cleric of Besmara or an oracle, you might serve aboard a pirate ship as the ship's medic, religious officer, or even captain. Your responsibilities include healing your crew, using your spells to assist in battle, encouraging your crew to engage in piracy, and officiating over burials at sea.

Goals

You want gold, and covet the wealth of others. You love the water and feel at home on a ship. Piracy is exciting and fun, and you'd sooner cut your own throat than take a humdrum job on land. When you meet others who appreciate piracy and the wildness of the open water, you eagerly team up and use your abilities to help them—provided they're willing to help you in return. You hate sitting in one place day after day and prefer to keep your time in port to a minimum. You enjoy traveling to new waters and uncharted islands almost as much as piracy itself, and leap at opportunities to explore.

Identifiers

The symbol of Besmara is the Jolly Roger, a white skull and crossbones on a black flag, and any ship flying the symbol is bound to have at least a few followers of Besmara aboard. You may choose skull-themed accessories, such as a silver skull pendant or a skull-and-crossbones tattoo.

You treat other faithful of Besmara as potential comrades, but view everyone with a certain level of suspicion—after all, it's possible you'll attack or be attacked by them in the future, if you haven't already. You trust your sworn shipmates more than anyone else, but even then, you make it a point of pride to be no one's fool. You're quick to share a drink, a tumble in the brothel, or any of life's other simple pleasures, but always keep your sword within reach.

Devotion

Even clerics of Besmara treat their worship as a casual affair. Besmara doesn't expect grand temples and fancy rituals,

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as you're too busy plundering ships. You may concoct individualized private rituals for yourself, however. Many faithful of Besmara hold superstitions that grow into full religious beliefs. Common maxims include the following: It's lucky to bring a cat on board (likely because of the problem of ship rats); a figurehead with open eyes guides a ship safely; wearing gold jewelry wards off evil spirits; whistling aboard a ship brings bad luck; and pouring alcohol on a deck brings good luck. It's also well known that Besmara appreciates the occasional sacrifice of valuable goods dumped into the sea (it's believed she reclaims them from the ocean floor), and hiding treasure in a remote location can also be viewed as a sacrifice—though you have a way of recovering these latter “donations” before too long.

You speak little about your faith, unless in dire straits. Your worship is real, but not a large part of your life.

Other Faiths

Your own faith is casual enough that other beliefs don't bother you. If a faith's doctrines oppose Besmara's, it's unlikely you'll encounter their faithful in a peaceful setting anyway. Believers in faiths that have no issue with Besmara's teachings are more likely to be pirates and cutthroats themselves, and that suits you fine. You neither target ships specifically because of the faiths of those aboard, nor spare enemies because of their beliefs—not even other faithful of Besmara.

Taboos

Besmara doesn't take much interest in the lives of her followers. Her only concern is that you create chaos through piracy. She has no affection for the creatures of the sea, and you have no prohibition against killing sea monsters or aquatic creatures. She cares nothing for what happens on land, and has no objection to murder, even that of other pirates, though she looks down on weak captains who can't adequately control their crews.

You are encouraged to seize any opportunities for plunder, and bring all your skill to bear when in combat. Running from a stronger opponent is sometimes necessary, however—prudence and cowardice are entirely different, and there's no shame in the former. If you enter into piracy tentatively or halfheartedly, Besmara takes no overt action against you, but the weak and timid can expect no leniency from her when death comes calling.

Traits

The following religion traits may only be taken by worshipers of Besmara.

Cheat Death (Besmara): Even Besmara's most faithful worshipers usually call upon her only in times of greatest need. Sometimes Besmara intervenes on behalf of her faithful; other times, she turns her face away as they sink beneath the waves. Once per day, when you would be reduced to 0 or fewer hit points as a result of a failed ability check, skill check, or saving throw on your part, you may invoke this ability in order to reroll the failed check. You must take the result of the second roll, even if it is worse than the original.

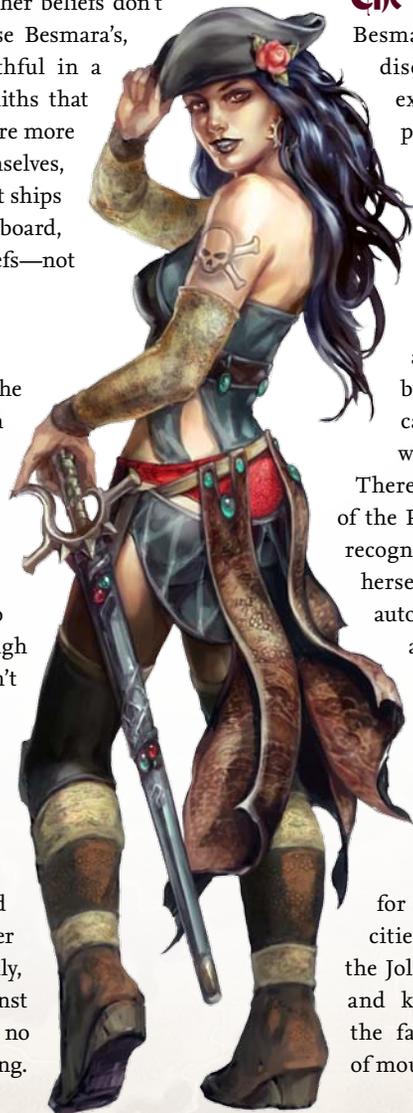
Expert Boarder (Besmara): Besmara rewards those who board other vessels and take what they want. While fighting on the deck of a ship, you gain a +1 bonus on all attacks made with one-handed weapons.

The Church

Besmara's congregation is scattered and disorganized, and the temples that do exist rarely resemble one another. In one port, Besmara's clergy might be a group of sailors' widows who make human sacrifices to the Pirate Queen. In another, Besmara's temple might be a shipwrecked hull in which a retired captain trades his blessings for gold. Far more common, however, are small shrines or sigils maintained by individual pirates or crews, usually carried aboard a ship in an out-of-the-way corner.

There is no hierarchy for your faith. Priests of the Pirate Queen craft their own titles and recognize no authority other than Besmara herself. Members of Besmara's clergy are not automatically friendly to one another, and are as likely to try to kill each other for coin as they are to share a drink.

Every temple to Besmara, whatever form it takes, always flies a Jolly Roger from a prominent position. Temples provide pirates with healing, nautical charts, shelter, tips on hideouts, and a place to fence stolen goods—all for a price, of course. In otherwise lawful cities, temples to Besmara may display the Jolly Roger on the inside of the building and keep their activities quiet, requiring the faithful to locate them through word of mouth.



Magic

Pirate Spells

Spellcasting pirates use many specialized spells that not only assist in plundering other vessels, but also help with sailing in general. Though these spells are popular with (and in some cases created by) pirates, many also see use by legitimate seafaring spellcasters as well.

BLACK SPOT

School necromancy; **Level** cleric 4, sorcerer/wizard 5, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

The *black spot* is a specific and feared pirate curse. An intangible, illusory black spot manifests above the target's head and remains until the target dies or the curse is lifted. The *black spot* cannot be covered or hidden by any means, including other illusions.

The *black spot* radiates a cursed aura in a 10-foot radius around its target. Anyone within the aura gains a +2 bonus on weapon attack and damage rolls against the target. In addition, the target has a -4 penalty on saving throws against death effects.

Every day in which a creature bears a *black spot*, it must make a Fortitude save. On a failed save, the creature takes 1 point of Constitution damage. The damage cannot be healed until the *black spot* is removed. If the creature's Constitution reaches 0, it dies. Pirates killed by this spell often return as ghosts, but that is not a direct effect of this spell.

The *black spot* cannot be dispelled, but it can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

BUOYANCY

School transmutation; **Level** bard 2, sorcerer/wizard 2

Casting Time 1 immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Targets one Medium or smaller object or creature/level, no two of which may be more than 20 ft. apart

Duration until on dry land or 1 round/level

Saving Throw Will negates (harmless) or Will negates (object);

Spell Resistance yes (object)

The affected creatures or objects become incredibly buoyant.

The affected creatures (including gear and carried objects up to each creature's maximum load) and objects naturally float on any water at least 1 foot deep. An affected creature that deliberately tries to submerge must succeed at a DC 20 Swim check every round to stay underwater. The spell ends if the creature or object spends at least 1 round on dry land.

SALVAGE

School transmutation; **Level** cleric 9, sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M

Range long (400 ft. + 40 ft./level)

Targets one shipwreck

Duration see text

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

An invisible force pulls together the remains of a shipwreck. Bits of hull, tattered sails, broken masts, and smashed figureheads knit themselves back together. Rotten wood turns solid once more, and sails re-weave themselves as the rigging snakes across the masts.

It takes a variable amount of time for the ship to rebuild itself, depending on its size.

Size	Duration
Raft	1 minute
Rowboat	1 minute
Keelboat	10 minutes
Longship	1 hour
Sailing ship	2 hours
Warship	3 hours
Galleon	4 hours

At the end of the duration, an air bubble forms around the repaired ship. If submerged, the ship shoots to the surface, erupting with a great splash before settling on the water.

Though the spell requires time to repair the ship, its effects are instantaneous. A *salvaged* ship cannot be dispelled to return it to a shipwreck. However, before the spell's duration ends and while the ship is still being repaired, *salvage* can be dispelled to interrupt the repair process. The ship remains in the condition it was in when the spell was interrupted until a new *salvage* spell is cast (but continues to age normally and

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suffers the effects of its environments). A new *salvage* spell's duration is modified by any repairs already begun.

SKELETON CREW

School necromancy; **Level** cleric 3, sorcerer/wizard 4, summoner 4, witch 4

Casting Time 1 standard action

Components V, S, M

Range touch

Targets one or more humanoid corpses touched

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

This spell turns corpses into skeletons (*Pathfinder RPG Bestiary* 250) that act as crew and obey your commands to the extent of their abilities.

The undead you create are 1 Hit Die skeletons that possess Profession (sailor) scores equal to half your character level plus your Wisdom modifier (for clerics), Intelligence modifier (for witches and wizards), or Charisma modifier (for sorcerers and summoners). Each skeleton can perform the duties of one crew member but has no other abilities. The created skeletons cannot speak, attack, or even defend themselves. The only orders they obey are ones pertaining to the operation of a ship. Skeletal crew members are not proficient with any weapons or armor.

You can't create more Hit Dice of skeletal crew members than twice your caster level with a single casting of *skeleton crew*. The *desecrate* spell doubles this limit.

The undead you create by casting *skeleton crew* remain under your control for the duration of the spell, and do not count against your limit of total Hit Dice worth of undead creatures you can control.

A skeletal crew member can only be created from a mostly intact humanoid corpse. The corpse must have bones. When you cast this spell, any flesh left on the corpses melts away into fog.

TRACK SHIP

School divination (scrying) [travel]; **Level** bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (piece of ship)

Range see text

Effect magical icon

Duration 1 hour/level

Saving Throw Will negates (object); **Spell Resistance** yes (object) In order to cast this spell, you must have a piece of the ship you wish to track. Merchants often preserve slivers from their trade ships specifically for this purpose. You also need a nautical chart.

When you cast this spell, an icon of the targeted ship appears on the nautical chart. The icon moves as the ship moves for the duration of this spell. If the ship is not within the area delineated by the chart, the spell fails. If the ship is reduced to 0 or fewer hit points, its icon changes from a ship to a skull and crossbones.

UNSEEN CREW

School conjuration (creation); **Level** bard 4, sorcerer/wizard 5, summoner 5, witch 5

Casting Time 1 standard action

Components V, S, M

Range long (400 ft. + 40 ft./level)

Effect one invisible sailor per level

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

An unseen crew member is an invisible, shapeless force that performs the duties of one crew member. It can tie off ropes, hoist sails, swab decks, and other such duties. An unseen crew member possesses no other skills. It cannot fight, speak, or even defend itself.

An unseen crew member has a Strength score of 10 and a Profession (sailor) score equal to half your character level plus your Intelligence modifier (for witches and wizards) or your Charisma modifier (for bards, sorcerers, and summoners). It cannot fly, but it can climb, swim, or walk with a base speed of 20 feet.

An unseen crew member cannot be killed, but it dissipates if it takes more than 1 point of damage per caster level you possess from area attacks (it gets no saves against attacks). If you attempt to send an unseen crew member beyond the spell's range (measured from your current position), the crew member ceases to exist.



Social

Pirate Codes

Ships cannot function without order and structure. Every captain has her own preferred rules and enforces those edicts in different ways. While the rules may vary from ship to ship, pirates as a group have developed general codes of conduct. When pirates capture an enemy ship, they sometimes offer the crew a choice: join the pirates' crew, or face slavery or death. A crew willing to turn pirate must sign or swear to a code of conduct.

Some articles of a code of conduct mention the most common punishment to be delivered if a sailor breaks a specific rule. Others leave such matters to the captain's discretion. Punishments include whippings, being put ashore at port, marooning, keelhauling, and death—naturally, vicious and criminal captains tend to gravitate toward more sadistic punishments.

A pirate put ashore at port is dismissed in a loud and obvious manner, so word soon spreads of her disgrace, inhibiting her ability to sign on with a new crew.

Marooning involves putting a pirate ashore on a deserted island with nothing but a canteen of water and a knife. These islands are often tiny, with little vegetation and practically no animal life. Marooned pirates face a slow death by starvation, or a quick death through suicide.

Keelhauling is the practice of running a long rope underneath a boat and tying the offending pirate to one end. The pirate is then dragged overboard and under the ship, which is often encrusted with a coat of sharp-edged barnacles. If the pirate is dragged quickly, the rapid passage along the barnacles results in deep cuts and occasionally limb loss or complete decapitation. In contrast, by pulling slower, the crew can allow the offending pirate to sink farther and avoid most risk of lacerations, but this greatly increases the risk of drowning.

Pirates killed at sea are most frequently stabbed and unceremoniously thrown overboard, where they are devoured by the sharks that tend to follow boats. Another, more theatrical execution style involves binding and sometimes weighting down the condemned sailor, then forcing her to step off into the sea and drown—the infamous “walking the plank.”

Most ships adhere to elements of the sample codes presented below, with captains picking and choosing as befits their individual inclinations.

Pirate's Code

Most of a pirate's code focuses on mutual defense and avoiding conflict through equal wealth distribution.

- Every member of the crew gets an equal share of treasure. Anyone caught taking more than his fair share of loot, or refusing to report its discovery in a timely manner, shall be marooned. The captain receives extra shares of any treasure, as do shipwrights, carpenters, and officers to lesser degrees.
- Every member of the crew must tend to his own weapons and keep them ready for battle.
- Anyone who shows cowardice in the face of the enemy or deserts in battle shall have his throat cut or be marooned.
- No crew member shall hide his abilities from the crew. A sailor who can perform magic shall use his abilities on behalf of the ship.
- No crew member shall take a position on a new ship or talk of leaving until each crew member has acquired at least 1,000 gp worth of treasure through his labors.
- No fighting is allowed between crewmates. Quarrels shall be set aside until shore leave, at which point grievances may be settled with violence on shore.
- All crew members must obey the captain and his officers.
- Any pirate found stealing from crewmates shall take 30 lashes and be put ashore at port.
- The person who spots a sail shall have first pick of its loot.
- Any crew member who loses a limb in service to the ship shall be paid 800 gp for its loss.
- Every sailor has an equal right to vote in decisions put to the crew by the captain.

Privateer's Code

Often called a “privateer's code” or “gentleman's code,” the following strictures are usually adhered to only by officers or those sailors whose captains consider themselves to be more than simple criminals—most frequently buccaneers who operate with government approval.

- A privateer shall not engage in one-on-one combat with an unarmed foe.
- Passengers and prisoners who may be objects of lust to crew members are not to be imposed upon or harassed.
- A privateer shall never refuse satisfaction to an honorable opponent.

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- A privateer shall always accept the surrender of an honorable foe—such prisoners may later be ransomed or press-ganged into the crew.
- A privateer shall not beat or mutilate slaves or prisoners.
- A privateer shall never attack from concealment nor strike down an unsuspecting foe from behind.
- A privateer shall take what she deserves by virtue of her strength of arms, but shall not plunder the poor.
- A privateer's word is as strong as her steel. She shall never break a promise nor renege on an agreement.
- A privateer shows discretion in conversation and does not pry into matters that don't concern her.

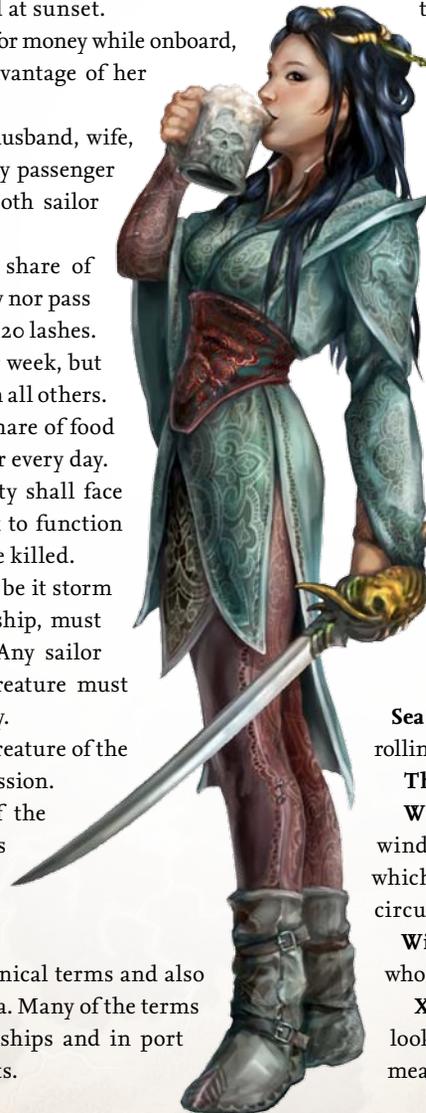
Shipboard Conduct

Many of the following rules are common sense, and may be enforced on pirate, military, and merchant vessels.

- Any sailor caught below deck with open flame, magical or mundane, will suffer 10 lashes. All candles and lanterns are to be extinguished at sunset.
- No sailor is to play cards or dice for money while onboard, nor use such things to take advantage of her crewmates on shore.
- No sailor is to bring aboard a husband, wife, child, person of ill virtue, or any passenger unbeknownst to the captain. Both sailor and passenger face marooning.
- Every sailor must do her fair share of work, and neither shirk her duty nor pass off work to another, lest she face 20 lashes. A ship's bard may rest 1 day per week, but must stand ready to entertain on all others.
- Every sailor receives an equal share of food and drink, and 1 ration of liquor every day.
- Any sailor found drunk on duty shall face 10 lashes. Any sailor too drunk to function effectively during battle shall be killed.
- A sailor who suspects a hazard, be it storm cloud, sea monster, or enemy ship, must raise the alarm immediately. Any sailor who sees an unfamiliar sea creature must inform the captain immediately.
- A sailor shall not speak to any creature of the sea without the captain's permission.
- A sailor must not speak ill of the dead lest they summon restless spirits to the ship.

Pirate Slang

Pirates and sailors use many technical terms and also develop their own shorthand at sea. Many of the terms below have become common on ships and in port cities, particularly in dock districts.



Adrift: Floating loose at sea. Can also mean someone who has run away or gone missing.

Anchor: A person who wears heavy metal armor.

Besmara's Fingers: A-cat-o'-nine-tails.

Binnacle: A glass-topped box fixed to a stand on the deck. The binnacle houses a compass.

Bubbles: A person who can't swim.

Cannon: A spellcaster with flashy offensive spells.

Captain's Dance: When two ships meet in open water and wish to parlay, each ship sends out a boat. The two captains meet on one ship; the two first mates meet on the other.

Chase: A ship that is being pursued by pirates.

Coaming: A raised lip around a hatch to keep water from spilling belowdecks.

Fancy Jacket: Someone who dresses and talks like a pirate but has no real sailing experience.

Fast Colors: A country's flag. Privateers sometimes fly pirate or merchant flags to lure pirate ships close, then raise their true flags when combat begins.

Fishlicer: A small blade, like a dagger.

Following Sea: Waves going in the same direction as a ship.

Frenzy: A fight, particularly a tavern brawl.

Gallows Jumper: Someone who has died and then come back to life, such as through a *raise dead* spell.

Holystone: Bars of sandstone used to scrub the deck.

Jack Tar: A pirate.

Lights: Lungs. (The "lights" in famous exclamations like "I'll have your liver and lights!" actually refers to lungs, rather than eyes, as landlubbers often imagine.)

Lubber: A clumsy or stupid person, often a "landlubber."

Paying Cargo: Passengers.

Running Lunch: A rat or large insect. Sailors sometimes joke that a new crewman must "catch himself a running lunch."

Scaly: A fish. Can also refer to a sea monster.

Sea Legs: The ability to maintain balance on a rolling deck.

The Sweet Trade: Piracy.

Windbound: Unable to set sail because of wind conditions. Can mean any situation in which a person cannot act because of outside circumstances.

Windspinner: A spellcaster, specifically one who possesses weather magic.

X-er: A treasure hunter—someone always looking for "the X that marks the spot." Can also mean a Pathfinder.

PATHFINDER

PLAYER COMPANION

Coming Next

They walk among us: strange creatures with the blood of demons and devils flowing in their veins. Maybe they have horns, hooves, or barbed tails that give away their blasphemous heritages. Perhaps they have eerie powers tied to the blasphemous realms of the Outer Planes. Whatever the case, the indiscretions of their ancestors can lead tieflings into lives of shame and prejudice, or drive them to forge reigns of terrible majesty. As a tiefling, will you embrace your tainted blood—or rise above it?

Blood of Fiends

This book gives players everything they need to know to run fun and fully fleshed tiefling characters. What's it like to be a tiefling in humanoid society? Where do you live, who do you worship, and how do you interact with others of your kind? In addition to an overview of the race's many peculiarities, this book also contains class-by-class descriptions of how tieflings best fit into the adventuring classes, as well as pages of variant tiefling abilities.

Tiefling Heritages

There are as many tiefling heritages as there are evil outsider races. How does a tiefling who stems from a rakshasa differ from one spawned by a demodand, div, or kyton? Presented here are in-depth statistics and descriptions to help you play any of 10 different tiefling types, along with new character traits for even further customization.

Combat

Take a swing with feats specifically designed to help tieflings wreak havoc in combat!

Faith

Show your dark faith with new oracle curses, inquisitor inquisitions, and subdomains tied to the forces of evil—archdevils, demon lords, the Four Horsemen, and more!

Magic

Embrace the power of evil with fiendish bardic masterpieces, a daemonic bloodline for sorcerers, and new summoner eidolon models!

Social

Create any tiefling you can imagine by mixing and matching tiefling traits, or roll to randomly select the signs and features of your fiendish heritage!

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WALK THE PLANK!

Draw your cutlass and set sail for adventure! For thousands of years, pirates have captured the imagination, their rough-and-tumble lives filled with a boundless lust for blood, gold, and glory. Being a pirate is the ultimate freedom—freedom to take what you want and never apologize. Whether from the decks of massive slave galleons or beneath the sails of swift ships, pirates hunt the seas, singing chanteys and hoisting the Jolly Roger as they seek out the next unsuspecting merchant. They are the wolves of the sea, and their hunger can never be sated.

Whether you want to abandon the life of a landlubber to join a pirate crew, hunt down their murderous ships in the name of justice, or simply follow a mysterious map to buried treasure, *Pirates of the Inner Sea* has everything you need to know about piracy on Golarion, all of it one hundred percent player-friendly and ready to guide you on your journey.

Inside this book, you'll find:

- ▶ In-depth overviews of six major pirate organizations in the Inner Sea region, including the government-backed privateers of Andoran, the slavers of Okeno, the high-seas buccaneers of Riddleport and the Shackles, and the quick-moving brigands of the River Kingdoms. Each entry details the pirates' history, notable captains, activities and hideouts, preferred ships, and more.
- ▶ Pages of new pirate weapons and equipment, from hook hands, cutlasses, and tar bombs to peg legs, treasure chests, and grog.
- ▶ New pirate archetypes for several different classes, including the buccaneer bard, the freebooter fighter, the corsair ranger, and the smuggler rogue.
- ▶ The Inner Sea pirate prestige class.
- ▶ A detailed look at the faith of Besmara the Pirate Queen, goddess of all those who make their living spilling blood on the water.
- ▶ New pirate-themed spells for casters of numerous types and faiths.
- ▶ New character traits to help you customize your pirate character mechanically as well as thematically.
- ▶ Sample pirate codes, minor pirate groups, a timeline of important pirate events, and more!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and Pathfinder campaign setting, but can easily be used in any fantasy game setting. In addition, it is particularly useful for players of the Skull & Shackles Adventure Path.

