



Pathfinder Adventure Path: Skull & Shackles Part 1 - The Wormwood Mutiny

By Richard Pett

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- The adventurers wake up in the hold of a ship at sea, only to discover they've been press-ganged into a crew of scoundrels, thieves, and buccaneers from the pirate isles of the Shackles. When they're assigned to a captured ship as part of a skeleton crew, the adventurers finally have a chance to stage a mutiny, but a sudden storm strands them on an isolated island inhabited by strange monsters? Can the adventurers survive the dangers of the island to overthrow their cruel captors and take control of their own destinies? Will they become feared pirates with their own ship, or will they meet their ends in a watery grave?
- A *Pathfinder Roleplaying Game* adventure for 1st-level characters, this volume launches the *Skull & Shackles Adventure Path*. This volume of *Pathfinder Adventure Path* also features details on the faith of Besmara, goddess of piracy, as well as details on the life of pirates adding new rules and insights useable throughout this high-seas campaign. New monsters from the depths of the sea and exotic islands also fill the *Pathfinder Bestiary*, while Robin D. Laws (author of the *Pathfinder Tales* novel *The Worldwound Gambit*) pens a tale of pirates and lost treasures in the *Pathfinder's Journal*.

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Pathfinder Adventure Path: Skull & Shackles Part 1 - The Wormwood Mutiny By Richard Pett Bibliography

- Sales Rank: #1388707 in Books
- Brand: Paizo Publishing
- Model: 9055
- Published on: 2012-05-15
- Original language: English
- Number of items: 1
- Dimensions: 10.70" h x .30" w x 8.20" l, .69 pounds
- Binding: Paperback
- 96 pages

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