



**Pathfinder Adventure Path: Skull & Shackles Part
1 - The Wormwood Mutiny [Paperback] [2012]
Brdgm Ed. Richard Pett, Paizo Publishing**

Author

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The Wormwood Mutiny (1 of 6): 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? Chapter 1: "The Wormwood Mutiny" by Richard Pett Pirates take whatever they please, whether it be ships, plunder, or people! The adventurers wake to find themselves press-ganged into the crew of the pirate ship Wormwood, the vessel of the nefarious Captain Barnabus Harrigan. They'll have to learn how to survive as pirates if they're to have any hope of weathering rough waves, brutal crew members, enemy pirates, ravenous beasts, and worse. But when fortune turns to their favor, it's up to the new crew to decide whether they'll remain the pirate's swabs or seize control and set sail for adventures all their own. This volume of Pathfinder Adventure Path launches the Skull & Shackles Adventure Path and includes: "The Wormwood Mutiny," a Pathfinder RPG adventure for 1st-level characters, by Richard Pett. Details of life aboard a pirate vessel and rules for becoming the most infamous scallywag to sail the seas, by Jesse Benner, Richard Pett, and F. Wesley Schneider. Revelations on the daring faith of Besmara, goddess of pirates, strife, and sea monsters, by Sean K Reynolds. Death and plunder in the Pathfinder's Journal, by Robin D. Laws. Four new monsters, by Jesse Benner, Sean K Reynolds, and Steven D. Russell

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