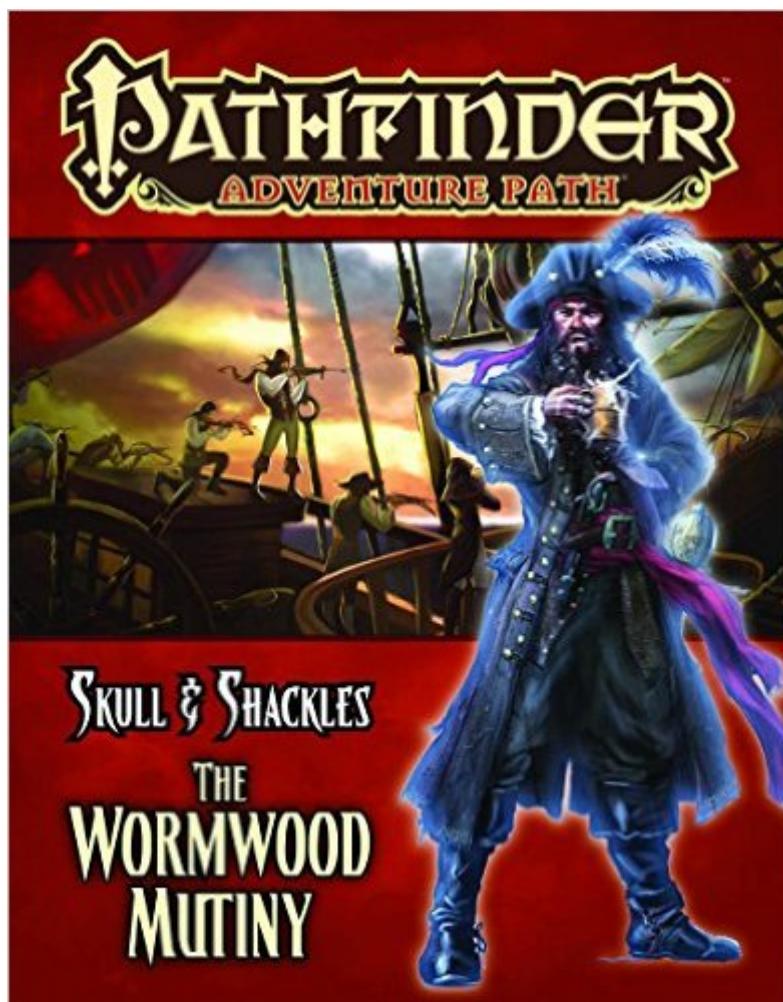


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Pathfinder Adventure Path: Skull & Shackles Part 1 - The Wormwood Mutiny



Synopsis

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.

Book Information

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Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (8 customer reviews)

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Customer Reviews

A very good start to a fun and rollicking Adventure Path. Paizo wisely decided that a pirate themed Adventure Path would be popular and as you can see by the resale price of this book, it was. In this first module your characters will be pressed ganged into a crew under a tyrannical Captain, and his scheming first mate, and boatswain. They'll soon make friends, and enemies, amongst the rest of the shanghaied crew of miscreants. As expected, per the title, the PCs are eventually put into a

situation where mutiny is the only obvious option. All in all this is a fun start to a unique AP. Like many other APs I'd recommend that the GM read the module thoroughly before running it. For example, the when and where of the mutiny itself could need some GM guidance, if your players aren't exceptionally aggressive. Don't hesitate to check the Paizo forums for advice or any perceived logical gaps, as they have amazing advice there.

Title says it all. More than happy with the \$15 I spent on this and I'm very likely to look into other adventure paths if this is the standard Paizo stands by.

I've read only half way through and I'm so excited to run this adventure.

The book arrived in excellent condition and in a very timely manner. Thank you, our entire group is just loving the story.

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