



Pathfinder Adventure Path: Skull & Shackles Part 2 - Raiders of the Fever Sea

Greg A. Vaughan

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- Now masters of their own ship, the adventurers can become pirates in their own right, but they must first rename and refit their stolen ship. But to be considered equals by the pirates of the Shackles, they have to prove themselves worthy of the name. When they discover a treasure map tattooed on a defeated pirate rival, the adventurers go in search of buried treasure. If found, they'll have enough plunder to return to the Shackles as true Free Captains!
- A *Pathfinder Roleplaying Game* adventure for 4th-level characters, *Raiders of the Fever Sea* continues the *Skull & Shackles Adventure Path*, revealing details on Torag, god of the forge, as well as a gazetteer of locations and menaces that lurk beneath the waves of Golarion's vast and varied oceans. 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*) continues his tale of pirates and lost treasures in the Pathfinder's Journal.

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