

# D&D PATHFINDER<sup>®</sup>



## TREASURE OFF THE COAST

By Brent Bowser

**BOUNTY: 15**

**LEVEL: 1**

Sanctioned for use with:



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# TREASURE OFF THE COAST

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## GM RESOURCES

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, and *Pathfinder Bestiary 2*  
**Maps:** *Pathfinder Flip-Mat: Shipwrecks*  
**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SUMMARY

An entrepreneur from the city of Kintargo hires the PCs to recover goods from a recently sunken merchant ship off the coast. Unbeknownst to any of the involved parties, a school of aberrant creatures known as grindylows have taken-up residence inside the wreckage. Both lives and livelihood are on the line as the sea itself looks to turn the tide of battle!

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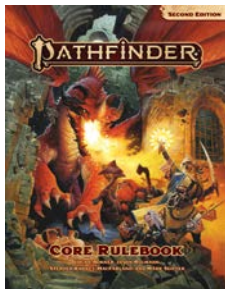


The Pathfinder Society Organized Play campaign is a worldwide fantasy roleplaying campaign that puts players in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

In an Organized Play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Pathfinder Society and Starfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers in more than 36 countries on six continents. Participants in the Pathfinder Society can take their characters to any public Pathfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different pre-made adventures. It's a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

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## CORE RULEBOOK



This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to venture into a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create heroes of your own design, destined to become a legend. Build stories with the highly customizable rules and the richly detailed setting of Golarion. This indispensable volume contains the core rules for players and Game Masters, and is your first step on a heroic new journey!

## HOW TO PLAY



**PLAY TIME: 4–5 HOURS**



**LEVEL: 1**



**PLAYERS: 3–6**



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## ADVENTURE BACKGROUND

The city of Kintargo is the capital of the newly established nation of Ravounel. All manner of people have flocked to Kintargo in the wake of Ravounel's secession from the diabolic nation of Cheliox, including adventurers in search of opportunities to profit from Kintargo's growth or help the new bastion of freedom thrive. One Kintargo citizen, Laela Vost, has reached out to local adventurers in hopes of convincing them to join a lucrative venture: exploring the remains of a Chelaxian barge that wrecked just a short distance from Kintargo's shore.

The barge, known as the *Infidius*, had hauled Chelaxian goods out of the city as part of the sudden exodus during Kintargo's secession from Cheliox. The captain of the *Infidius* ran his ship aground during the escape from Kintargo, and he and his crew quickly evacuated onto another escaping vessel. This left the *Infidius* in a precarious section of rock, just a short travel from the docks of Kintargo.

With other, more important, matters at hand, Kintargo's government has let the wreck of the *Infidius* remain. The Chelaxian barge's location puts it in a hazardous stretch of terrain and, so far, no other vessels have dared the attempt to salvage the vessel for whatever treasure remains onboard. What no one else knows is that a group of aberrant creatures known as grindylows have taken the wreck as temporary shelter.

## GETTING STARTED

The adventure begins in Ravounel's capital city of Kintargo as the PCs cross Bleakbridge, the bridge that connects the northern and southern halves of the city and also serves as a thriving hub of commerce. The marketplace's slender, wooden storefronts dissipate into tents and pop-up vendors. As the PCs pass a lively tavern called Clenchjaw's, they spot a sandwich board sign with the silhouette of a swashbuckling figure with silver ravens flying behind them.

---

"Fortune and glory await daring adventurers. Ask Laela Vost about exciting opportunities. Experience on boats and at sea is a bonus!"

---

## WHERE ON GOLARION?

This adventure takes place in Ravounel's capital city of Kintargo, situated on Nisroch Bay at the mouth of the Yolubilis River. Kintargo is a thriving port that trades with nations across the Inner Sea region and beyond. For more information on Ravounel, see page 104 of the *Pathfinder Lost Omens World Guide*.



Inside the lively tavern, the party has no trouble finding people who can point them to **Laela Vost** (CG female human entrepreneur), a bronze-skinned Taldan woman in fine embroidered clothes, sitting at a table within view of the band playing on stage. Laela begins by offering the PCs some mint tea and butter mints, as well as a seat at her table. She briefly interviews each person, asking about their adventuring experience individually and how they work together as a team. After complimenting them on their formidability, Laela presents them with an exciting opportunity to liberate treasure from a wrecked Chelaxian ship, the *Infidius*, just off the coast. She explains that she served aboard the ship as part of its crew when the ship ran aground, and that the merchandise on board would act as her "severance pay" and help her start up her own business.

Laela's happy to split the salvage equally with the party. If the PCs agree to her mission, Laela insists on taking them on her small skiff to the wreck of the *Infidius*, warning that the waters are choppy and treacherous.

# TREASURE OFF THE COAST

So far, no one has ventured to the wreck, but once the current political climate subsides, it'll be every person for themselves in a mad dash to reclaim lost Chelaxian plunder. She also warns any PC in heavy armor to "not come dressed as an anchor." When the party is ready to depart, she leads them to her skiff where she designates seating and supply placement.

**Who's on the sign out front?** "That's Jackdaw, founder of the Silver Ravens. They're the group that freed Ravounel from Chelaxian rule. Well, mostly freed. Many of us are still signing contracts and selling our souls to different devils. Meet the new boss, same as the old boss. This expedition should be a good first step on my journey to joining the Silver Council."

**What can we expect to find on the *Infidius*?** "The ship belonged to the Delronge family, wealthy merchants who are loyal to Chelax's ruling house of Thrune. I don't know what all they were trying to haul out of the city, but I can guarantee it's their best stocks. I'm sure the nobility will overpay even more than they already were for whatever we find."

## NATURE, SAILING LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Nature or DC 13 Sailing Lore check to Recall Knowledge knows how to navigate rough waves. Remember this check should be rolled secretly.

**Critical Success** Pointing the bow of the ship towards the wave and going with the flow of the water prevents capsizing and being knocked over. This information provides the party with a +1 circumstance bonus to saves pertaining to waves in this adventure.

**Success** Equal distribution of weight prevents a boat from capsizing.

## HERO POINTS

As the PCs set out, remind the players that they each have 1 Hero Point available.

## FREIGHT IN THE HARBOR

What's left of the *Infidius* lies broken upon a rocky outcropping jutting from the harbor a short distance away. Laela maneuvers her small skiff toward the wreckage; the PCs can assist by rowing. The further out from the docks that the party travels, the rougher the waves become. One particularly large wave rocks the boat hard enough that every PC must succeed at a DC 16 Reflex save or be thrown overboard. If the PCs distributed their weight roughly evenly on the boat (having succeeded at Recall Knowledge check), lower the DC by 2. Laela succeeds at the saving throw and

moves to pull anyone who fell overboard back into the boat, starting with the most heavily armored PC. The PCs aren't in any real danger of drowning, as the water here is mostly calm, though the experience of being thoroughly soaked combined with the chill sea breeze is an unpleasant one. A PC can hang on to the side of the boat until they pull themselves back up or receive help getting up.

Laela navigates to the mostly intact bow of the *Infidius*. She asks the party to disembark so she can row the boat away from the wreckage; she won't risk adding her boat to the ruins of the *Infidius*. She instructs the party to bring what they can back here. Laela also provides the PCs with a signal whistle. She tells the PCs that she plans to return in half an hour before high tide rolls in, but that she'll stay close enough to hear the whistle in case they run into unexpected trouble and need to leave sooner.

## UNTOLD TREASURE TROVE

Shattered sections of bulwark bob in the open waters here. A massive sail grasps for the sky, barely tethered to a fractured mast. The ship's cabin door hangs open by a hinge, the interior appearing tossed for valuables. With nothing but barnacles left on deck, and a few barrels buoying between the rocks, the PCs can quickly appraise that anything worth salvaging would be in the submerged hull.

Recovering cargo plays out over 2 phases, each representing 10 minutes of activity. During each phase, each PC can attempt one DC 15 skill check to scavenge or identify items: an Athletics check to Swim, a Thievery check to Disable a Device, or a Perception check to Seek. A PC who succeeds at one of these checks manages to recover chests, barrels, or other floating items in the murky water.

Similarly, a PC who succeeds at an Arcana, Crafting, Nature, Religion, or Society check (or an applicable DC 13 Lore check) to Recall Knowledge identifies valuables in the scavenged chests.

Each time a PC critically succeeds at a check, hint at the presence of the grindylows lurking nearby, waiting for their moment to strike; the PCs may see the murky outline of a squid jet out of their vision, a chest that's already been looted, bite marks on a bone floating in the water, or similar signs of the aberrant inhabitants.

**Treasure:** Whenever the party succeeds at their roll to find and identify a collection of treasure, award them one of the following specific items: a lesser bottled lightning, a filcher's fork, a *minor healing potion*, or a *potion of water breathing*. For groups of 5 or more players, add a lesser acid flask, and for groups of 6 players, add a second *minor healing potion*.

# TREASURE OFF THE COAST

## A. WRECK OF THE INFIDIUS SEVERE 1

After the second round of skill checks, a large wave crashes into the party, initiating combat with a group of grindylows that have been silently approaching the characters, waiting for the opportune time to ambush. The map for this encounter is on page 7.

**Waves:** The surging wave that the grindylows ride into battle crashes into the PCs. At the beginning of the first round of combat, the PCs must attempt a DC 14 Fortitude save to avoid being knocked prone. Creatures with Swim speeds (such as the grindylows) are unaffected.

The water is deep enough to function as difficult terrain for Medium PCs without a swim Speed, or greater difficult terrain for Small PCs. Creatures smaller than Small must succeed at DC 15 Swim checks to move through the water.

**Creatures:** **Smilglen Daet** (CE female grindylo w witch) and her eel familiar Lagan have taken up residence in the hull of the *Infidius*. Daet and her fellow grindylows skulk about the ship, using the murky water and flotsam to cloak their presence, preying upon ambitious looters, and adding their gear to the trove. When the wave hits the PCs, a pair of grindylows use Stealth for their initiative and move towards the PCs. They spend their first round Jetting into melee range, targeting prone PCs first. Smilglen joins the combat on the following round. Smilglen's familiar hides as soon as combat begins. The grindylows fight to the death to defend their claimed home.

### GRINDYLOWS (2)

### CREATURE 0

CE SMALL ABERRATION AMPHIBIOUS

**Senses** Perception +5; darkvision

**Languages** Aquan

**Skills** Athletics +5, Stealth +7, Survival +5

**Str** +1, **Dex** +3, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**Items** spear

**AC** 15; **Fort** +6, **Ref** +7, **Will** +5

**HP** 14

**Attack of Opportunity**  $\rightarrow$  A grindylo w gains 1 extra reaction at the start of each of its turns that it can use only to make an Attack of Opportunity with a tentacle. It can't use more than one Attack of Opportunity triggered by the same choice.

**Speed** 10 feet, swim 25 feet

**Melee**  $\diamond$  bite +7 (finesse), **Damage** 1d6+1 piercing

**Melee**  $\diamond$  tentacle +7 (agile, finesse, trip), **Damage** 1d4+1 bludgeoning plus Grab

**Melee**  $\diamond$  spear +5, **Damage** 1d6+1 piercing

**Ranged**  $\diamond$  spear +7 (thrown 20 feet), **Damage** 1d6+1 piercing

**Clinging Suckers** When a grindylo w Grabs a creature larger than itself, it attaches to that creature. The grabbed creature is not immobilized, but if it moves, the grindylo w

## SCALING ENCOUNTER A

To accommodate a group of more than four PCs, make the following adjustments. The adjustments are not cumulative.

**5 PCs:** Add one grindylo w to the encounter.

**6 PCs:** Add two grindylows to the encounter.

moves with it. If the creature is Medium or smaller, it takes a -5-foot status penalty to its Speeds while the grindylo w is attached. The grindylo w is flat-footed while it is attached to a creature.

**Jet**  $\diamond\diamond$  (move) The grindylo w moves up to 60 feet in a straight line through the water without triggering reactions.



GRINDYLO W

# TREASURE OFF THE COAST

## SMILGLEN DAET

## CREATURE 1

UNIQUE CE SMALL ABERRATION AMPHIBIOUS

**Senses** Perception +5; darkvision


**Languages** Aquan

**Skills** Deception +4, Stealth +7, Occultism +7


**Str** +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +2, **Cha** +0


**AC** 15; **Fort** +5, **Ref** +6, **Will** +7

**HP** 21

**Attack of Opportunity**  Smilglen Daet gains 1 extra reaction at the start of each of her turns that she can use only to make an Attack of Opportunity with a tentacle. She can't use more than one Attack of Opportunity triggered by the same choice.

**Speed** 10 feet, swim 25 feet



**Melee**  bite +6 (finesse), **Damage** 1d6 piercing

**Melee**  tentacle +6 (agile, finesse, trip), **Damage** 1d4 bludgeoning plus Grab

**Occult Prepared Spells** DC 17, attack +9; **1st** (2 slots) *grim tendrils*, *soothe* **Cantrips** (1st) *chill touch*, *daze*, *guidance*, *mage hand*, *shield*

**Witch Hexes** DC 17, 1 Focus Point; **Cantrips** (1st) *evil eye* (*Pathfinder Advanced Player's Guide* 238)

**Clinging Suckers** When Smilglen Daet Grabs a creature larger than herself, she attaches to that creature. The grabbed creature is not immobilized, but if it moves, Smilglen moves with it. If the creature is Medium or smaller, it takes a -5-foot status penalty to its Speeds while Smilglen is attached. Smilglen is flat-footed while she is attached to a creature.

**Jet**   (move) Smilglen moves up to 60 feet in a straight line through the water without triggering reactions.

**Development:** Whether the PCs blew the signal whistle or not, Laela and her skiff soon float toward the PCs. Laela shows signs of her own battle with a grindylow: a blue tentacle wrapped around her leg and a gash on her face. Meanwhile, the battle with the grindyflows has caused some damage to the *Infidius*, and the hull of the ship begins to further sag into the waters. There's no more time to salvage treasure from the vessel as it slips to the bottom of the bay.

After the PCs load up the treasure they recovered, Laela leads them back to Kintargo and takes them to Clenchjaw's tavern to review the spoils.

## CONCLUSION

After taking inventory of what they recovered, Laela's reaction depends on the success of the mission. If the PCs managed to get two or more treasure shipments, she springs up from her seat excitedly, knocking her chair over. She orders a round of

drinks and a plate of lamb and mint pastries, then tosses a handful of coins at the band on stage. She invites the PCs to stay and celebrate their unexpectedly exceptional expedition and says there's enough here that she might open a shop of her own. If the PCs found one treasure chest, then Laela is professional and thanks the PCs for defeating the aberrant grindyflows before departing with her share. If the PCs failed to obtain any treasure, then Laela shrugs and suggests that there are always other ways of getting rich.

## OBJECTIVE

The PCs fulfill their objective if they defeat the grindyflows and return with at least some treasure. For home groups, award 100 XP to your players, which includes their awards for overcoming the challenges and foes in the adventure. Pathfinder Society GMs, see Organized Play for determining appropriate rewards.

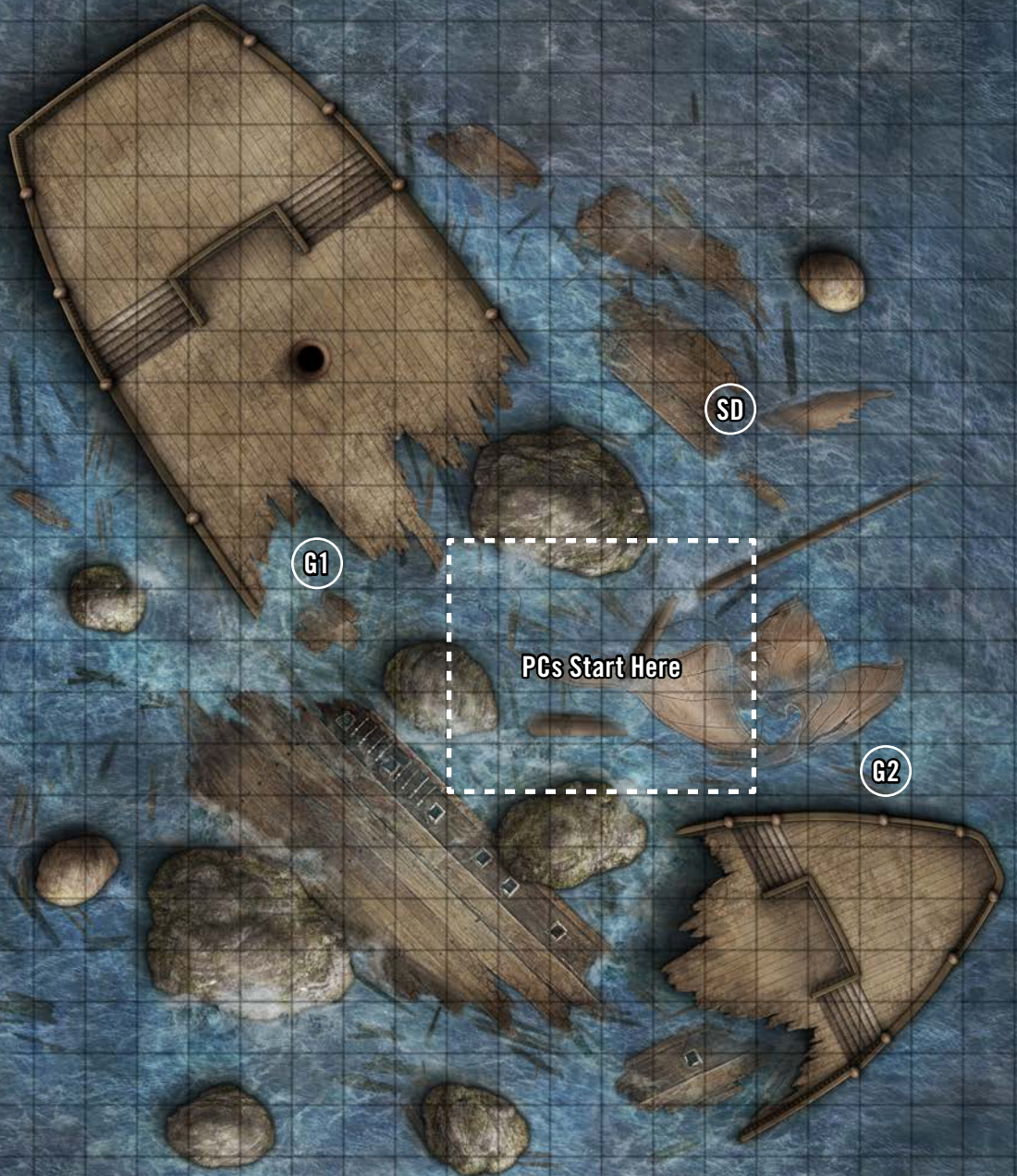


SMILGLEN DAET

# TREASURE OFF THE COAST

## A. WRECK OF THE INFIDIUS

G = Grindylow  
SD = Smilglen Daet

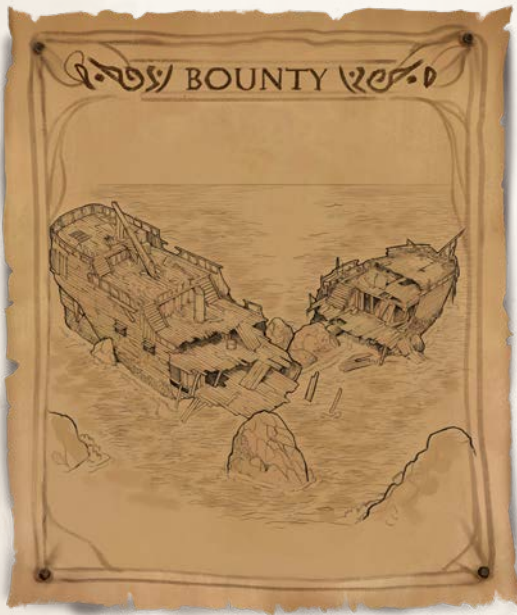


1 square = 5 feet

Pathfinder Flip-Mat:  
Shipwrecks

# TREASURE OFF THE COAST

## APPENDIX: GAME AIDS



**TREASURE OFF THE COAST BOUNTY**



**GRINDYLOW**



**SMILGLEN DAET**

# TREASURE OFF THE COAST

## ORGANIZED PLAY

### CHRONICLE SHEET

Characters playing this scenario for Pathfinder Society credit earn a Chronicle Sheet. If the PCs clear out the grindylows and return with treasure, they earn 4 gp total. Bounties do not grant Downtime.

The Pathfinder Society Organized Play program uses a version of the Slow advancement presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.

# TREASURE OFF THE COAST



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Reputation Earned: _____

Character Name: _____			Faction:		
Org Play #: _____ -2			Level		<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy <input type="checkbox"/>

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