

PATHFINDER MODULE: PLUNDER AND PERIL

PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Module: Plunder & Peril may be played as part of the Pathfinder Society Organized Play campaign for credit. The adventure was produced for a wider audience than just Pathfinder Society Organized Play, and is thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing this adventure are presented here.

Sanctioned Content

Because of the length and scope of Pathfinder Module, only specific portions of these adventures are sanctioned for Pathfinder Society credit. However, in the case of *Plunder & Peril*, the module has been broken up into three smaller adventures, or “chapters”, that encompasses an overarching storyline when played in sequence. Each chapter of *Plunder & Peril* is considered sanctioned content.

Legal Pathfinder Society Characters

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific sanctioned portion of the adventure being played.

Alternatively, you may play the entirety of *Plunder & Peril*, afterward receiving credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the module are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters playing through this alternative format may not play in the same adventure.

Getting Credit

Players who play through one of the sanctioned segments of the module receive the respective Chronicle sheet. A GM who runs the module may likewise apply credit to any one of her Pathfinder Society PCs of the appropriate level. The decision of which character to apply credit to must be made when the Chronicle sheet is received and

SANCTIONED CONTENT KEY

Sanctioned Content	Legal Character Levels
Rum Punch	3–5
Dangerous Waters	4–6
Black Coral Cove	5–7

signed by the GM. Each Chronicle sheet gives 3 XP and 4 Prestige Points, or 1.5 XP and 2 Prestige Points for characters on the slow advancement track.

Players who play through the entire module and apply all three Chronicle sheets to the same Pathfinder Society character earn a fourth Chronicle sheet that must also be applied to that character. As always, each player may receive credit for each module once as a player and once as a GM in either order.

This module also introduces special boons that provide benefits in the Pathfinder Society Adventure Card Guild Organized Play program, allowing players to continue their adventures on the high seas with the *Pathfinder Adventure Card Game: Skull & Shackles*!

Running Multi-Session Adventures

Since a sanctioned module can be a multi-session event, Pathfinder Society characters may not be used in other Pathfinder Society events until they complete and receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module in order for those players to receive their Chronicle sheets.

About Pathfinder Society

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you 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. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also 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.

For more information about the Pathfinder Society Organized Play campaign and to find games in your area, see the campaign's homepage at paizo.com/pathfinderSociety



Pathfinder Module: Plunder & Peril

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

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|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

Character # _____

☐
Prestige Points

Character Name _____

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Character # _____

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Prestige Points

Character Name _____

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Prestige Points

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Character # _____

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Prestige Points

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| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |

Character # _____

☐
Prestige Points

Character Name _____

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|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |



Pathfinder Module: Plunder & Peril (Rum Punch)

Character Chronicle #

_____	A.K.A. _____	_____	_____
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Burgeoning Notoriety: Your actions have earned you a modicum of respect on the high seas, and you gain 5 points of Disrepute and 5 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned over your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

Avast Ye! (1+ Disrepute): Before attempting a Diplomacy or a Perform (oratory) check when addressing a pirate or a creature with the aquatic or water subtype, you may spend 1 point of Disrepute to gain a +1 bonus on the check. For each additional point of Disrepute you spend, increase the bonus by 1 (maximum +5).

Ply Them With Rum (Pathfinder Society Adventure Card Guild): At the beginning of a Pathfinder Society Adventure Card Guild scenario, you can cross this boon off your Chronicle sheet to stash an additional 1d4+1 plunder cards.

Rum Punch Champion: You participated in the festival games honoring Cayden Cailean, breaking several records and earning you more than a few awards. Choose one of the following three boons, and cross the others off your Chronicle sheet. Using the boon is a free action and requires you check the accompanying check box. If you have already used the boon, you may activate it again by spending 2 Disrepute.

Drunk's Fortitude: You can use this boon before rolling a saving throw against a spell or effect that would sicken or nauseate you to gain a +2 bonus on the save.

Parade Dasher: You can use this boon to gain a +2 bonus on all checks made as part of a chase to overcome an obstacle for 1 round.

Pit Challenger: You can use this boon to gain the benefits of the Improved Unarmed Strike feat for 1d4+1 rounds. If you already have the Improved Unarmed Strike feat, you instead gain a +1 bonus on attack and damage rolls with unarmed strikes for 1d4+1 rounds. If you are in an urban setting, double these bonuses.

+1 keen rapier (8,320 gp)

bag of holding (type I) (2,500 gp)

cloak of resistance +1 (1,000 gp)

ring of protection +1 (2,000 gp)

seaweed leshy bulb (functions as a *potion of waterbreathing* with a 10-minute duration; 50 gp, limit 1)

Notes

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-5	2,400	4,800

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

GM's Initials

+

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GP Gained (GM ONLY)

+

Day Job (GM ONLY)

-

Gold Spent

=

Total



Pathfinder Module: Plunder & Peril (Dangerous Waters)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Archelon Eggs: You recovered several archelon eggs and kept one to incubate and raise as your own. If you have the divine bond, mount, or nature bond class ability—or a similar feature that grants you an animal companion—instead of choosing an animal from the list provided by the ability, you may instead select an archelon (*Pathfinder RPG Bestiary* 3 311). If the archelon already appears on your list of available animal companions, you can instead treat your effective druid level as one higher when determining an archelon animal companion's bonus HD, natural armor bonus, Strength and Dexterity bonus, bonus tricks, and special abilities. This boon cannot increase your effective druid level more than one level above your actual character level.

Growing Notoriety: Your actions have earned you some respect on the high seas, and you gain 5 points of Disrepute and 5 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned over your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

To the Seas, Ya Landlubber! (3+ Disrepute) As a standard action, you can cast *touch of the sea* as a spell-like ability using your character level as your caster level. If you use this boon as a full-round action, you can touch up to six other targets to share the spell's effects with them, though doing so costs an additional 3 Disrepute per additional target.

Quartermaster's Favor (Pathfinder Society Adventure Card Guild): When upgrading your deck, you may cross this boon off your Chronicle sheet to treat the adventure deck number of your chosen card as though it were one higher, to a maximum of the adventure deck number of the chosen scenario.

LESSER HORN OF THE TRITONS

Aura faint conjuration; CL 6th

Slot none; Price 6,600 gp; Weight 2 lbs.

DESCRIPTION

This iridescent spiraling shell can be blown once per day as a standard action to activate any one of these functions:

- Calm rough waters in a 40-foot radius for 5 minutes, reducing the DCs of Swim checks by 5 (minimum DC 10).
- Summon up to six hippocampi equipped with bit, bridle, and a riding saddle crafted for aquatic use. The creatures serve willingly and well, entering combat and risking attack if a rider directs them to do so (treat as combat-trained mounts), though they don't make attacks of their own. The hippocampi serve for up to 2 hours.
- Create a soothing effect in a 40-foot radius that affects only animals and magical beasts with Intelligence scores of 1 or 2 that also have the aquatic or amphibious subtype. This otherwise functions as *calm animals* (Will DC 12).

The sounding of this magical horn can be heard by all tritons within a 1-mile radius.

CONSTRUCTION

Requirements Craft Wondrous Item, *calm animals*, *communal mount*, *slipstream*, creator must be a triton; **Cost** 3,300 gp*belt of giant strength* +2 (4,000 gp)*cassock of the clergy* (4,600 gp; *Pathfinder RPG Ultimate Equipment* 214)*deathwatch eyes* (2,000 gp, *Ultimate Equipment* 224)*eyes of the eagle* (2,500 gp)*gray bag of tricks* (3,400 gp)*immovable rod* (5,000 gp)*lesser horn of the tritons* (6,600 gp)*lesser reach metamagic rod* (3,000 gp; *Ultimate Equipment* 190)*tome of the transmuter* (2,610 gp; includes the preparation ritual; *Pathfinder RPG Ultimate Magic* 123)SUBTIER ☐ Slow ☐ Normal

4–6

3,378

6,756

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: Plunder & Peril (Black Coral Cove)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Paying the Devil His Due (Pathfinder Society Adventure Card Guild): Before you attempt a check to repair a ship you command, you may cross this boon off your Chronicle sheet to automatically succeed at the check.

Rising Notoriety: Your actions have earned you greater respect on the high seas, and you gain 5 points of Disrepute and 5 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned over your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

The Fearsome Tide (5 Disrepute): During your adventures in the Black Coral Cave, you and your companions secured a damaged yet formidable carrack named *The Fearsome Tide*. With some elbow grease and coin, you could likely restore it to its former glory to sail the seas once more. Select one of the boons below when you use this boon, and cross the other off your Chronicle sheet.

Restoring the Tide: You can spend 1,000 gp to restore *The Fearsome Tide* to working order. In doing so, you gain a +2 bonus on Craft (ships) and Profession (pirate or sailor) checks. If you have the ship vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 62), these bonuses stack.

Selling the Tide: You may sell what remains of *The Fearsome Tide* to the highest bidder, earning an additional 1,000 gp for completing this adventure.

THREE REASONS TO LIVE

Aura faint evocation; CL 5th

Slot none; **Price** 9,000 gp; **Weight** 2 lbs.

DESCRIPTION

The horns of three disparate creatures (chimera, dire ram, and satyr) make up this magical instrument, interlocking into one shofar about 2 feet long. Once per day the horn can be blown to affect all allies within 30 feet that can hear it. Affected creatures gain sonic resistance 10 and a +2 bonus on saves against spells and effects that deal sonic damage, are language-dependent, or must be heard to be effective. This protection lasts for 10 minutes. If a bard uses the horn to start a bardic performance, all effects of that performance are calculated as if the bard were 6 levels higher. This doesn't grant the bard access to new bardic performances; it only enhances those to which the bard already has access.

CONSTRUCTION

Requirements Craft Wondrous Item, shout; **Cost** 4,500 gp

belt of incredible dexterity +2 (4,000 gp)

crown of swords (6,000 gp; *Pathfinder RPG Ultimate Equipment* 242)

jaunt boots (7,200 gp; *Pathfinder RPG Ultimate Equipment* 232)

Large assassin's dagger (can be used by a Medium creature as a scimitar without any attack penalty; 10,304 gp, limit 1; *Pathfinder RPG Ultimate Equipment* 150)

monkey belt (9,400 gp; *Pathfinder RPG Ultimate Equipment* 212)

pink rhomboid ioun stone (8,000 gp)

staff of minor arcana (8,000 gp; *Pathfinder RPG Ultimate Equipment* 198)

three reasons to live (9,000 gp)

SUBTIER ☐ Slow ☐ Normal

5-7

4,356

8,712

SUBTIER ☐ Slow ☐ Normal

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—

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

GM's Initials

+

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

GM's Initials

+

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

GM's Initials

+

GP Gained (GM ONLY)

+

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: Plunder & Peril (Bonus Chronicle Sheet)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Exceptional Notoriety: Your actions have earned you greater respect on the high seas, and you gain 5 points of Disrepute and 5 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned over your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

Hold Full of Booty: You have a heaping pile of loot to show for your adventures with Captain Varossa Lanteri, and chances are good that your colleagues wouldn't miss a choice treasure if you replaced it with something a little less valuable. You can cross this boon off your Chronicle sheet when purchasing one of the items found on any of the *Plunder & Peril* Chronicle sheets to reduce its purchase price by 10%. This does not stack with other abilities that reduce an item's price.

Loyal Crew: Your time aboard the *Magpie Princess* has secured you several close friends among its crew, and these sailors and other professionals are amenable to following you on other adventures. You can cross this boon off your Chronicle sheet when purchasing a follower vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 60 and *Pathfinder Player Companion: Pathfinder Society Primer* 28) from the following list to reduce the Prestige Point cost by 2 (minimum 0): herald, lookout, porter, scholar, or seneschal.

Shackles Paragon: When you earn this Chronicle sheet, you may choose to receive 3 XP, 6 Prestige Points, and 11,787 gp (1.5 XP, 3 Prestige Points, and 5,893 gp for characters using the slow track method of advancement). Alternatively, you may choose to gain no XP and gold, but you earn 2 Prestige Points (1 Prestige Point on slow track) and still qualify for all of the boons on this sheet.

Notes

SUBTIER ☐ Slow ☐ Normal

6-8

SPECIAL

SPECIAL

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #