

PATHFINDER®



FISHING IN ANTHUSIS

By Letterio Mammoliti

Bounty: 9

Level: 1

Sanctioned for use with:



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HOW TO PLAY



PLAY TIME: 1-1.5 HOURS



LEVEL: 1



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook* and *Pathfinder Bestiary 2*

Maps: *Pathfinder Flip-Mat: Docks*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SUMMARY

In Anthusis, the capital of the recently liberated nation of Vidrian, the PCs join the Silverscales Tournament, a fishing competition that the city hosts to ease tensions between its Mwangi population and the former colonists. Throughout the tournament, the PCs pit their skills against rival twins and their crews while dealing with various unexpected complications. When one twin's magical bait malfunctions, the PCs must face dangerous giant crabs if they hope to survive and claim the prize!

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ADVENTURE BACKGROUND

The small city of Anthusis was known as Eleder until the local Mwangi population overthrew their colonial overlords in the Vidric Revolution. Since then, the people of Anthusis have worked hard to maintain the peace, but tension remains between the descendants of the region's original Mwangi inhabitants, the descendants of old Chelaxian colonial forces, modern Chelaxian colonists who remained after the revolution, and visitors from other nations.

To help ease tensions in the city, the Vidric Council hosts a regular competition in Desperation Bay. The Silverscales Tournament calls citizens and adventurers alike to participate in a competition to catch silver trout, with rewards based on the quantity and quality of catches as well as entertainment value and style. This year, however, the ongoing friendly contest between two siblings is about to get out of hand.

The competitive twins **Deka** (N female human sailor) and **Demed** (N male human apprentice inventor) consider the tournament the perfect arena for their ongoing fishing rivalry. Their tournament records are currently tied, each with two victories under their belt. Demed firmly believes that he has the upper hand, as he plans to use a very special bait: the capstone gem from a *staff of enchantment*. Unbeknownst to Demed, the cracked gem's power has become unpredictable, and his attempt to ensure victory is about to have dangerous consequences for the competitors and onlookers alike!

GETTING STARTED

This adventure assumes the PCs have recently arrived in Anthusis. The Broad Captain Inn is a favorite gathering place for aspiring adventurers, mercenaries, and sailors due to its low prices, decent fare, and a meticulously maintained bulletin board displaying job opportunities and upcoming events.

Shortly after the PCs arrive, two people walk up to the board to read a prominently displayed scroll. Read or paraphrase the following.

WHERE ON GOLARION?

This adventure takes place in Anthusis, capital of Vidrian in the Mwangi Expanse. More details can be found on pages 91-92 of *Pathfinder Lost Omens World Guide* and pages 274-287 of *Pathfinder Lost Omens The Mwangi Expanse*.



A tall Mwangi woman with dark hair and a red headband lets out a booming laugh.

"Think you can do better this time, Demed?"

"Better than you and your crew? Certainly!" retorts a slender Mwangi man, who pulls out a notebook as he walks to his seat.

The woman snorts derisively before joining him at a table. "If you can avoid falling into the water, that would already be an improvement."

"I think you forget that my crew is the only one that managed two victories in a row, sis," the man boasts. "This year we'll do even better, and you'll eat your words before the day is over."

The siblings smile widely at each other, a fierce love for competition burning brightly in their eyes.

If the PCs investigate the bulletin board, they notice an announcement featuring a fish jumping out of the water. Share **Handout: Tournament Announcement** with them.

The PCs can ask the twins about the tournament. The siblings explain that they participated in the

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last four tournaments and are currently tied at two victories apiece. Unless interrupted, they regale the party with an account of the last tournament. Demed took the early lead thanks to one of his elaborate contraptions, but it soon malfunctioned. Deka laughs as she recounts the device sending Demed's entire crew flying into the sea.

The twins love the Silverscales Tournament because its performative aspect encourages contestants to impress the judges by embodying the core values of the Vidric Revolution: dedication, bravery, ingenuity, and collaboration. Any PC who succeeds at a DC 15 Society check or a DC 13 Fishing Lore or Anthusis Lore check confirms what the twins say and also knows that the waters around Anthusis teem with all kinds of sea life, giving competitors ample opportunities to show off to the crowd.

A PC can attempt a DC 15 Diplomacy check to Make an Impression on either of the twins, whose attitudes are initially indifferent. Boasting and feats of strength impress Deka, while Demed prefers to talk about alchemy, technology, and clever ideas. If the PC discusses one of those topics with them before attempting the check, reduce the DC by 2. A PC can also buy Deka or Demed a drink or snack from a nearby vendor for 2 cp, improving their attitude by one step.

After a short while, Deka and Demed move to join a crowd of people heading toward the Lower Harbor for the tournament. They wave for the PCs to follow, and the innkeeper ushers them out as well, seeming just as impatient to join the throng.

HERO POINTS

As the PCs head out, remind them that they each have 1 Hero Point available.

THE SILVERSCALES TOURNAMENT

The journey from the inn to the Lower Harbor takes two hours due to the crowds converging along the rocky cliffside path leading down to the harbor. Once they arrive at the docks, the PCs can make their way past the gathered crowds to join the other participants and locate a fishing spot. As stated in the announcement, there's limited space in the event. By the time the PCs arrive, the contest only has room for one more team, so the PCs must participate in the event together and can't split into multiple teams.

FINDING A FISHING SPOT

Read or paraphrase the following text as the PCs approach the docks.

The docks creak under the weight of the crowd. Mwangi and Chelaxian citizens stand shoulder to shoulder in the midday sun, waiting for the excitement to begin.

The contestants stand in line with their teammates, waiting for the signal to claim their fishing spots. Some aspiring anglers seem to have already chosen their spot, while others are carefully scanning the waters for a glimpse of the glimmering scales that give the tournament its name. Tall and imposing, Deka stands out from the crowd as she inspects her reinforced grappling hook. To her right, Demed hurriedly jots down notes before telling his crew to be ready to cast.

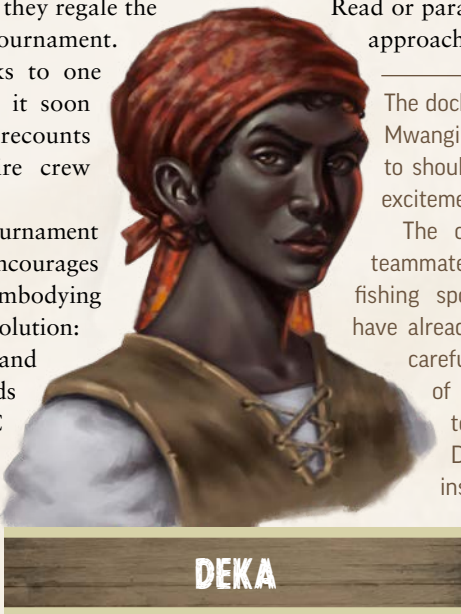
A silver-haired Zenj woman wearing a judge's colorful sash raises her hands to silence the crowd. With a warm smile, she utters a single sentence that unleashes a flurry of activity.

"Find your station!"

The PCs have multiple options to secure a good spot for the tournament. To do so, they must attempt a skill check to rush to a spot before the other contestants claim it (using Athletics or Acrobatics), ask Deka or Demed for help (using Diplomacy to make a Request, but only if either of them is at least friendly), or rely on their knowledge of fishing (using Nature, Survival, or Fishing Lore). The DC for each of these checks is 16, unless a PC is using Fishing Lore, in which case the DC is 14. If at least two PCs succeed at their checks (or three PCs in a group of five or more), the group finds an ideal fishing spot, reducing the DCs to earn Tournament Points by 1 during each fishing round (see Running the Tournament below). If at least one PC succeeds, they find an average spot; the DCs to earn Tournament Points are unaffected. If none of the PCs succeed, they find a suboptimal spot, increasing the DCs to earn Tournament Points by 1 during each fishing round.

RUNNING THE TOURNAMENT

The tournament plays out over the course of four rounds, each representing about 15 minutes of activity. During every round, each PC can attempt a single DC 15 skill check to contribute to the team's success (DC 13 for PCs using Fishing Lore). The GM should allow players to earn Tournament Points by doing more than just fishing.



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For instance, a PC can distract other competitors with a Deception check or impress the judges with a Performance check. A PC that succeeds at a Stealth check can grab fish without disturbing the waters, while those with Crafting, Fishing Lore, or Survival can use improvised traps or baits throughout the competition. The GM should encourage creative solutions and reward especially clever ideas or descriptions with a +1 circumstance bonus to the PC's check.

The crowd—and the judges—are looking for entertainment as much as a display of fishing skill, growing bored if the PCs attempt the same check multiple rounds in a row. If a PC attempts the same skill check they attempted in the previous round, they receive a -2 circumstance penalty to the check.

Use the following results for every check a PC makes during each tournament round, keeping track of how many Tournament Points the PCs earn as a group.

Critical Success The PC earns 2 Tournament Points for the team.

Success The PC earns 1 Tournament Point for the team.

Critical Failure The PC loses 1 Tournament Point for the team.

Complications: In addition to the flurry of fishing activity, most rounds have some kind of complication that allows the PCs to make a check to earn Tournament Points. Any such checks are in addition to their regular attempts, as described above.

Deka and Demed: The twins stand out in the competition. While Deka is an accomplished angler, Demed's magic bait—the malfunctioning gem from a *staff of enchantment*—is extremely effective. Deka's crew earns 2 Tournament Points each round, or 3 Tournament Points each round for a group of 5 or more PCs. Demed's crew earns 3 Tournament Points each round, or 4 Tournament Points each round for a group of 5 or more PCs.

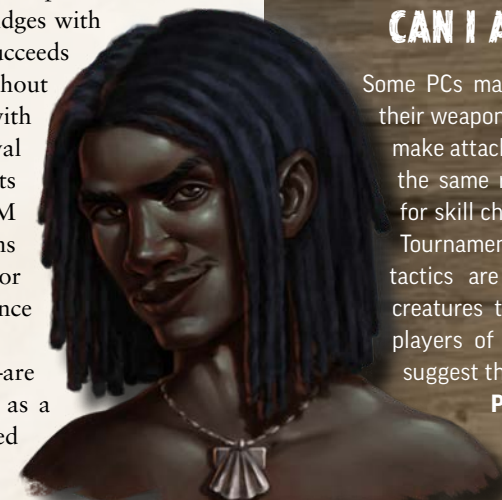
ROUND 1: LINESNAPPER

At the beginning of the round, the PCs can attempt their skill checks to earn Tournament Points as described in **Running the Tournament** above.

Read or paraphrase the following text after the PCs attempt their checks for the first round.

"Deka, your lines!" shouts Demed.

Four lines snap in quick succession, causing those nearby to yell in surprise and frustration. While the crew hurries



DEMED

CAN I ATTACK THE FISH?

Some PCs may wish to attack the fish using their weapons or spells. If so, allow the PCs to make attack rolls instead of skill checks. Use the same rules and DCs as those outlined for skill checks to determine the number of Tournament Points earned. Some combat tactics are less effective when attacking creatures that are underwater. Inform the players of the relevant mechanics if they suggest the tactics below.

Piercing weapons: Piercing weapons are the best choice for attacking underwater creatures. PCs who use melee or ranged piercing weapons take no penalties. While ranged piercing weapons don't travel

as effectively underwater as in air, the fish are close enough to the surface that the PCs don't need to worry about this effect.

Slashing and bludgeoning weapons: These weapons aren't ideal for use underwater. PCs take a -2 circumstance penalty to melee slashing or bludgeoning attacks that pass through water. Ranged attacks that deal bludgeoning or slashing damage automatically miss underwater targets; the PCs can't use these attacks to catch fish.

Acid and fire: Creatures underwater gain resistance 5 to acid and fire.

to pull the remaining line, Deka points at a dark shadow in the water.

The shadow belongs to Linesnapper, a young tiger shark that has been attracted to the tournament by the large concentration of fish. One PC can attempt a DC 14 Athletics check to catch Linesnapper.

Critical Success The PC effortlessly catches Linesnapper. The PC earns 2 Tournament Points for their stylish bravery.

Success The PC catches Linesnapper. The PC earns 1 Tournament Point for the biggest catch.

Failure The PC misses, and Linesnapper swims away, but not before breaking another line and swallowing a sizeable fish.

Critical Failure Linesnapper unbalances the PC before swimming away. The PC must succeed at a DC 14 Reflex save to Grab an Edge or fall into the water and lose 1 Tournament Point for being reckless.

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SCALING ENCOUNTER A

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

Five PCs: Increase each charmed crab's Hit Points by 10. The crabs flee when reduced to 6 Hit Points or fewer.

Six PCs: Add one additional charmed crab to the encounter.

ROUND 2: BROKEN LINES

Read or paraphrase the following at the beginning of the second round.

Deka curses her luck, inspecting the damage. "Almost all of our lines snapped, and we're out of spares," she growls. With an angry sigh, she grabs her grappling hook and nods to the robust Chelaxian man holding the team's only remaining line.

"Never give up, right?" asks the man with a grin.

"Never give up," agrees Deka, hoisting her grappling hook.

All PCs can attempt to help in this situation. A PC who wishes to help Deka can attempt a DC 13 Crafting check to Repair the lines or a DC 16 Diplomacy check to convince other participants and bystanders to pitch in. If Demed's attitude is friendly, he's the first to offer his lines, reducing the DC of the check by 2.

Critical Success Deka can compete again thanks to the PC's generous conduct, which impresses the judges and bystanders. The PC earns 2 Tournament Points.

Success Thanks to the PCs, the tournament resumes quicker than expected. The PC earns 1 Tournament Point.

Critical Failure The other participants think that the PC is trying to sabotage them or distract them. The PC loses 1 Tournament Point for the team.

Following these checks to assist Deka, each PC can make their checks to earn Tournament Points for the second round, as described in **Running the Tournament** on page 4.

ROUND 3: CRAB ATTACK!

At the beginning of the round, the PCs can attempt their skill checks to earn Tournament Points.

Following these checks, Demed's malfunctioning magical bait incites a sudden attack by Desperation Bay's crab population, including multiple crabs that are much larger than the others; proceed to **Encounter A** below.

A. THE DOCKS

MODERATE 1

As the third round comes to a close, read or paraphrase the following text.

"Ten more!" shouts Demed.

"It's not over until the fish are counted," grumbles Deka as she hoists another catch into her half-full basket.

"Might as well be! You have no hope to catch up," replies Demed as fish start jumping from the water directly into his overflowing basket.

A PC who succeeds at a DC 15 Arcana, Nature, or Occultism check to Identify Magic realizes that Demed's bait is charming the fish, but that their behavior is becoming erratic—the magic is either quite powerful or unstable. Use the map on page 7 for this encounter.

Creatures: Two massive crabs have wandered close to the shore, lured by the bait's magic. The crabs are just hungry; once a crab is reduced to 4 Hit Points or fewer, it adopts a fearful posture, makes no further attacks, and spends all of its actions to flee.

CHARMED CRABS (2)

CREATURE 1

UNCOMMON N MEDIUM ANIMAL AQUATIC

Perception +7; darkvision

Skills Acrobatics +7, Athletics +6, Stealth +7

Str +3, **Dex** +4, **Con** +1, **Int** -4, **Wis** +2, **Cha** -3

AC 17; **Fort** +6, **Ref** +9, **Will** +7

HP 16; **Resistances** physical 2 (except bludgeoning)

Vulnerable to Prone If a creature critically succeeds at a check to Trip the giant crab, the crab is flipped over onto its back in addition to the usual effects. A giant crab flipped onto its back has a particularly hard time defending itself; instead of taking the normal -2 circumstance penalty to AC for being flat-footed, it takes a -4 circumstance penalty to AC.

Scuttle **Trigger** A creature that the giant crab can see targets the crab with an attack; **Effect** The giant crab scuttles to the side and gains a +2 circumstance bonus to AC against the triggering attack. After the attack resolves, the crab can Stride up to its speed in a straight line as part of the reaction.

Speed 25 feet, swim 15 feet

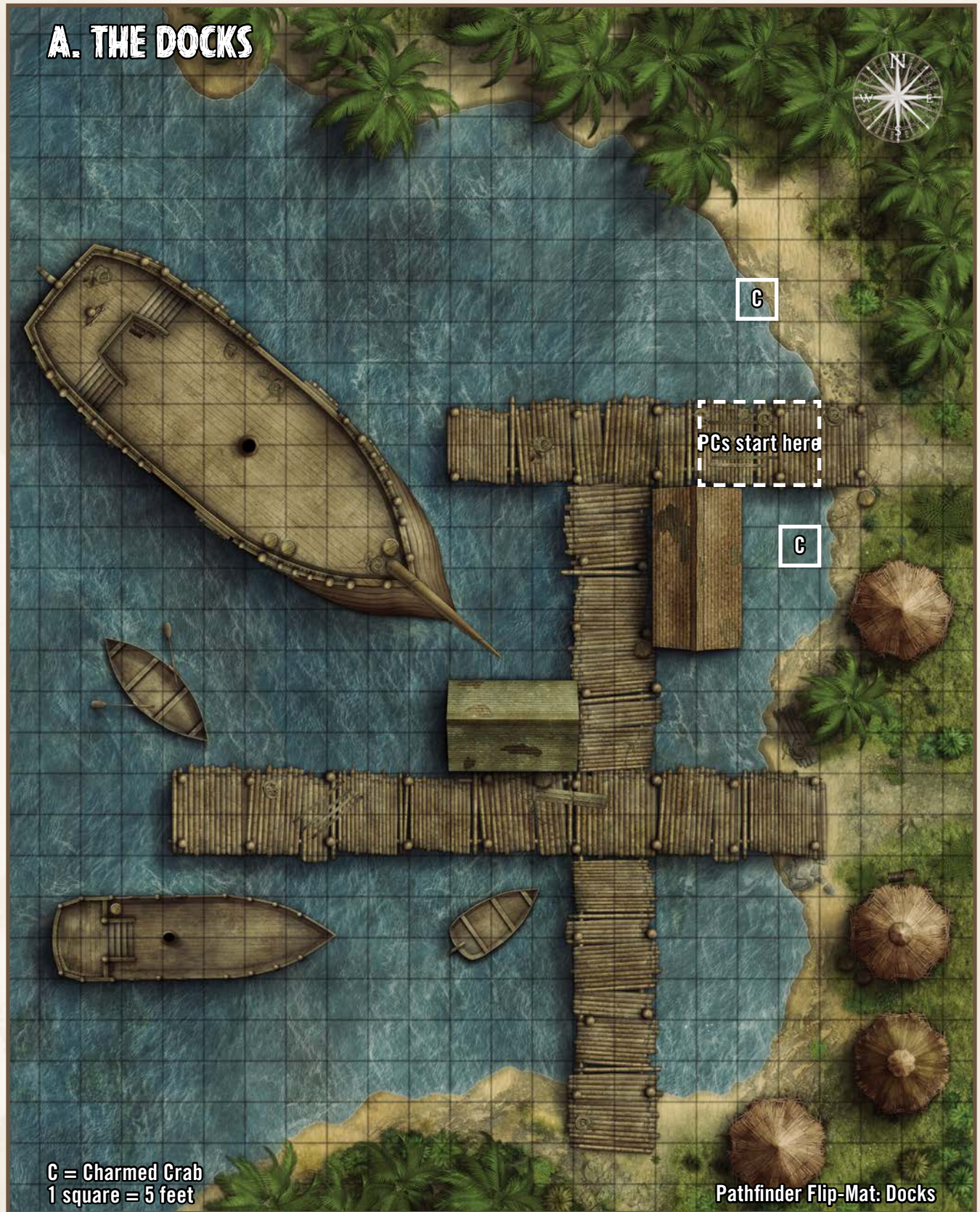
Melee **claw** +10, **Damage** 1d6+3 slashing plus Grab

Constrict **claw** +10, **Damage** 1d4+3 bludgeoning, DC 17

Development: Several judges approach once the PCs handle the crab threat. If the PCs don't point out the cause of the attack to the officials, one of them interrogates Demed, who comes clean under the stern gaze of the judges. Deka asks that her brother be allowed to continue in the tournament without his magic bait, but

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A. THE DOCKS



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since Demed's actions endangered other participants, the judges are inclined to disqualify him. A PC can advocate on Demed's behalf with a successful DC 17 Diplomacy check, or explain that the magic's harm was the result of a malfunction rather than malice with a successful DC 15 Arcana, Nature, or Occultism check. On a success, the judges allow Demed to remain in the competition but eliminate most of his catches, reducing him to a total of 2 Tournament Points. The PC earns 1 Tournament Point for advocating for fairness. On a critical success, the judges also award the PC with half of Demed's catches for the round; the PC instead earns 2 Tournament Points.

ROUND 4: FINAL CATCH

Regardless of the judges' decision about Demed, the PCs can participate in the fourth and final round to accumulate more Tournament Points. If the PCs and Dekka are still tied by the end of this round, the judges declare the PCs the winners for showing "incredible courage and skill throughout the competition" and for defeating the crabs that threatened the participants.

Development: Once the PCs complete the final round, the twins approach them. Dekka and Demed are deeply grateful for and impressed by the PCs' actions during the event. If the PCs inquire about the bait, Demed hands the cracked gem to the PCs. He sketches a map to a secluded cave on Smuggler's Shiv, a small island in Desperation Bay infamous for its reefs and dangerous currents, where he found the gem. The PCs are free to look for the cave or seek out new adventures elsewhere.

CONCLUSION

The judges reward the PCs with 4 gp each for their help with the crabs and for their participation in the tournament. Dekka comes in first unless the PCs defeat her final score of 8 Tournament Points (or 12 for groups of 5 or more PCs). The next best NPC competitor is a Chelaxian woman named Arina, with 6 Tournament Points (or 9 for groups of 5 or more PCs). If Demed wasn't disqualified, his final score is 5 Tournament Points (or 6 for groups of 5 or more PCs). If the PCs are crowned the winners of the tournament, they also earn the title of Silver Sovereigns, and the judges invite them to defend their title during the next season's tournament.

OBJECTIVE

The PCs fulfill their objective if they participate in the tournament and defeat the charmed crabs. For home groups, award 100 XP to your players; this includes their awards for the fishing tournament and defeating the crabs. Pathfinder Society GMs, see **Organized Play** (page 11) for determining appropriate rewards.

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APPENDIX: GAME AIDS



Bounty Poster
Demed



Deka
Charmed Crab



Pathfinder Bounty

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HANDOUT: TOURNAMENT ANNOUNCEMENT

The Silverscales Tournament seeks the brave and the daring!

Join us at the Lower Harbor to pit your skill, wit, and magic against other participants in an exciting competition to catch silver trout and win incredible prizes!

But victory doesn't simply go to the angler who reels in the most or the biggest fish! Our judges award prizes to crews who embody the Vidric values that brought our liberation: bravery, dedication, cunning, and solidarity.

Due to immense popularity, spots for teams are limited! Each crew is required to secure their own fishing spot for the tournament, so come early!

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ORGANIZED PLAY

CHRONICLE SHEET

Characters playing this scenario for Pathfinder Society credit earn a Chronicle Sheet. If the PCs defeat the crabs, they earn 4 gp each. 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.

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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			Fame Earned: _____
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	

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

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Org Play #: _____	-2	Level _____	

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Bounty #9: Fishing in Anthusis

Character Chronicle #

Chronicle Code

5FM4

A.K.A. _____		- 2	
Player Name _____	Character Name _____	Organized Play # _____	Character # _____
Faction _____		Reputation _____	
Faction _____		Reputation _____	
Faction _____		Reputation _____	

Adventure Summary

In Anthusis, the capital of the recently liberated nation of Vidrian, you joined the Silverscales Tournament. In this event, competitors showed off their fishing skills, as well as their bravery, ingenuity, and solidarity with their fellows. The rival twins Dekka and Demed were your fiercest competition. When Demed's magical bait malfunctioned, luring giant crabs to attack the participants, you fended off the creatures and saved the day!

Items	Purchases	REWARDS	
	Items Sold / Conditions Gained		Starting XP

	TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box		XP Gained
	Items Bought / Conditions Cleared		Final XP

		Starting GP	
	TOTAL COST OF ITEMS BOUGHT	GP Gained	
Notes		Items Sold	

_____		GP Spent	

_____		Total GP	
FOR GM ONLY			
EVENT _____	EVENT CODE _____	DATE _____	
Game Master's Signature _____		GM Organized Play # _____	