



# Year of the Open Road



**PATHFINDER  
SOCIETY**

**GREHUNDE'S GORGET**

By Kate Baker

# PATHFINDER SOCIETY

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### How To Play

*Pathfinder Society Quest #3: Grehunde's Gorget* is a Pathfinder Society Quest designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [PathfinderSociety.club](http://PathfinderSociety.club).

### GM Resources

*Grehunde's Gorget* makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at [pfrd.info](http://pfrd.info), and the creature stat blocks from the Bestiaries are reprinted at the back of the adventure for the GM's convenience.

### Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Roleplaying Guild Guide* at <http://www.organizedplayfoundation.org/paizo/guides/>. This quest has no scenario tags.



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# Grehunde's Gorget

By Kate Baker

Over 5,000 years ago, Ulfen explorers traveled across the Arcadian Ocean to the continent of Arcadia, where they established Valenhall, a now nearly mythical realm where Ulfen heroes journey to finish their lives. Even to the present day, brave Ulfen dream fondly of finishing their last battle and sailing off to Valenhall.

One famous warrior who did not make it to Valenhall was Grehunde the Sunchaser, a Linnorm King and ruler of Jol who perished in her very last raid before she planned to set out for distant shores. Her descendants inherited her famous gorget, and it continued to be passed down over the centuries until it reached its last owner, Hlavard Grenskuldr. Hlavard decided to make the journey his ancestor never got to, and after a long life as a mighty warrior, Hlavard set out for Valenhall, wearing the famous gorget. He planned to build a tomb worthy of Grehunde once he reached Valenhall, where the gorget would remain for eternity.

Unfortunately, Hlavard never made it. A huge sea serpent saw the opportunity to capsize the ship to add to its lair. Although Hlavard killed the serpent, the serpent killed Hlavard, and the ship joined the other wreckage that makes up the serpent's home. The remaining crew escaped on a lifeboat. Hlavard's children, when they found out about the wreck, decided to try to get the gorget back, and have hired the Pathfinder Society to do so.

## Adventure Synopsis

The PCs travel to the site of the wrecked ship to recover the gorget. The journey is perilous, and it takes skill to avoid damage to the ship and themselves. Once they arrive at the wrecked ship, which is still partially above the water, they find that it's part of a cluster of wrecked ships: a sea serpent's lair. Carefully exploring the wrecked ship leads them to both the gorget and a clear explanation of what happened. Hlavard, still wearing the gorget, is clenched in a mighty sea serpent's jaws, but his axe is embedded in the side of the creature's head. The two killed each other, almost simultaneously.

With great caution, the PCs can retrieve the gorget from Hlavard's body. But before they can return to their ship, they find that two young sea serpents have taken over the lair. They attack, looking to add another ship to their collection!

## GETTING STARTED

The PCs gather in Iceferry, where they meet with Venture-Captain Bjersig Torrsen. Venture-Captain Torrsen is deaf, and his service dog Mahki alerts him to the presence of visitors or sounds of danger.

### WHERE ON GOLARION?

*Grehunde's Gorget* takes place in and around the Iceferry district of Kalsgard, in the Lands of the Linnorm Kings. For more information on Kalsgard, see the *Lost Omens World Guide* and *Pathfinder Campaign Setting: Lands of the Linnorm Kings*. Both are available in bookstores and hobby stores everywhere and online at [paizo.com](http://paizo.com).



The PCs are greeted by a gnome named Lirall, who prominently wears a *wayfinder*. After letting the Pathfinders into the Lodge, she selects one cord labeled "Office" from a bundle of colored cords near the door. The loud howl from a dog echoes throughout the building, followed by a trio of scampering, blue-skinned goblins dashing down the hall. A large husky bursts into the hallway, snarling at the goblins until a tall half-orc emerges a moment later and lays a calming hand on her back. He gestures for the PCs to follow him into a meeting room, seemingly ignoring the goblins.

Read or paraphrase the following once the PCs are settled. The sign language that Torrsen is using is the one associated with Common.

Venture-Captain Bjersig Torrsen begins explaining the situation, his dog Mahki sitting attentively nearby. As he speaks aloud, the half-orc punctuates his words with phrases in a sign language.

"Apologies for the ruckus. The Frostfurs are talented scouts, but they have an adversarial relationship with Mahki. She doesn't particularly like them either.

"To the reason I called you here! The Grenskuldr family traces their lineage back to the storied warrior Grehunde the Sun Chaser, a Linnorm King who ruled over the city of Jol and whose victories in battle were legendary. The family still has a lot of influence. I've asked them to help out the Society, and

# Grehunde's Gorget

## SCALING THE JOURNEY

To accommodate a larger or higher-level group, make the following adjustments.

**Challenge Points:** For every 4 additional Challenge Points, increase the DC of the required checks by 1. For every 10 additional Challenge Points, increase the number of success required for each reward by 1 (to a maximum number of successes required for each reward equal to the total number of players).

they've asked for a favor in exchange. That's where you come in. Are you familiar with Valenhall?"

If the PCs don't know about Valenhall, the Venture-Captain can give them basic information about it.

"Grehunde the Sunchaser never got to sail off to Valenhall—she died in what she planned to be her last battle. Her gorget was passed down to her descendants, most recently Hlavard Grenskuldr, also a Linnorm King. Hlavard was an impressive warrior in his youth, but a month ago he sailed off toward Valenhall to set up a shrine to Grehunde there and finish her journey. He planned to ensure the gorget found its final home in a place of honor. Unfortunately, something happened to his ship, the *Shoreseeker*, along the way. Merchants report that the ship is still partially above water, but they didn't get close enough to find out what happened. While his children respected Hlavard's decision, they would rather not have their father's body and the priceless family heirloom at the bottom of the sea. I'd like you to find the ship and retrieve Hlavard and the gorget. I've arranged a ship for you, the *Wandering Hearth*, to follow the *Shoreseeker's* path through the Steaming Sea."

Venture-Captain Torrsen answers the PCs questions, including likely inquiries and his responses below.

**What happened to the ship?** "We don't quite know. The crew made it to shore on a lifeboat, but their stories conflict. Something may have attacked the ship, or it may have just run aground of something, and Hlavard told them to leave while he investigated. He never lit the signal light that said it was okay for the crew to return, so they made their way back home."

**Can we talk to the crew?** "They are on another ship now, unfortunately. They should be back in about six months, but we can't wait that long."

**What favor did you need from the Grenskuldrs?** "I've asked them to get the Society invited to participate in a special event. Do well on this mission, and I'll make sure you're on the list!"

## SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society or DC 13 Ulfen Lore check to Recall Knowledge might know more about Valenhall. A failure grants no information, and a critical success grants additional intelligence beyond the success entry's information. Remember that these checks should be rolled secretly.

**Critical Failure:** Ulfens must buy their way into Valenhall, and they always make the journey with a large stash of gold or gems.

**Success:** Linnorm King Ulvass sailed to Arcadia in –473 AR and established Valenhall. Brave Ulfens dream of making the perilous journey there at the end of their lives. King Sveinn Blood-Eagle recently did exactly this.

**Critical Success:** Valenhall is well-defended by walls as well as powerful creatures: einhierers, valkyries, and a trio of norns. The partly supernatural settlement takes no interest in current affairs of the world.

## NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 13 Nature check to Recall Knowledge might know more about the Steaming Sea. A failure grants no information, and a critical success grants additional intelligence beyond the success entry's information. Remember that these checks should be rolled secretly.

**Critical Failure:** The Steaming Sea is very safe due to the trade routes that lead merchant ships through frequently.

**Success:** The Steaming Sea is named for the thick mist that hangs over the waters. Frequent volcanic activity from the Hellrung Mountains leads to the sudden formation of new islands and ridges.

**Critical Success:** Many intelligent aquatic creatures have societies in the Steaming Sea, including merfolk, sahuagin, and aquatic elves. Some of the other creatures that live here include sharks, sea drakes, kraken, and sea serpents.

## THE JOURNEY

The captain of the *Wandering Hearth* is Eynilla Vriggdahl, a middle-aged Ulfen woman. She gruffly ensures the PCs are prepared and well-supplied for the journey; after all, as she warns them, this route is far from a safe one, and travelers should always remain wary. Her worries are not unfounded. As the ship journeys through the Steaming Sea, a storm strikes. The crew desperately keep the ship upright, but the torrential rain and heavy waves batter everything on board. If the PCs help, they can reduce the damage to the ship and their supplies.

Each PC may attempt one of the following skill checks: DC 10 Sailing Lore to help Captain Vriggdahl sail the ship, DC 13 Athletics to secure crates and

# Grehunde's Gorget

## A. THE WRECK



Serpents  
attack  
from this  
side

**PC's Ship**

**Hlavard's  
Ship**

Gray  
Mold

1 square = 5 feet

Pathfinder Flip-Mat Classics: Pirate Ship

# Grehunde's Gorget

## SCALING ENCOUNTER A2

To accommodate a group of more than four PCs, make the following adjustments.

**Challenge Points:** For every 2 challenge points beyond 8, increase the sea serpents' Hit Points by 5 each, and the waterspout ability deals 1d4 additional bludgeoning damage in addition to sea serpent algae (or young sea serpent algae, as appropriate).

equipment or Climb the rigging, or DC 15 Acrobatics to secure ropes at the sides of the ship without falling overboard. A critical success counts as two successes. A critical failure causes the PC to take 1d6 bludgeoning damage from storm-tossed debris. Based on the number of successes the PCs obtain, they recover equipment they can use during the rest of the adventure.

- 1 Success: 2 crowbars
- 2 Successes: 2 spears
- 3 Successes: 2 lesser elixirs of healing
- 4 Successes: 2 lesser antidotes

## THE WRECK

After the storm ends, the *Wandering Hearth* reaches its destination. The *Shoreseeker* lies half submerged in the sea, propped up by several more wrecked ships. The Ulfen longship is substantially damaged on the side. Captain Vriggdahl sails the ship to the opposite, more intact side, and sailors lay several boards to allow access to the ship. A PC who succeeds at a DC 17 Nature check to Recall Knowledge recognizes the pile of wrecked ships as a sea serpent's lair. Sea serpents are known for capsizing ships to build their homes.

### MOLDY DECK

### HAZARD 0

MECHANICAL POISON ENVIRONMENTAL

Stealth DC 16

**Description** Gray mold covers a 10-foot by 25-foot section of the deck.

**Disable** Survival DC 13 to remove or neutralize the mold without disturbing it

AC 15; Fort +9, Ref +1

HP 16; Immunities critical hits, object immunities, precision damage

**Gray Mold Dustup** **Trigger** A creature moves into the mold's space or damages the mold. The mold can't use this reaction if the damage was fire or acid damage; **Effect** The triggering creature and all creatures within the gray mold's area are exposed to gray mold.

**Gray Mold** (poison, inhaled) Any clumsy condition from the gray mold persists after the poison's duration ends. **Saving Throw** DC 15 Fortitude; **Maximum Duration** 3 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and clumsy 1 (1 round); **Stage 3** 1d4 poison damage and clumsy 2 (1 round)



GREHUNDE'S GORGET

## A1. Wrecked Ship

Once the PCs make it to the flooded lower decks, they immediately see what happened to the ship and what became of Hlavard Grenskuldr.

Wedged into a hole in the side of the *Shoreseeker* is the head of an enormous sea serpent. Clutched in its jaws is the body of an Ulfen man wearing an ornate gorget. An axe is firmly embedded in the side of the serpent's head.

Hlavard Grenskuldr and the sea serpent killed each other at the same time. To collect the body and the gorget, a PC must first Swim to the serpent, which does not require a skill check but does require the PCs to hold their breath for 1 round. Second, the PC must succeed at a DC 17 Athletics check to Force Open the sea serpent's jaws. Attempting the check, even on a success, uses 2 rounds of breath as making an attack would. A critical failure on this check means the PC takes 1d10 piercing damage from touching one of the sea serpent's spikes and loses 1 additional round of breath. Swimming back to the surface uses 1 more round of breath. Drowning and Suffocating rules are on Page 478 of the *Core Rulebook*.

**Treasure:** The PCs can retrieve the gorget. It is a unique version of the *gorget of the primal roar* that only works for members of Grehunde's bloodline and does not require that the wearer be in a non-humanoid form to activate it.

## A2. Serpent Attack

## Moderate

As the PCs return to their ship, two much younger sea serpents who have moved into the lair attack from the western side of the ship. They Sneak through the water toward the ship. Getting into the ship from the ocean is difficult terrain for the serpents.

# Grehunde's Gorget

**Creatures:** A pair of young sea serpents moved into the empty lair after Hlavard killed the original occupant.

## SUBTIER 1-2

### YOUNG SEA SERPENTS (2)

### CREATURE 1

UNCOMMON N SMALL ANIMAL

Variant sea serpent (*Pathfinder Bestiary* 288)

**Perception** +7; darkvision

**Skills** Acrobatics +4, Athletics +6 (+8 to Swim), Stealth +8

**Str** +5, **Dex** +1, **Con** +3, **Int** -4, **Wis** +1, **Cha** +0

**AC** 16; **Fort** +10, **Ref** +5, **Will** +5

**HP** 20

**Speed** 20 feet, swim 40 feet

**Melee** ♦ jaws +9 (reach 10 feet), **Damage** 1d6+2 piercing plus Grab

**Ranged** ♦ waterspout +7 (brutal, range increment 30 feet, water), **Damage** young sea serpent algae

**Constrict** ♦ 1d4+2 bludgeoning

**Spine rake** ♦♦ (attack, move) The young sea serpent extends the spines along its back and Swims or Strides. Each creature the serpent is adjacent to at any point during its movement takes 1d4+2 slashing damage (DC 14 basic Reflex save).

**Young sea serpent algae** (incapacitation, poison) The water in the ballast organs around the sea serpent's neck is full of psychotropic algae. **Saving throw** DC 18 Fortitude; **Maximum duration** 3 rounds; **Stage 1** confused and, if flying, spends its first action each turn to descend 20 feet (1 round)

## SUBTIER 3-4

### ADOLESCENT SEA SERPENTS (2)

### CREATURE 3

UNCOMMON N SMALL ANIMAL

**Perception** +9; darkvision

**Skills** Acrobatics +7, Athletics +8 (+10 to Swim), Stealth +10

**Str** +5, **Dex** +1, **Con** +3, **Int** -4, **Wis** +1, **Cha** +0

**AC** 18; **Fort** +10, **Ref** +5, **Will** +5

**HP** 44

**Speed** 20 feet, swim 40 feet

**Melee** ♦ jaws +12 (reach 10 feet), **Damage** 1d8+6 piercing

**Ranged** ♦ waterspout +10 (brutal, range increment 30 feet, water), **Damage** young sea serpent algae

**Constrict** ♦ 1d4+6 bludgeoning

**Spine rake** ♦♦ (attack, move) The young sea serpent extends the spines along its back and Swims or Strides. Each creature the serpent is adjacent to at any point during its movement takes 1d8+4 slashing damage (DC 17 basic Reflex save).

**Adolescent sea serpent algae** (incapacitation, poison) The water in the ballast organs around the sea serpent's neck is full of psychotropic algae. **Saving throw** DC 20 Fortitude; **Maximum duration** 3 rounds; **Stage 1** confused and, if flying, spends its first action each turn to descend 20 feet (1 round)

## CONCLUSION

Venture-Captain Torrsen is delighted by the PCs' return with Hlavard's body and the gorget.

"This will greatly please the Grenskuldrs. Thank you. I'll make sure that you're all on the list for a very special event coming up soon."

Torrsen says nothing more about what this special event might be, though he does open up a nearby cabinet and take down an armful of vials. He says, "Let's just say these might come in handy," and gives the PCs each a vial of lesser winter wolf elixir.

## Primary Objectives

The PCs fulfill their primary objective if they recover Grehunde's gorget from Hlavard's body. Doing so earns each PC 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.

# Grehunde's Gorget

## APPENDIX I: MONSTER AND NPC ART



**BJERSIG TORRSSEN**



# Grehunde's Gorget



**SEA SERPENT**

# Grehunde's Gorget

## GM RESOURCES

### Treasure Table

Level	Gold Earned
1	3.5 gp
2	5.5 gp
3	9.5 gp
4	16 gp

### Chronicle Sheet

PCs who successfully complete this quest gain the Legacy of the Gorget boon on their Chronicle sheet.



## Event Reporting Form

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

GM Org Play #:	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

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

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			<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Infamy
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	
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# Grehunde's Gorget

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# Pathfinder Society Quest #3: Grehunde's Gorget

Character Chronicle #

Herolab Code

G9T3

Faction _____	Reputation _____
Faction _____	Reputation _____
Faction _____	Reputation _____

\_\_\_\_\_ A.K.A. \_\_\_\_\_ - 2  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Player Name                      Character Name                      Organized Play #                      Character #

### Adventure Summary

The ocean routes are treacherous between Avistan and Arcadia, but fortunately for you and unfortunately for those who passed before you, the location of some of these dangers were clearly marked—by the tangled wreckage of the ships containing Grehunde's legendary gorget and the body of her deceased ancestor. If only the sea serpents had been so clearly marked...

### Boons

**Legacy of the Gorget (General):** You have made close friends in the Lands of the Linnorm Kings by retrieving Grehunde's gorget and the body of her heroic descendant, Hlavard. This boon has special benefits when slotted during *Pathfinder Society Scenario #1-10: Tarnbreaker's Trail*, and may have other benefits in scenarios and quests that feature Grehunde's descendants.

Starting XP
XP Gained
Final XP
Starting GP
GP Gained
Earn Income
Items Sold
GP Spent
Total GP
Starting Fame
Fame Earned
Total Fame

Items
lessor winter wolf elixir (level 4; 15 gp)
lessor winter wolf elixir formula (level 4; 5 gp)
lessor winter wolf elixir (level 4; 15 gp)
lessor winter wolf elixir formula (level 4; 5 gp)

Purchases	
<b>Items Sold / Conditions Gained</b>	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box	<input type="text"/>
<b>Items Bought / Conditions Cleared</b>	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
_____	
TOTAL COST OF ITEMS BOUGHT	<input type="text"/>

Notes	Downtime
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

<b>FOR GM ONLY</b>			
EVENT	EVENT CODE	DATE	GM Organized Play #
Game Master's Signature			