

PATHFINDER ADVENTURE PATH:

RISE OF THE RUNELORDS

ANNIVERSARY EDITION

The *Rise of the Runelords Anniversary Edition* Adventure Path may be played as part of the Pathfinder Society Organized Play campaign for credit. These adventures are produced for a wider audience than just Pathfinder Society Organized Play, and are thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six installments, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain faction missions, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

SANCTIONED CONTENT

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the *Rise of the Runelords Anniversary Edition* are considered sanctioned content.

LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal

Sanctioned Content Key

Adventure	Sanctioned Content	Legal Character Levels
"Burnt Offerings"	Thistletop (areas C1–E10)	3–5
"The Skinsaw Murders"	Foxglove Manor (areas B1–B37)	4–6
The Hook Mountain Massacre"	Fort Rannick (areas B1–B37)	8–10
"Fortress of the Stone Giants"	Under Jorgenfist (areas B1–C9)	12–14
"Sins of the Saviors"	Runeforge (Parts Three–Ten)	14–16
"The Spires of Xin-Shalast"	Pinnacle of Avarice (areas X1–Y4)	16–18

character level range for the specific *Rise of the Runelords* adventure being played.

For the sanctioned content in "Burnt Offerings" and "The Skinsaw Murders," if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com. You may apply the credit for the adventure to a Pathfinder Society character as soon as she reaches the level of the pregenerated character played. Equipment listed on the pregenerated character sheet may only be sold to clear conditions, such as death, during the play of the adventure and any remaining wealth does not carry over at the end of the sanctioned content.

Alternatively, if you are participating in the *Rise of the Runelords* Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path 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 from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in Chapter 5 of the *Guide to Pathfinder Society Organized Play*, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum PC requirement (see Chapter 7 of the *Guide to Pathfinder Society Organized Play*), but if you already have received a player Chronicle sheet for this sanctioned content for

any of your PCs, you do not earn any additional rewards beyond having a good time.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character.

A GM who runs any of the sanctioned content from the Rise of the Runelords Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the normal advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track. There are no Day Job checks when playing a sanctioned Adventure Path.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP, and 1 PP on the medium advancement track or 0 gp, 1/2 XP, and 1/2 PP on the slow advancement track. If a character participates in more than two-thirds of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.



RUNNING MULTI-SESSION ADVENTURES

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

ABOUT PATHFINDER SOCIETY ORGANIZED PLAY

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. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. 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.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for all six parts of the *Rise of the Runelords Anniversary Edition* are contained in this document.

For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety.



Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Chapter Five: Sins of the Saviors

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

Has Received This Chronicle. _____

Slow Normal

LEVEL	37,500	75,000
14-16		

MAX GOLD

Items Found During This Scenario

Dominant Weapon: You can create a *runeforged weapon* designed to oppose Runelord Karzoug. This weapon (of your choosing and listed below) functions as a *bane weapon* against transmuters and creatures with the shapechanger subtype. As long as the weapon is carried, it can absorb up to three harmful transmutation effects inflicted on the wielder per day. The wielder gains a +2 morale bonus on all saving throws against transmutation spells. While wielding the weapon, you take on a more domineering air than before, and you take a -2 penalty on all Diplomacy checks. This weapon bonus is priced as a +2 bonus and you must still pay the cost of adding such an enhancement to the weapon. This boon may be used a single time at any time in the future.

Weapon: _____

Item Recharge: You may use the pool of elemental arcana to recharge a single magic item that uses charges. Refer to the table on page 271 of the *Rise of the Runelords Anniversary Edition*. Note the result of your attempt on the line below.

Recharge Results: _____

- +1 *adamantine flaming ranseur* (11,010 gp)
- +1 *human bane dagger* (8,302 gp)
- +2 *glamered mithral chain shirt* (7,800 gp)
- +2 *mithral shirt* (5,100 gp)
- +3 *chain shirt* (9,250 gp)
- +4 *mithral breastplate* (20,200 gp)
- amulet of natural armor* +2 (8,000 gp)
- belt of physical might* +4 (Con, Dex; 40,000 gp)
- belt of physical perfection* +2 (16,000 gp)
- bracers of armor* +3 (9,000 gp)
- bracers of armor* +5 (25,000 gp)
- cape of the mountebank* (10,080 gp)
- cloak of resistance* +3 (9,000 gp)
- eversmoking bottle* (5,400 gp)
- gem of brightness* (13 charges; 3,380 gp, limit 1)
- headband of vast intelligence* +4 (16,000 gp)

- headband of vast intelligence* +6 (36,000 gp)
- immovable rod* (5,000 gp)
- manual of gainful exercise* +2 (55,000 gp)
- ring of protection* +2 (8,000 gp)
- ring of wizardry II* (40,000 gp)
- robe of the archmagi* (75,000 gp)
- rod of absorption* (50,000 gp)
- rod of extend metamagic* (11,000 gp)
- rod of metal and mineral detection* (10,500 gp)
- scroll of binding* (13,000 gp)
- tome of leadership and influence* +2 (55,000 gp, limit 1)
- wand of clairaudience/clairvoyance* (32 charges; 7,200 gp, limit 1)
- wand of lightning bolt* (CL 10th, 25 charges; 11,250 gp, limit 1)

EXPERIENCE

Starting XP

+ _____

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ _____

Prestige Gained (GM ONLY)

- _____

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ _____

GP Gained (GM ONLY)

+ 0

Day Job (GM ONLY)

+ _____

Items Sold

= _____

Subtotal

- _____

Items Bought

= _____

Total

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition: Chapter Six: Spires of Xin Shalast

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Received This Chronicle.

Slow Normal

LEVEL	60,000	120,000
16-18		

MAX GOLD

Items Found During This Scenario

Hide of Dragons (Blue): You defeated Runelord Karzoug's blue dragon in Part Seven: The Eye of Avarice and skinned it to craft armor from its hide. You may purchase a suit of masterwork armor and a masterwork light or heavy shield sized for a Medium creature. See page 154 of the *Pathfinder RPG Core Rulebook* for pricing information on armor crafted of dragonhide.

Runelord's Reputation: You defeated Runelord Karzoug, preventing his return to Golarion and the age of destruction and terror he would have ushered in. Your name is known far and wide for discovering Xin-Shalast and for bringing one of the mightiest wizards of all time to his ultimate ruin. As a result, your Fame score increases to equal 6 × your character level (as though you had earned maximum prestige in each adventure up to this point).

Thassilonian Ioun Stone: In your battle against Karzoug and his minions, you encountered several *ioun stones* from ancient Thassilon that were unknown until you discovered them. While there are a limited number of each, and the means of creating them have been lost since Thassilon's fall, you were able to keep one *ioun stone* for personal use. Select one of the four *ioun stones* listed below, crossing the others off the Chronicle sheet. You gain the selected *ioun stone* at no cost. For resonant powers of these *ioun stones* and pricing to purchase additional stones (their effects stack), see *Pathfinder Campaign Setting: Seekers of Secrets*.

Amber Spindle: Grants a +1 resistance bonus on all saving throws.

Crimson Sphere: Grants a +2 enhancement bonus to Intelligence.

Emerald Ellipsoid: Grants 5 bonus hit points.

Onyx Rhomboid: Grants a +2 enhancement bonus to Constitution.

+1 *unholy dagger* (18,302 gp)

+4 *full plate* (17,650 gp)

+5 *full plate* (26,650 gp)

+5 *heavy steel shield* (25,170 gp)

amulet of natural armor +2 (8,000 gp)

belt of physical might +6 (90,000 gp)

boots of teleportation (49,000 gp)

cloak of minor displacement (24,000 gp)

headband of alluring charisma +4 (16,000 gp)

headband of inspired wisdom +6 (36,000 gp)

necklace of adaptation (9,000 gp)

periapt of proof against poison (27,000 gp)

ring of force shield (8,500 gp)

ring of freedom of movement (40,000 gp)

ring of protection +5 (50,000 gp)

robe of the archmagi (variant: +4 resistance bonus on saving throws is replaced by +4 enhancement bonus to Intelligence; 75,000 gp)

rod of greater quicken metamagic (170,000 gp)

scarab of protection (10 charges; 31,667 gp, limit 1)

scroll of resurrection (12,275 gp)

staff of size alteration (26,150 gp)

vibrant purple ioun stone (contains *fly* spell when purchased; 36,000 gp)

wand of dispel magic (CL 10th, 40 charges; 18,000 gp, limit 1)

wand of magic missile (CL 9th, 24 charges; 3,240 gp, limit 1)

wand of stoneskin (CL 10th, 17 charges; 14,450 gp, limit 1)

EXPERIENCE

Starting XP

+ _____

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ _____

Prestige Gained (GM ONLY)

- _____

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ _____

GP Gained (GM ONLY)

+ 0

Day Job (GM ONLY)

+ _____

Items Sold

= _____

Subtotal

- _____

Items Bought

= _____

Total

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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