

PATHFINDER MODULE: TEARS AT BITTER MANOR

PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Module: Tears at Bitter Manor 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 Modules, the module is divided into two parts that grant Pathfinder Society credit. See the Sanctioned Content Key for information regarding what is sanctioned and for what character levels.

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. 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.

Alternatively, you may play the entirety of *Tears at Bitter Manor*, 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

SANCTIONED CONTENT KEY

Sanctioned Content	Legal Character Levels
Chapters 1–2, Hope’s Hollow	5–7
Chapter 3	6–8

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 signed by the GM. Each Chronicle sheet gives 3 XP and 4 Prestige Points, or 1–1/2 XP and 2 Prestige Points for characters on the slow advancement track.

In addition, players can receive additional credit on the second Chronicle sheet depending on how many of the quests they complete (found on page 3 of the adventure). At the end of a sanctioned portion of the module, the GM should record how many quests the PCs completed. If the PCs completed at least **18 of the 24 quests**, they also receive the Tristeza House boon on the second Chronicle sheet. Otherwise, cross that boon off the Chronicle sheet.

As always, each player may receive credit for each module once as a player and once as a GM in either order.

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 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 MODULE: TEARS AT BITTER MANOR

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character # _____ Prestige Points

Character Name

<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliox	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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Pathfinder Module: Tears at Bitter Manor (1)

Character Chronicle #

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

This Chronicle sheet grants access to the following:

A Piece of Time: You rescued Dern Fosimuth, an aging member of the adventuring group known as the Golden Watch. To assist you in your coming trials, he has given you his piece of a *weirding watch*, a fragmented magic item that grants limited control over time. As a swift action, you can activate the watch fragment to gain the benefit of *haste* (CL 5th) for 3 rounds. You can only activate this ability once per day, and each time you do so, check one of the boxes below. Upon checking the last box, the fragment's magic is spent; cross this boon off your Chronicle sheet. Unlike a standard *weirding watch* fragment, your piece does not interact with or benefit from the activation of other *weirding watches*.

CHALICE OF COMMUNAL DWEOMER

Aura moderate transmutation; **CL** 7th
Slot none; **Price** 3,750 gp; **Weight** 1 lb.

DESCRIPTION

Once per day, a creature can pour a potion with a duration longer than instantaneous into the chalice, then drink it as a standard action that provokes attacks of opportunity. The bearer and up to two willing allies within 30 feet gain the benefits as though they had consumed the potion; however, the duration is divided evenly between all recipients (including the bearer), rounded down to the nearest round

CONSTRUCTION

Requirements Craft Wondrous Item, *alchemical allocation*^{APG}, *amplify elixir*^{APG}

- +1 *evil outsider bane arrows* (166 gp, limit 10)
- +1 *flaming warhammer* (8,312 gp)
- +1 *magical beast bane arrows* (167 gp, limit 4)
- +2 *light steel shield* (4,159 gp)
- bag of holding* (type IV; 10,000 gp)
- chalice of communal dweomer* (3,750 gp)
- indigo dreams poison* (150 gp; *Pathfinder RPG Ultimate Equipment* 111; limit 6)
- wand of alter self* (12 charges; 1,080 gp, limit 1)
- wand of lesser restoration* (17 charges; 1,530 gp, limit 1)
- wand of water breathing* (10 charges; 2,250 gp, limit 1)

Notes

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	5-7	4,356	8,712
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+ <small>GM'S Initials</small>	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+ <small>GM'S Initials</small>	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+ <small>GM'S Initials</small>	GP Gained (GM ONLY)		
	+ <small>GM'S Initials</small>	Day Job (GM ONLY)		
	-	Gold Spent		
=	Total			



Pathfinder Module: Tears at Bitter Manor (2)

Character Chronicle #

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

This Chronicle sheet grants access to the following:

An Alchemical Discovery: Following the battle Anobaith in the basement of the Tristiza House, you were able to locate Taergan Flinn's notes and discovered that he developed a handful of incredible potions and extracts. Now that the Tristiza House is in the hands of Cassomir, the town uses these discoveries to bring wealth to the local shopkeepers and townsfolk. So long as you possess this boon, this character can purchase the following potions as if they appeared on the Additional Resources page: *potion of cure critical wounds*, *potion of detonate* (*Pathfinder RPG Advanced Player's Guide* 215), and *potion of thorn body* (*Advanced Player's Guide* 248). The market price of each potion is 1,400 gp (CL 7th).

Tristeza House (Special Reward): Having cleansed Tristeza House, an estate in northern Taldor, of its evil inhabitants, impressed the citizens of Hope's Hollow, and made the Verduran Forest a safer place, the city of Cassomir has recognized your accomplishments with ceremonies and property. Increase your Prestige Points and Fame earned for this Chronicle sheet by 2 (1 for slow track). In addition, you are the owner of Tristeza House, granting you a +2 bonus on Knowledge (geography) and Survival checks made while in Taldor.

WHISPERING GLOVES

Aura faint illusion and transmutation; CL 5th

Slot hands; **Price** 15,400 gp; **Weight** —

DESCRIPTION

These gloves constantly project a very short-range *silence* spell, so that anything touched or held by the wearer's hands makes no sound. Thus picking a locked door wouldn't make a clicking noise audible to those on the other side, and holding a hand over a victim's mouth would silence his scream. The *silence* extends only a few inches, so knocking on a door produces no sound but hammering it down still does.

If the wearer presses a finger to her lips and speaks, no sound comes out, but the words are audible to anyone she chooses in her line of sight (as the *message* spell).

CONSTRUCTION

Requirements Craft Wondrous Item, *message*, *silence*

- amulet of natural armor* +1 (2,000 gp)
- black adder venom (120 gp, limit 3)
- candle of invocation* (8,400 gp)
- headband of vast intelligence* +2 (4,000 gp)
- wand of cure light wounds* (25 charges; 375 gp, limit 2)
- whispering gloves* (15,400 gp)
- wyvern poison (3,000 gp, limit 1)

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	6-8	5,893	11,787
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+ GM's Initials	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+ GM's Initials	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
GOLD	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 #