

PATHFINDER ADVENTURE PATH:



PATHFINDER SOCIETY ROLEPLAYING GUILD

The Curse of the Crimson Throne Adventure Path may be played as part of the Pathfinder Society Roleplaying Guild campaign for credit. These adventures are produced for a wider audience than just the Pathfinder Society Roleplaying Guild, and are thus structured differently from scenarios. The specific rules changes needed for receiving Roleplaying Guild credit when playing these adventures are presented here.

Key Differences from Scenarios

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain specific faction-related elements, 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, each Adventure Path volume sanctions a single dungeon complex or adventuring location, though this may vary based on the nature of the adventure. The following sections of the Curse of the Crimson Throne Adventure Path are 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 adventure being played.

For the sanctioned content in "Edge of Anarchy" and "Seven Days to the Grave" if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com.

Sanctioned Content Key

Adventure	Sanctioned Content	Legal Character Levels
"Edge of Anarchy"	Parts 1-2	1-2
"Seven Days to the Grave"	Mission 4 to Conclusion	6-8
"Escape From Old Korvosa"	Part 3	8-10
"A History of Ashes"	Parts 1-2	10-12
"Skeletons of Scarwall"	Area C to Conclusion	13-15
"Crown of Fangs"	Area A45 to Conclusion	16-18

Alternatively, if you are participating in the Curse of the Crimson Throne 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 Roleplaying Guild campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in the *Pathfinder Society Roleplaying Guild Guide*, 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, 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, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any of the sanctioned content from the Curse of the Crimson Throne 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.

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 normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 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 so that everyone may receive the full award.

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.

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 in a given campaign (for example, the Core Campaign).

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.

Special Considerations

This Adventure Path presents several special boons and opportunities. Keep these in mind while preparing sanctioned material and distributing Chronicle sheets after completing each volume of the story.

Harrow Cards: This Adventure Path makes use of a harrow deck. If you do not have a harrow deck, see the Harrowing Without A Deck entry on page 418 of the adventure.

Hero of the Harrow: There is a seventh Chronicle sheet at the end of this document that allows each participant to track the benefits he gains from the deceased Zellara Esmeranda and her harrow readings over the course of the campaign. The first time a character participates in a session granting a Curse of the Crimson Throne Chronicle sheet, also give them a copy of this bonus sheet. Each volume opens up new ways to use the sheet and grants the PC one or more Harrow Points using the Divining With A Harrow Deck instructions that appear on pages 416–417.

Unlike other boons, a PC gains the benefits of that volume's Hero of the Harrow boon at the start of the adventure, and afterward she earns the boon and can use Harrow Points in that way in any adventure. Perform a harrowing at the beginning of each volume (or sanctioned portion of each volume, using the harrowing to provide context for the sanctioned content), and record each PC's selected card from the Choosing, its alignment, and the Harrow Points granted on her Chronicle sheet.

Edge of Anarchy: When running the sanctioned material, include the chapter conclusion scene to draw the sanctioned content to a close. Before beginning the sanctioned material, invite each player to choose one of the campaign traits that appear on pages 8–9 of the adventure; each PC gains that trait for the duration of this chapter, and it influences both which reward the PC receives on the Chronicle sheet and how he can earn it, following the guidelines printed in the adventure.

Seven Days to the Grave: The transition to Part 3 relies in part on the PCs' suspicions of the Queen's Doctors, so providing the PCs an opportunity to interact with these charlatans between the first several missions (or even get a hold of a *plaguebringer's* mask) can help smooth the transition to Part 3.

Escape From Old Korvosa: If Bahor survives the adventure but could not protect his secret identity (or otherwise suffered an especially embarrassing defeat at the hands of the PCs, at the GM's discretion), each PC gains the Villain in Old Korvosa boon.

A History of Ashes: Each PC who keeps her totem aloft and unbroken during the trial of the totem earns the

Shoanti Bond (Full Member) boon. So long as at least one PC earns this boon, any PCs whose totem was broken or abandoned earns the Shoanti Bond (Nalharest) boon.

Skeletons of Scarwall: When running the sanctioned material, treat dybbuk Anizora (area **C20**) as a spirit anchor, not the dragon Belshallam. All effects of Scarwall's curse apply here, but use wandering encounters sparingly if at all. So long as the PCs have defeated the chained spirit in area **C14** and recovered Serithial in area **H4**, they earn complete credit for this adventure, even if there are numerous encounters left in the castle; simply cross out any magic items they didn't find off their Chronicle sheets.

Finally, run the opening encounter The Devil You Know on page 260 to begin the sanctioned material, allowing the PCs to have Sial and Laori accompany the PCs. For simplicity's sake, you might keep them in the background during combat encounters except for a group of 3–4 PCs, in which case you should include one or both of them as an additional pregenerated characters to bring the total number of characters to five. These companions contribute to the encounter with the nightwing, and the PCs' choices there influence whether they receive the boon Shadows Feed the Darkness or The Path to Redemption boon.

Crown of Fangs: When presenting only the sanctioned content, assume the PCs recovered Venster's remains in area **A11** in the events leading up to this chapter.

Fate of Many Things: If a player has received credit for each part of the Adventure Path, also give that player a copy of the bonus Fate of Many Things Chronicle sheet, have the player draw a harrow card, and record the result on the Chronicle sheet.

About Pathfinder Society Roleplaying Guild

The Pathfinder Society Roleplaying Guild 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, buried mysteries, 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 Curse of the Crimson Throne Adventure Path are included 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 #7: Edge of Anarchy

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Hero of the Harrowed (Keys): Guided by the harrow, you have unlocked the first hints of what ails Korvosa. You can use the Keys benefits listed on the Hero of the Harrowed Chronicle sheet.

Justice at Last: You have at long last brought justice to Gaedrin Lamm's doorstep and ended his reign of terror. You gain one benefit listed below associated with the campaign trait you selected; cross the others off your Chronicle sheet.

Betrayed: Gaedrin fooled you once, and no one will fool you again. You gain a +1 trait bonus on Sense Motive checks. You can cross this boon off your Chronicle sheet to re-roll an initiative check or a saving throw attempted during a surprise round.

Drug Addict: You've seen the damage done by addiction, and you won't fall victim to other toxins. You gain a +1 trait bonus on saving throws against poison, and the bonus increases to +3 against ingested poisons. You can cross this boon off your Chronicle sheet to re-roll a single failed saving throw against a poison effect.

Framed: Gaedrin besmirched your reputation, but now few doubt your integrity. The first time each adventure that you attempt a saving throw against a compulsion spell or effect, you gain a +2 trait bonus on the save. When securing *atonement* as a spellcasting service or paying Prestige Points to secure a PC's release from imprisonment, you can cross this boon off your Chronicle sheet to reduce the Prestige Point cost by 3 (minimum 0).

Lost Love: Gaedrin's thugs stole the life of a loved one, but even the crime lord's atrocities cannot keep you from loving others. Once per adventure when you heal one or more allies using a spell, item, or ability—or when an ally uses such an effect on you—you can increase the effect's effective caster level (or class level) by 1 to determine its effects. You can cross this boon off your Chronicle sheet when you or an ally heal the other with such an effect to roll any dice associated with the effect twice and take the higher result.

Missing Child: Gaedrin exploited children as thieves, and with the crime lord out of the picture, you strive to be a unflappable guardian of those children and others. The first time each adventure you see an ally reduced to 0 or fewer hit points, you gain a number of temporary hit points equal 1d4 plus half your character level. These last for 1 minute and do not stack with other temporary hit points. You can cross this boon off your Chronicle sheet when attempting the aid another action to automatically succeed and grant a +5 bonus to the ally's attack roll, AC, or skill check.

Unhappy Child: You've always been a survivor, and Gaedrin's demise only proves it. You treat each of your ability scores as though they were 1 higher for the purposes of determining when ability damage or drain would incapacitate you. You can cross this boon off your Chronicle sheet when you take ability damage or drain to reduce the amount by 1d4 (minimum 0).

wand of acid splash (28 charges; 210 gp, limit 1)
vermin repellent (5 gp; *Pathfinder RPG Ultimate Equipment* 101)

oil of keen edge (750 gp)
wand of magic missile (23 charges; 345 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	699	1,398

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

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

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 Adventure Path #8: Seven Days to the Grave

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Hero of the Harrow (Shields): Guided by the harrow, you have withstood the afflictions that wrack Korvosa. You can use the Shields benefits listed on the Hero of the Harrowed Chronicle sheet.

Death Defier: You have faced death in all its guises and beaten it back to the shadows. Choose one of the following, and cross the other options off your Chronicle sheet.

Death by Blood: When you would die as a result of your negative hit point total, you can cross this boon off your Chronicle sheet to treat your Constitution as 10 points higher than normal for determining when hit point damage would kill you for 10 minutes. Alternatively, you can cross this boon off to end one bleed effect currently affecting you.

Death by Plague: When you would die or become incapacitated as a result of ability damage or ability drain, you can cross this boon off your Chronicle sheet to treat each of your ability scores as 4 higher for the purpose of determining when you would be incapacitated or killed for 1 hour. Alternatively, you can cross this boon off to roll your next two Fortitude saving throws twice and take the higher against a disease, poison, or similar affliction currently affecting you.

Death by Death Itself: If you would die due to having negative levels that equal or exceed your character level, you can cross off this boon to immediately remove 1d3 negative levels; this can prevent your dying. Alternatively, you can cross out this boon if you would die from a death effect to immediately reroll the saving throw and take the new result.

Plaguebreaker: Your efforts were instrumental in uncovering the cause of blood veil and curing Korvosa's people. You've made a powerful enemy in the process, but you've earned the silent appreciation of the survivors—especially if you remain in Korvosa to defend the innocent. This Chronicle sheet and the Chronicle sheet for *Escape From Old Korvosa* each grant you 1 additional Prestige Point (0.5 if using the slow advancement track).

+1 human-bane rapier (8,320 gp)

+2 vicious scythe (18,318 gp)

amulet of natural armor +3 (18,000 gp)

boots of striding and springing (5,500 gp)

pink and green ioun stone (8,000 gp)

pipes of haunting (6,000 gp)

potion of barkskin +4 (900 gp, limit 2)

robe of bones (only a human skeleton and wolf skeleton

remain; 300 gp, limit 1)

scroll of raise dead (6,125 gp)

wand of animate dead (4 charges, 10 HD; 2,680 gp, limit 1)

wand of cat's grace (11 charges; 990 gp, limit 1)

wand of cure serious wounds (37 charges; 8,325 gp, limit 1)

wand of remove disease (8 charges; 1,800 gp, limit 1)

wand of sculpt corpse (5 charges; 75 gp, limit 1; *Pathfinder RPG Ultimate Magic* 241)

SUBTIER ☐ Slow ☐ Normal

6-8

5,893

11,787

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

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 Adventure Path #9: Escape From Old Korvosa

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Hero of the Harrowed (Books): Guided by the harrow, you have deciphered the terror that grips Korvosa. You can use the Tomes benefits listed on the Hero of the Harrowed Chronicle sheet.

Villains in Old Korvosa: You have made a very powerful enemy in Old Korvosa, and even now he plots revenge. Whenever you earn a Chronicle sheet associated with the *Curse of the Crimson Throne* Adventure Path that grants at least 3 Prestige Points, roll 1d20. If you roll a 2, 3, 4, or 5, you earn 1 fewer Prestige Point. If you roll a 1, you earn 2 fewer Prestige Points. If you roll 16, 17, 18, or 19, you may cross this boon off your Chronicle sheet, having thwarted the villain such that he never bothers you again. If you roll a 20, you defeat the villain in a monumental way; cross this boon off your Chronicle sheet and earn 1 additional Prestige Point. You cannot use any benefit that allows you to reroll or modify dice for the purpose of this boon.

Choose one of the following boons, and cross the other off your Chronicle sheet.

Blackjack's Mantle: Blackjack is the masked hero of Korvosa, and the current Blackjack knows the time is right to choose his successor: you. When you use the retraining rules (*Pathfinder RPG Ultimate Campaign* 188), retraining a class level into a vigilante class level requires only 1 day. While in the guise of Blackjack (black clothing, cloak, mask, boots, and gloves), you also gain a +5 circumstance bonus on Bluff, Diplomacy, and Intimidate checks against non-noble citizens of Korvosa; this bonus increases to +10 if you have at least one vigilante class level. Finally, you can purchase any of the items below marked by a double asterisk (**) at a 25% discount; this does not stack with other discounts.

I Wear No Mask: A true savior does not hide behind a mask, and a true hero builds their own legacy without standing on the shoulders of a wizened predecessor. So strong is your sense of self that you gain a +2 bonus on all saving throws against polymorph, petrification, and transmutation effects. Once per day while benefiting from a morale bonus of any type, you can double that morale bonus on one roll or check.

+1 holy light crossbow (18,335 gp)

+1 ki focus shock kukri (18,308 gp)

+2 keen rapier** (18,320 gp)

+2 slick leather armor** (7,910 gp)

amulet of proof against detection and location**
(35,000 gp)

boots of elvenkind** (2,500 gp)

cloak of elvenkind** (2,500 gp)

gloves of swimming and climbing** (6,250 gp)

marble elephant figurine of wondrous power (17,000 gp)

ring of evasion (25,000 gp)

wand of dimension door (19 charges; 7,980 gp, limit 1)

wand of dimension door (3 charges; 1,260 gp, limit 1)

wand of haste (19 charges; 4,275 gp, limit 1)

wand of illusory script (12 charges; 3,300 gp, limit 1)

wand of magic missile (CL 9th, 18 charges; 2,430 gp, limit 1)

wand of shield (23 charges; 345 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

8-10

8,883

17,766

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

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 Adventure Path #10: A History of Ashes

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Hero of the Harrowed (Hammers): Guided by the harrow, you have proven your strength to the lore keepers who might save Korvosa. You can use the Hammers benefits listed on the Hero of the Harrowed Chronicle sheet.

Shoanti Bond: Through your actions, you have earned standing as part of the Sklar-Quah Shoanti tribe. Based on your accomplishments, you gain one of the following benefits.

Full Member: The Shoanti recognize you as a full member of the tribe. You gain a +1 bonus on Reflex saves and treat Acrobatics as a class skill. In addition, this Chronicle sheet grants you 2 additional Prestige Points (1 extra for PCs using the slow advancement option).

Nalharest: The Shoanti recognize you as a nalharest—an honorary sibling and respected friend. Once per adventure, you can gain a +2 competence bonus to a Reflex save or Acrobatics check. In addition, this Chronicle sheet grants you 1 additional Prestige Point (0.5 extra for PCs using the slow advancement option).

Sklar-Quah Rites: You have received a Shoanti blessing that prepares you to face the undead. Select one of the following benefits and cross the others off your Chronicle sheet.

Decorated Champion: The Shoanti have shared their means of mixing and applying the paints with which they decorate their bravest scouts, hunters, and warriors. Choose one of your Pathfinder Society Adventure Card Guild characters and record that character's number on this Chronicle sheet. You may add 1 card that has the Paint trait from the *Barbarian Class Deck* to that character's Class Deck box. If you apply this reward to a character that has the Barbarian trait, after drawing your starting hand, you can cross out this reward to draw an item that has the Paint trait and an adventure deck number less than or equal to the character's tier from your Class Deck box.

Strength of Father Sun: You can cross this boon off your Chronicle sheet to grant a touched weapon the *undead-bane* weapon special ability or a touched armor or shield the *ghost touch* armor special ability for 1 minute. Using this ability is a standard action, unless you target yourself, in which case it is a swift action.

+1 frost earth breaker (8,340 gp; *Ultimate Equipment* 26)

+1 klar (1,162 gp; *Pathfinder RPG Ultimate Equipment* 12)

+1 sawtooth sabre (2,335 gp; *Ultimate Equipment* 35)

+1 thundering earth breaker (8,340 gp;

Ultimate Equipment 26)

+2 axiomatic whip (32,301 gp)

scabbard of keen edges (16,000 gp; *Ultimate Equipment* 318)

wand of cure moderate wounds (32 charges; 2,880 gp, limit 1)

wand of cure moderate wounds (8 charges; 720 gp, limit 1)

wand of lesser restoration (20 charges; 1,800 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

10–12 22,500 45,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

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 Adventure Path #11: Skeleton of Scarwall

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Hero of the Harrowed (Stars): Guided by the harrow, you have purged the evil from a weapon that might free Korvosa. You can use the Stars benefits listed on the Hero of the Harrowed Chronicle sheet.

☐ **Wielder of Serithiel:** You have recovered *Serithiel*, a powerful weapon once wielded by the paladin Mandraivus against the tyrant Kazavon. Although *Serithiel* is a bastard sword in *Curse of the Crimson Throne*, for the purpose of this boon, you may treat *Serithiel*'s base form as though it were that of any metal melee weapon. At the start of an adventure, you can check the box that precedes this boon to borrow *Serithiel* for the entire adventure. Treat this as a +4 *holy weapon* that gains a further +2 enhancement bonus and deals an extra 2d6 damage against foes who serve or worship Zon-Kuthon. When participating in *Curse of the Crimson Throne*, one character can use this boon without checking the box, though she must use *Serithiel* as presented in the adventure's appendix on page 435.

Depending on your actions, you might gain one of the following boons. Cross the other off your Chronicle sheet.

Shadows Feed the Darkness: Now unencumbered by his eccentric cohort, Sial can aid you in protecting Korvosa from Kazavon's legacy of darkness and terror. You gain a +2 bonus on saving throws against spells and effects with the darkness, pain, and shadow descriptors.

☐☐☐☐ **The Path to Redemption:** Having narrowly avoided eternal servitude and torment, the elf Laori Vaus has doubts about her deity Zon-Kuthon. Each time you earn a Chronicle sheet that grants 1 or more Prestige Points, you can dedicate some of your time to counseling Laori and helping her find a less abusive faith. Doing so requires spending 2 Prestige Points and allows you to check one of the boxes that precede this boon. You can cross this entire boon off your Chronicle sheet to ask that Laori cast a spell for you as an atoned cleric. The spell's level must be less than or equal to twice the number of boxes that you have checked, the spell cannot have the evil descriptor, you must spend the actions necessary to cast the spell, and Laori provides only 2,000 gp of material components per box checked (you must supply the rest).

+2 icy burst light mace (32,305 gp)

+2 speed battleaxe (50,310 gp)

+2 speed spiked chain (50,325 gp)

+3 aberration-bane heavy pick (32,308 gp)

+3 flaming burst warhammer (50,312 gp)

greater strand of prayer beads (95,800 gp)

lantern of revealing (30,000 gp)

page of spell knowledge (4th-level; 16,000 gp; *Pathfinder*

RPG Ultimate Equipment 314)

page of spell knowledge (7th-level; 49,000 gp;

Ultimate Equipment 314)

rod of splendor (25,000 gp)

scarab of protection (38,000 gp)

scholar's ring (8,700 gp; *Ultimate Equipment* 177)

staff of conjuration (82,000 gp)

staff of life (109,400 gp)

SUBTIER ☐ Slow ☐ Normal

13-15 27,500 55,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

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 Adventure Path #12: Crown of Fangs

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Hero of the Harrowed (Crowns): Guided by the harrow, you have overthrown the tyrant who threatened Korvosa. You can use the Crowns benefits listed on the Hero of the Harrowed Chronicle sheet.

Champion of Korvosa: You have thwarted the queen's vile plot and have stepped forward to help Korvosa rebuild and defend itself from future threats in one of the following ways; cross the other options off your Chronicle sheet.

Ambassador for the Oppressed: You have used your influence to elevate the Shoanti and Varisian people in Korvosan society, fighting Chelaxians' stereotypes and salving centuries of second-class citizenry. The Shoanti have honored you by helping you channel the grateful spirits of those who came before. You gain one revelation from the ancestor mystery (*Ultimate Magic* 53). Use your own oracle or shaman level (or your character level –6) as your oracle level when determining its effects. If you already have the ancestor mystery or spirit, you can treat your effective class level as 2 higher when calculating the benefits of that mystery's revelations and that spirit's hexes and spirit powers.

Explorer of Castle Korvosa: You have spent your time battling the villains deep below Castle Korvosa and uncovering secrets of the Thassilonian city Xin-Eurythnia. You find it difficult to recall the particulars of what you found, yet the memory of a beautiful wizard haunts you. She issued an inescapable command that lingers in the back of your mind, waiting for the right circumstances to trigger. In exchange for this favor she has yet to demand, your physical form has become the pinnacle of beauty that resists all efforts to deface it. You gain a pool of damage reduction at the beginning of each adventure equivalent to *stoneskin* (CL 5th) whose duration lasts until the damage reduction is depleted. While the effect lasts, you have a strong aura of evil, gain a temporary +2 profane bonus to your Charisma, and take a –2 penalty on saving throws against enchantment effects. Once the effect ends, the saving throw penalty increases to –4 until the end of the adventure. Gaining this boon is not an evil act.

Public Appointment: You have become one of Korvosa's officially recognized leaders, such as its new seneschal, guard captain, or respected noble, using your power to bring prosperity back to the city. Your Fame score increases to equal 2 × your XP (as though you had earned maximum Prestige Points in each adventure played to this point).

Sable Company Reborn: You have rebuilt the Sable Company, an elite order of hippogriff-mounted marines. At the beginning of each adventure, you can choose to borrow one or more of these hippogriffs. You can borrow one hippogriff (*Bestiary* 2 156) for each PC—better used as transportation out of combat—or you can borrow one grand hippogriff. A grand hippogriff is a hippogriff with 76 hit points, AC 22 (includes a +4 armor bonus and +4 sacred bonus), and a +8 sacred bonus on attack rolls, saving throws, fly checks, and damage rolls.

RING OF SPLENDID SECURITY

PRICE

180,000 GP

SLOT ring

CL 16th

WEIGHT —

AURA strong abjuration

This extravagant ring is heavy with precious jewels. The wearer can alter the appearance of her armor, clothing, and even weaponry at will as a standard action; this change is illusory and doesn't affect the actual abilities of gear or weapons (although drastic changes in size are beyond the scope of this ability).

As long as it is worn, the ring grants the wearer a +5 deflection bonus to her AC, a +5 resistance bonus on saving throws, and spell resistance 22.

CONSTRUCTION REQUIREMENTS

COST 90,000 GP

Forge Ring, minor image, resistance, shield, spell resistance

+4 glamerd human-bane icy burst speed rapier (204,315 gp; *Pathfinder RPG Ultimate Equipment* 142)
amulet of natural armor +5 (50,000 gp)
belt of physical might +6 (Str, Dex; 90,000 gp)
boots of teleportation (49,000 gp)
bracers of armor +8 (64,000 gp)
crimson gown (functions as wings of flying but occupies the body slot; 54,000 gp)
crystal ball with true seeing (80,000 gp)
eyes of charming (56,000 gp)
greater quicken metamagic rod (170,000 gp)
major ring of spell storing (200,000 gp)
oil of greater magic weapon (CL 20th; 4,000 gp, limit 3)
potion of barkskin (CL 12th; 1,200 gp, limit 2)
potion of shield of faith (CL 18th; 900 gp, limit 3)
ring of splendid security (180,000 gp)
scroll of gate (3,825 gp)
staff of evocation (82,000 gp)

SUBTIER ☐ Slow ☐ Normal

16–18 60,000 120,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

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 Society: Hero of the Harrow

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

When you gain your first Curse of the Crimson Throne Chronicle sheet, you also gain this bonus Chronicle sheet.

Hero of the Harrow: A terrible evil threatens Korvosa, and it is through the divinatory cards known as the harrow that you can track down and stop what ails the city. Guided by the spirit of Zellara Esmeranda, you gain one or more Harrow Points at the beginning of each adventure in this Adventure Path, and you can expend these points for a variety of benefits. You do not lose any unspent Harrow Points, and you can spend a Harrow Point as either a free action or an immediate action. At the end of any adventure in which you did not gain Harrow Points, you may spend 4 Prestige Points in order to gain 1 Harrow Point.

Keys: You can spend a Harrow Point to reroll an initiative check, Reflex save, Dexterity-based attack roll, or Dexterity-based skill check. Alternatively, you can spend a point to gain a +1 dodge bonus to your Armor Class or increase your base speed by 10 feet; either effect lasts for one encounter.

Shields: You can spend a Harrow Point to reroll a Fortitude save or remove 1d4 points of ability damage to a single ability score. Alternatively, you can spend a point to gain DR 3/— until the end of the encounter, or you can gain temporary hit points equal to twice your character level (last 10 minutes).

Books: You can spend a Harrow Point to reroll an intelligence-based skill check or a caster level check to overcome spell resistance. Alternatively, you can increase the saving throw DC of one spell you cast by 2.

Hammers: You can spend a Harrow Point to reroll a Strength-based skill check, combat maneuver check, or an attack with a natural or manufactured weapon. Alternatively, you can choose either to gain a +5 bonus on damage rolls with natural and manufactured weapons for the duration of one combat, or to ignore a target's hardness for 1 round.

Stars: You can spend a Harrow Point to reroll a Will save or Wisdom-based skill check. Alternatively, you can spend a point to increase your effective class level by 3 when using the channel energy or lay on hands class features for 1 round.

Crowns: You can spend a Harrow Point to reroll any one d20 roll. You can expend 2 points in order to force another creature you can see to reroll any one d20 roll instead. You must use this ability after the roll but before the results of the roll are revealed and use the second result, even if it is worse.

Suit

Card

Alignment

Harrow Points

Keys: _____

Shields: _____

Books: _____

Hammers: _____

Stars: _____

Crowns: _____

SUBTIER ☐ Slow ☐ Normal

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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 Society: Fate of Many Things

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

You gain this reward only once you have completed the entire *Curse of the Crimson Throne* Adventure Path.

Fate of Many Things: The combined power of Venster Arabasti and Zellara Esmeranda has granted the latter's harrow deck incredible power, turning it into a unique *harrow deck of many things*. You drew from the deck, which prophesied the arrival of a great hero. Draw one card from a harrow deck and record its name, alignment, and suit below. If you draw a card with an evil alignment, return the card to the deck and draw again; repeat this process until you draw a non-evil card. For each evil card you drew, a mystical calamity afflicts you and leads to your permanent death unless you immediately spend 3 Prestige Points per evil card drawn.

Card: _____ Alignment: _____ Suit: _____

You can attach this Chronicle sheet to a 1st-level PC under your Pathfinder Society number, granting that PC one of two benefits associated with the drawn card's suit. The PC's alignment immediately changes to match the drawn card's alignment. If the PC's alignment ever changes again, that character loses all benefits of this boon.

Books (Hidden Truth): Choose three Intelligence-based skills. You gain a +1 trait bonus on those skills' checks, and you treat those skills as class skills.

Books (Idiot): You permanently reduce your Intelligence, Wisdom, and Charisma scores by 2 each, but you gain a +8 bonus on Will saving throws against language-dependent effects and against effects that would give you the confused, dazed, staggered, or stunned condition.

Crowns (Theater): You have 23 build points with which to assign ability scores, but you cannot begin play with any ability score below 10.

Crowns (Throne): When your Fame total first equals or exceeds 15, you gain 5 Prestige Points that you must spend immediately. Any unspent points are lost.

Hammers (Bear): Once per adventure as a swift action, you can gain two claw attacks, a bite attack, and a +1 natural armor bonus for 1 minute. These are primary attacks that each deal 1d6 damage (1d4 damage for a Small creature).

Hammers (Big Sky): You gain Defensive Combat Training as a bonus feat.

Keys (Cricket): You gain Fleet as a bonus feat. If your racial base speed is 20 feet or slower, you instead gain the feat twice.

Keys (Rabbit Prince): You have a permanent -1 penalty to your AC, but whenever you confirm a critical hit, you gain a luck bonus to your AC equal to the weapon's critical hit multiplier until the end of your next turn.

Shields (Brass Dwarf): You gain energy resistance 5 against one of the following of your choice: acid, cold, electricity, fire, or sonic. If you already resist that energy type, your resistance increases by 5.

Shields (Survivor): Once per adventure within 1 round of having died due to hit point loss, you can benefit from a healing spell or effect that restores hit points (much in the way *breath of life* functions) if you succeed at a Fortitude save (DC equals your current negative hit point total - 5). On a failure, the healing ability has no effect on you.

Stars (Inquisitor): Once per day, you can cast a single divination spell from the following list as a spell-like ability so long as your character level equals or exceeds the listed level: *detect chaos/evil/good/law* (1st), *detect thoughts* (3rd), *arcane sight* (5th), *discern lies* (7th), *divination* (9th), or *greater arcane sight* (13th). Your caster level is equal to your character level, and you use the higher of your Charisma or Wisdom to calculate the spells' saving throw DCs.

Stars (Midwife): You immediately gain 6 XP (advancing you to 3rd level), 12 Prestige Points, and 3,000 gp.

SUBTIER ☐ Slow ☐ Normal

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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 #