

PATHFINDER MODULE: DAUGHTERS OF FURY

PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Module: Daughters of Fury 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, only specific portions of these adventures are sanctioned for Pathfinder Society credit. However, in the case of *Daughters of Fury*, the module has been broken up into three smaller adventures, or “chapters,” that encompasses an overarching storyline when played in sequence. Each chapter of *Daughters of Fury* is 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 sanctioned portion of the adventure being played.

Alternatively, you may play the entirety of *Daughters of Fury*, 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 any one of her Pathfinder Society PCs of the appropriate level. The decision of which character to apply credit to must be

SANCTIONED CONTENT KEY

Sanctioned Content	Legal Character Levels
Part 1: Hell's Quarry	2–4
Part 2: The Border Standings	3–5
Part 3: Sacrifice	4–6

made when the Chronicle sheet is received and signed by the GM. Each Chronicle sheet gives 3 XP and 4 Prestige Points, or 1.5 XP and 2 Prestige Points for characters on the slow advancement track.

Players who play through the entire module and apply all three Chronicle sheets to the same Pathfinder Society character earn a fourth Chronicle sheet that must also be applied to that character. As always, each player may receive credit for each module once as a player and once as a GM in either order.

Players earn the boons listed on the Chronicle sheets through their actions during the adventure. If the PCs do not fulfill the conditions listed in the first sentence of a boon, cross that boon off of each player's Chronicle sheet.

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 tens of 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: Daughters of Fury

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |
| <input type="checkbox"/> A | <input type="checkbox"/> B | <input type="checkbox"/> C | <input type="checkbox"/> D |

Character # _____

☐ Prestige Points

Character Name _____

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|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |

Character # _____

☐ Prestige Points

Character Name _____

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |

Character # _____

☐ Prestige Points

Character Name _____

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |

Character # _____

☐ Prestige Points

Character Name _____

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Character # _____

☐ Prestige Points

Character Name _____

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
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Character # _____

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Character # _____

☐ Prestige Points

Character Name _____

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange | <input type="checkbox"/> Grand Lodge | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | |



Pathfinder Module: Daughters of Fury (1)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Cartographer Unburied: You rescued the guard and cartographer Jerem from his hiding place in Arwyll Stead's catacombs. Jerem is still shaken from his experiences and unwilling to engage in combat, but he agrees to accompany you for one adventure. Jerem provides you a +2 bonus on all Knowledge (geography) checks as well as on Survival checks to avoid getting lost. Additionally, Jerem provides you with a +4 bonus on any skill or ability check to draw a map, and allows you to attempt such checks untrained (this bonus does not stack with the +2 bonus on Knowledge [geography] checks). Once you use this boon, cross it off your Chronicle sheet.

Gift from Arwyll Manor: You returned to Arwyll Stead with Wate's body and turned his gear over to his family's manor rather than taking it for yourself. Wate's best friend Terrin sends you a gift to thank you for respecting Wate's memory. When you would purchase an item for 1 or 2 PP, you may instead cross this boon off your Chronicle sheet to purchase the item at no cost.

Wate's Loot: You kept Wate Arwyll's gear instead of turning it over to his family's manor. You gain an additional 400 gp on this Chronicle sheet.

BOG BOOTS

PRICE
12,000 GP

SLOT feet

CL 9th

WEIGHT 1 lb.

AURA moderate transmutation

These boots are well worn and caked with mud, but still sturdy, comfortable, and dry on the inside.

Three times per day, the wearer can activate the boots to cause up to nine 5-foot squares of nearby terrain to become a shallow bog. All affected squares are instantly filled with 1 foot of water, mud, and plant life. The wearer can move through these squares at her normal speed, but other creatures treat these squares as a shallow bog (*Pathfinder RPG Core Rulebook* 427), costing 2 squares of movement to move into each affected square.

As a standard action, the wearer can rearrange the affected squares. Multiple uses of the boots can create larger areas of bog. The effect lasts until dismissed by the wearer (a free action), the wearer moves more than 5 feet beyond the affected area, the wearer becomes unconscious, or the boots are removed.

Additionally, once per day, the wearer can travel as per dimension door from one affected square to another.

CONSTRUCTION REQUIREMENTS

COST 6,000 GP

Craft Wondrous Item, *dimension door*, *transmute rock to mud*

+1 orc bane arrow (160 gp, limit 3)

bog boots (12,000 gp)

dust of tracelessness (250 gp)

elixir of vision (250 gp)

feather token (bird; 300 gp)

feather token (whip; 500 gp)

itching powder (60 gp; *Pathfinder RPG Ultimate**Equipment* 108)periapt of protection from curses (12,000 gp, *Pathfinder**RPG Ultimate Equipment* 260)

scroll of magic circle against evil (375 gp)

scroll of remove curse (375 gp)

signal horn (1 gp, *Pathfinder RPG Ultimate Equipment* 57)

silver raven figurine of wondrous power (3,800 gp)

unguent of timelessness (150 gp)

wand of see invisibility (16 charges; 1,440 gp; limit 1)

water purification sponge (25 gp; *Pathfinder RPG**Ultimate Equipment* 105)SUBTIER ☐ Slow ☐ Normal

2-4

1,856

3,511

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 Module: Daughters of Fury (2)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Cursebreaker: You defeated the curse devil that was wreaking havoc upon the people of Arwyll Stead. You may cross this boon off your Chronicle sheet before attempting to remove a curse with a spell that requires a caster level check (such as *remove curse* or *break enchantment*) to treat your result as if you had rolled a natural 20. Alternatively, you may cross this boon off your Chronicle sheet to reroll a saving throw against a curse. You must use this boon after rolling the initial saving throw but before the results are revealed.

Linno's Alchemical Mine: You helped Linno Brethun set traps to protect his property. In exchange, he gave you enough spare materials to build an alchemical mine trap of your own. Setting an alchemical mine trap requires a successful DC 15 Craft (traps) check and takes 10 minutes. You may voluntarily increase this DC to attempt a more complicated version of the trap if you provide some of your own materials. For every 5 points by which you increase the Craft (traps) DC, increase the damage dealt by 1d6+1, the Reflex save DC by 2, and the number of alchemist's fires you must expend by one. If you fail the Craft (traps) check, the trap triggers on you, though you may attempt a Reflex save.

ALCHEMICAL MINE TRAP

Type mechanical; Perception DC 18; Disable Device DC 18

EFFECTS

Trigger location; Reset none

Effect alchemical explosion (1d6+1 fire damage, Reflex DC 13 half); multiple targets (all targets in a 10-ft. square)

MURKTOUCH CLOAK

PRICE
20,000 GP

SLOT shoulders

CL 9th

WEIGHT 1 lb.

AURA moderate conjuration

This lustrous crimson cloak has an ethereal quality to it, and is unnaturally light. When the wearer speaks the item's command word, a *murktouch cloak* dissolves into a vortex of red fog that churns around her and extends her awareness.

The fog forms a 15-foot radius emanation around the wearer and remains centered on her for as long as the cloak is activated. All creatures in the fog gain concealment (20% miss chance), but the wearer has blindsight within the area. The vortex is unaffected by wind or any similar effect.

Whenever the wearer casts a spell or uses an ability that requires a successful touch attack, she can attempt that touch attack against any creature within the fog, even if she is not adjacent to the targeted creature.

The cloak can be activated for up to 10 rounds per day, though these rounds need not be consecutive. Its magic can be dismissed as a free action.

CONSTRUCTION REQUIREMENTS

COST 10,000 GP

Craft Wondrous Item, *echolocation^{UM}*, *fog cloud*, *mage hand*

+2 heavy steel shield (4,170 gp)
air bladder (1 sp; *Pathfinder RPG Ultimate Equipment* 58)
bead of force (3,000 gp)
bottle of animal glue (5 sp; *Ultimate Equipment* 58)
cloak of resistance +1 (1,000 gp)
murktouch cloak (20,000 gp)
page of spell knowledge (1st level; 1,000 gp; *Ultimate Equipment* 314)
scroll of call animal (25 gp; *Pathfinder RPG Advanced Player's Guide* 209)
scroll of raise animal companion (2,125 gp; *Pathfinder RPG Ultimate Magic* 233)
wand of charm animal (10 charges; 150 gp, limit 1)
wand of cure light wounds (12 charges; 180 gp, limit 1)
wand of magic fang (23 charges; 345 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

3-5

2,400

4,800

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 Module: Daughters of Fury (3)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Devil Slayer:** You put an end to the plots of the erinyes Shayle and her infernal children. You gain a +2 competence bonus on Perception and Sense Motive checks against devils, as well as on all Knowledge (planes) checks regarding devils. In addition, you may check off one of the boxes that precedes this boon to imbue your weapon with holy energy, granting it the *bane* property against devils for 1 minute. If you did not kill Yvogga, check the first two boxes next to this boon immediately.

Honorary Arwyll: You saved Vegazi from being sacrificed and ended the fiendish threats to Arwyll Stead. Other families in Lastwall provide you with training to help you face against the region's many dangers. When you use the retraining rules presented in *Pathfinder PRG Ultimate Campaign*, the retraining takes 1 fewer day for every 5 days it would normally take (minimum 0 fewer days). For example, retraining hit points would still take 3 days, but retraining a racial trait, which would normally take 20 days, takes 16 days instead.

☐ ☐ ☐ **Yvogga Redeemed:** You spared Yvogga, and your mercy helped set her on the path to redemption. You may call in a favor when performing one of the skills below to use Yvogga's skill modifier instead of your own as she assists you. Using any of the skill-based or spellcasting favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off a box each time you ask for help. When you check the last box, Yvogga leaves to seek her own adventures; cross this boon off your Chronicle sheet.

- Disable Device +8
- Bluff +10
- Use Magic Device +8
- Cast *bull's strength* (CL 4th, concentration +6)
- Cast *invisibility* (CL 4th, concentration +6)
- If you are a summoner or another character with the eidolon class feature, Yvogga can restore your eidolon back to its peak vitality as a full-round action. This ability only functions if your eidolon is within 100 feet of you. Check off all boxes next to this boon to restore all of your eidolon's hit points.

BAX'S MASK

PRICE
9,000 GP

SLOT head

CL 3rd

WEIGHT 2 lbs.

AURA faint necromancy

This plain mask is made of a reflective, dark gray ceramic. When worn, the mask transforms to look like the wearer's skull, and it gradually becomes eerier and more fearsome the closer a viewer gets to the wearer. Whenever a creature enters a square adjacent to the wearer of Bax's mask, that creature must succeed at a DC 13 Will save or become shaken for as long as it remains adjacent to the wearer. An affected creature can attempt a new save by moving away from the wearer and reentering a square adjacent to the wearer. A creature that succeeds at the save is immune to the mask's effect for 24 hours. A creature shaken by Bax's mask does not become frightened if affected by the mask again, but other fear effects stack with the creature's shaken condition as normal.

CONSTRUCTION REQUIREMENTS

COST 4,500 GP

Craft Wondrous Item, *scare*

+1 cruel arrow (160 gp, limit 5; *Pathfinder RPG Ultimate Equipment* 138)

+1 flaming composite longbow [+5 Str] (8,900 gp)

adamantine weapon blanch (100 gp; *Ultimate Equipment* 105)

amulet of natural armor +1 (2,000 gp)

Bax's mask (9,000 gp)

cold iron weapon blanch (20 gp; *Ultimate Equipment* 105)

decanter of endless water (9,000 gp)

elixir of tumbling (250 gp)

everwake amulet (8,000 gp; *Ultimate Equipment* 257)

gloves of larceny (2,500 gp; *Ultimate Equipment* 237)

scroll of summon monster III (375 gp)

snappleaf (750 gp; *Ultimate Equipment* 319)

vest of escape (6,000 gp)

SUBTIER ☐ Slow ☐ Normal

4-6

3,378

6,756

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 Module: Daughters of Fury (4)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Hero of Arwyll Stead: When you earn this Chronicle sheet, you may choose whether or not to receive XP, Prestige Point, and gold rewards; you may instead choose to gain no XP and gold, but you instead earn 2 Prestige Points and still qualify for all of the boons and items on this sheet. If you elect to earn the full rewards, you gain 3 XP, 6 Prestige Points, and 8,712 gp (4,356 gp for characters use the slow track method of advancement).

☐ ☐ ☐ **Vegazi's Ally:** The half-orc ranger Vegazi spent most of her life as an outcast, but after you helped her defeat the devil determined to take her soul, she counts you as a trusted friend. You may call in a favor when performing one of the skills below to use Vegazi's skill modifier instead of your own as she assists you. Using any of the skill-based or spellcasting favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off a box each time you ask for help. When you check the last box, Vegazi's debt has been repaid; cross this boon off your Chronicle sheet.

- Handle Animal +11
- Heal +11
- Survival +10
- Vegazi casts *animal messenger* (CL 6th, concentration +8)
- Vegazi assists the PC in combat for one round, making a full attack on the PC's initiative against a target of the PC's choice with her +1 *composite longbow*; +10/+5 (1d8+2/x3). She has the feats Deadly Aim (-2 to hit, +4 damage), Point-Blank Shot, and Precise Shot, and she gains a +2 bonus on attack and damage rolls against orcs.

ANGELFALL BOW

PRICE
26,900 GP

SLOT none

CL 7th

WEIGHT 3 lbs.

AURA strong evocation

CONSTRUCTION REQUIREMENTS

COST 4,500 GP

Craft Magic Arms and Armor, *dust of twilight*^{APG}, *thundering drums*^{APG}

Black feathers adorn the tips of this ebony +1 *composite longbow* (+5 Strength bonus). The bow gives off the faint scent of brimstone when the string is drawn back.

Three times per day as a swift action, the wielder of an *angelfall bow* can imbue the next arrow she fires that round with the bow's inherent raging energy. On a hit, the attack deals damage as normal and acts as a trip combat maneuver to knock the target prone, treating the result of the wielder's attack roll as the wielder's combat maneuver check result. If the target is flying, it must immediately succeed at a DC 25 Fly check to stay aloft or plummet to the ground.

One per day when the wielder of an *angelfall bow* would be affected by a spell or spell-like ability with the light descriptor, she can attempt an immediate dispel check (using the caster level of the bow) to counter the effect. This manifests as a pulsating darkness emerging from the bow and swallowing the light.

angelfall bow (26,900 gp)
belt of physical might +2 (Dex and Str, 10,000 gp)
deep red sphere ioun stone (8,000 gp)
incandescent blue sphere ioun stone (8,000 gp)
pale blue rhomboid ioun stone (8,000 gp)
pink and green sphere ioun stone (8,000 gp)
pink rhomboid ioun stone (8,000 gp)
scarlet and blue sphere ioun stone (8,000 gp)
staff of minor arcana (8,000 gp, *Pathfinder RPG Ultimate Equipment* 198)

SUBTIER ☐ Slow ☐ Normal

5-7

SPECIAL

SPECIAL

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 #