

PATHFINDER MODULE: FEAST OF DUST

PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Module: Feast of Dust may be played as part of the Pathfinder Society Roleplaying Guild campaign for credit. The adventure was produced for a wider audience than just the Pathfinder Society Roleplaying Guild, and is thus structured differently from scenarios. As such, the specific rules changes needed for receiving organized play credit when playing this adventure are presented here.

SANCTIONED CONTENT

The entirety of *Feast of Dust* is sanctioned for Pathfinder Society Roleplaying Guild credit. However, due to the module's length, it has been broken up into three smaller adventures, or "chapters", that encompasses an overarching storyline when played in sequence.

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 *Feast of Dust*, 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 Roleplaying Guild 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 made when the Chronicle sheet is received and signed by the GM. Each Chronicle sheet gives 3 XP and

SANCTIONED CONTENT KEY

Sanctioned Content	Legal Character Levels
Part 1: In the Jackal's Shadow	11–13
Part 2: Oblivion and Sand	12–14
Part 3: Flesh for the Famine Prince	13–15

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

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. 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 Roleplaying Guild 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: Feast of Dust

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

☐ Dark Archive
☐ Scarab Sages
☐ A

☐ The Exchange
☐ Silver Crusade
☐ B

☐ Grand Lodge
☐ Sovereign Court
☐ C

☐ Liberty's Edge
☐ D

Character #

Prestige Points

Character Name

☐ Dark Archive
☐ Scarab Sages

☐ The Exchange
☐ Silver Crusade

☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge

Character #

Prestige Points

Character Name

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Prestige Points

Character Name

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Prestige Points

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Character #

Prestige Points

Character Name

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☐ Scarab Sages

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☐ Grand Lodge
☐ Sovereign Court

☐ Liberty's Edge



Pathfinder Module: Feast of Dust (1)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Initiate of Meraz: You have joined the Sentinels of Meraz and accepted the tattoo of a watchtower and scimitar on the back of your hand. You gain a +2 resistance bonus on saving throws against the spells and spell-like abilities of daemons; if you already have a resistance bonus on saving throws, it increases by 1 against such daemoniac effects. The power of this tattoo can grow over the course of the *Feast of Dust* module, and this is treated as a *watchtower tattoo* for the purposes of effects later in the adventure.

The Hero We Need: The town of Dimayen has fallen on hard times, and you have taken the first steps to save it through compassion and peace; you resolved Dimayen's troubles in during this chapter with minimal violence and considerable empathy, at the GM's discretion. When you gain this boon, you regain 2 previously expended Prestige Points.

☐ **The Hero We Deserve:** The generations of Whitewater rule have corrupted Dimayen, and you have mercilessly cauterized its figurative wounds; you have struck down members of the Whitewater family, slain afflicted citizens of Dimayen, or demonstrated other remorseless pragmatism at the GM's discretion. Before attempting any d20 roll, you can check the box that precedes this boon to roll two dice and take the better result. During the module *Feast of Dust*, you can also spend 1 Prestige Point to use this ability without checking the box, reflecting the reputation you're willing to sacrifice to help Dimayen—even if the citizens can't bring themselves to thank you properly.

DAGGER OF REPOSE

SLOT weapon	CL 8th	WEIGHT 1 lb.
AURA moderate conjuration		

CONSTRUCTION REQUIREMENTS	COST 4,602 gp
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Craft Magic Arms and Armor, *sanctify corpse*, *summon monster I*

+2 magical-beast-bane ammunition (366 gp, limit 5)
+2 vermin-bane ammunition (366 gp, limit 5)
+3 breastplate (9,350 gp)
amulet of natural armor +2 (8,000 gp)
blessed book (12,500 gp)
bracers of armor +3 (9,000 gp)
cloak of resistance +3 (9,000 gp)
dagger of repose (8,902 gp)
extend metamagic rod (11,000 gp; *Pathfinder RPG Ultimate Equipment* 189)

This short, curved dagger shimmers with folded layers of iron and steel. It acts as a +1 *undead-bane dagger*. Once per day when the *dagger of repose* is used to perform a coup de grace to slay a living creature, the wielder can bless the victim's corpse, preventing the victim from rising as an undead creature because of ongoing diseases or curse effects. This protection also prevents the victim's corpse from being animated by necromancy magic such as *animate dead* or *create undead* for 24 hours.

malleable symbol (10,000 gp; *Pathfinder RPG Ultimate Equipment* 309)
necklace of adaptation (9,000 gp)
ring of protection +3 (18,000 gp)
wand of burning hands (12 charges; 180 gp, limit 1)
wand of cure serious wounds (28 charges; 6,300 gp, limit 1)
wand of false life (43 charges; 3,870 gp, limit 1)
wand of fireball (38 charges; 8,550 gp, limit 1)
wand of hold person (5 charges; 1,125 gp, limit 1)
wand of ray of enfeeblement (15 charges; 225 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
10–12	11,787	23,574

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	
Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	
Final XP Total	

EXPERIENCE	
Initial Prestige	Initial Fame
+	GM's Initials
Prestige Gained (GM ONLY)	
—	
Prestige Spent	
Current Prestige	Final Fame

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: Feast of Dust (2)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Daemonic Artifacts: If the PCs recovered one or more of the following artifacts, check its corresponding box. When beginning the third chapter of *Feast of Dust*, the PCs begin play with the corresponding artifact so long as at least one PC has the corresponding boxed checked.

- ☐ *Shroud of Flies* ☐ *Handflower of Genocide* ☐ *Calabash of Last Draughts*

Daemonic Blessing: Exposure to daemonic artifacts can grant the power-hungry extraordinary power; however, daemons loathe mortal life, and any such blessing could be the recipient's undoing. So long as you recovered the corresponding artifact, you may choose to gain one or more of the following boons. Cross any boon you do not wish off your Chronicle sheet immediately. Gaining any of these boons is considered an evil act, though it does not forcibly change your alignment.

Blessing of Flies (*Shroud of Flies*): You harness the resilience of pestilence, granting you a +1 profane bonus to Constitution. You also take a -6 penalty on saving throws against disease. So long as you possess this boon, you immediately lose the benefit of any class features, magic items, or similar sources that grant you immunity to disease.

Blessing of Genocide (*Handflower of Genocide*): You harness the power of war, granting you a +1 profane bonus to Strength. Any attempt you make to inflict nonlethal damage always deals lethal damage instead. Furthermore, treat your Constitution as 20 points lower (minimum 0) for the purpose of determining when hit point damage would kill you.

Blessing of Memories (*Calabash of Last Draughts*): You harness the omniscience of death, granting you a +1 profane bonus to Intelligence. You take a -3 penalty on saving throws against death effects, and your soul is condemned to Abaddon. Any character attempting to resurrect you must succeed at a caster level check (DC 10 + your character level) or the effect fails. That character can attempt to resurrect you again the following day.

Spirit of the Spiral Winds: You have earned the reverence of the girtablilu tribe known as the Spiral Winds. You gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks while in desert terrain—including all encounters for the rest of the module. If you have the favored terrain (desert) class feature, your bonus instead increases by 1. Furthermore, you can purchase one *minor ring of spell storing* from this Chronicle sheet for 13,500 gp.

Spirit of the Stormbrides: You have earned the reverence of the sulhi hunters known as the Stormbrides. You gain a +1 bonus on attack and damage rolls as well as Bluff, Knowledge, Perception, Sense Motive, and Survival checks against animals, magical beasts, and vermin. If you have the favored enemy class feature associated with any of these creature types, your existing bonus instead increases by 1. Furthermore, you can purchase one *+2 defending scimitar* from this Chronicle sheet for 13,500 gp.

+2 *defending scimitar* (18,315 gp)

+2 *horn lamellar* (4,250 gp; *Pathfinder RPG Ultimate Equipment* 9)

+3 *steel lamellar armor* (9,300 gp; *Ultimate Equipment* 9)
blinkback belt (5,000 gp; *Ultimate Equipment* 211)

bronze griffon figurine of wondrous power (10,000 gp)

minor ring of spell storing (18,000 gp)

wand of charm monster (7 charges; 2,940 gp, limit 1)

wand of cure moderate wounds (20 charges; 1,800 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

11-13 16,400 32,799

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 Module: Feast of Dust (3)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Daemon Slayer: Fighting the forces of Abaddon has taught you new ways to defeat daemons. You deal 1d6 additional damage against daemons with natural and manufactured weapons, and daemons take a –1 penalty on saving throws against your spells and effects. You can cross this boon off your Chronicle sheet in order to apply these benefits against all outsiders with the evil subtype for 1 minute.

The Dust Defeated: You successfully sealed away the Jackal Prince and ended the Feast of Dust. The Whitewater family and church of Sarenrae offer you several treasures as rewards for your service. When purchasing or enchanting a weapon, suit of armor, ring, rod, or staff, you can cross this boon off your Chronicle sheet to reduce the price by 15% (maximum discount 4,000 gp).

+4 chain shirt (16,250 gp)

belt of giant strength +4 (16,000 gp)

corset of dire witchcraft (22,000 gp; *Pathfinder RPG Ultimate Equipment* 214)

corset of the vishkanya (3,000 gp; *Ultimate Equipment* 214)

dark blue rhomboid ioun stone (10,000 gp)

deathblade poison (1,800 gp, limit 2)

dimensional shackles (28,000 gp)

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

minor ring of acid resistance (12,000 gp)

necromancers athame (20,000 gp; *Pathfinder RPG Advanced Player's Guide* 308)

purple worm poison (700 gp, limit 4)

ring of evasion (25,000 gp)

ring of spell knowledge (type 2; 6,000 gp; *Ultimate Equipment* 174)

staff of dark flame (47,000 gp; *Ultimate Equipment* 196)

wand of cure critical wounds (24 charges; 10,080 gp, limit 1)

wand of remove paralysis (17 charges; 1,530 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

12–14 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 Module: Feast of Dust (4)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Hero of Meraz: 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 55,000 gp (27,500 gp for characters use the slow track method of advancement).

Cleansed of Abaddon: You have forsaken the taint of Abaddon, cleansing yourself of both its power and its curse. If you choose to accept this boon, immediately cross out any instances of the Daemonic Blessing and Tainted by Abaddon boons on any of your Chronicle sheets.

Tainted by Abaddon: You have embraced the daemonic taint instilled in you by the *Oblivion Keys*. If you have the Daemonic Blessing boon from an earlier Chronicle sheet, its powers and drawbacks grow as noted below. If you are good-aligned, your alignment permanently shifts one step closer to evil. This corruption gradually reconfigures your moral compass, even if you perform no evil acts. Beginning an adventure with this boon is considered an evil action and could result in a PC's losing access to certain class abilities. At the end of such an adventure, your alignment changes to neutral evil unless you immediately expend 2 Prestige Points for each Daemonic Blessing you possess (3 Prestige Points per blessing if the adventure grants 4 or more Prestige Points) in an ultimately futile struggle to seek atonement.

Blessing of Flies: Your profane bonus to Constitution increases to +2. Once per day when you confirm a critical hit with a melee or ranged attack, you can afflict the target with a disease as if you had cast *contagion* (DC 25 negates). Any time you are affected by a spell with the healing descriptor or an effect that would restore your hit points, recover ability damage, or remove other afflictions, the effect has a 25% chance to not affect you; the effect instead causes you to grow a pair of curling ram horns from your head that last for 10 minutes before retracting.

Blessing of Genocide: Your profane bonus to Strength increases to +2. Once per day when you confirm a critical hit with a melee or ranged attack, you gain a number of temporary hit points equal to three times your character level or the amount of damage you dealt, whichever is lower. These temporary hit points last for 10 minutes, during which time your eyes appear as solid orbs of darkness that weep blood. Whenever you take slashing or piercing damage, you take 2d6 bleed damage.

Blessing of Memories: Your profane bonus to Intelligence increases to +2. Once per day when you succeed at a Knowledge check to identify a creature's, you can predict the creature's demise with startling clarity as a free action, granting all creatures a +5 bonus on attack rolls to confirm critical hits against it for 10 minutes. While the effect lasts, the flesh appears to melt from your face, leaving only a skull. The critical multiplier of all critical hits confirmed against you increase by 1, and if an ability would negate a critical hit against you, you instead take 1d4 points of Wisdom drain from the shock of foreseeing your own death.

Unshakeable Sentinel: You have sealed away the Jackal Prince, awakening the full power of your *watchtower tattoo*. If you have the Initiate of Meraz boon and never accepted the Daemonic Blessing boon, the resistance bonus granted by the Initiate of Meraz boon increases to +4, and you can never be possessed by daemons using *magic jar* or similar effects. Daemons always recognize you as an enemy, even if the tattoo is covered or disguised.

SUBTIER ☐ Slow ☐ Normal

13-15 SPECIAL SPECIAL

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

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Game Master's Signature

GM Pathfinder Society #