

PATHFINDER MODULE: DOWN THE BLIGHTED PATH

PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Module: Down the Blighted Path 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 Roleplaying Guild, and is thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Roleplaying Guild credit when playing this adventure are presented here.

SANCTIONED CONTENT

Down the Blighted Path is broken up into three smaller adventures, or “chapters”, that encompasses an overarching storyline when played in sequence. Each chapter of *Down the Blighted Path* is considered sanctioned content. When running the second chapter as a sanctioned adventure, run at least two of the random encounters from the Blighted Path Encounters sidebar that appears on page 29 of the module.

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 *Down the Blighted Path*, 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 in 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

SANCTIONED CONTENT KEY

Sanctioned Content	Legal Character Levels
Part 1: Firebrand's Redoubt	4–6
Part 2: Winding into Darkness	5–7
Part 3: The Tower Spite Built	6–8

level. Players must decide which character to apply credit to when they receive the Chronicle sheet and the GM signs it. 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

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: Down the Blighted Path			
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 _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

☐ Prestige Points

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☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____

☐ Prestige Points

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court



Pathfinder Module: Down the Blighted Path (Firebrand's Redoubt)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ ☐ ☐ ☐ ☐ **Resolute Oath:** You swore an oath to Lady Axebringer's service. You can recite one of the seven lines of the oath again as a free action to gain a +2 morale bonus on saving throws against fear for 3 rounds. Alternatively, you can check off four boxes to reroll a failed saving throw against an effect that would have granted you the frightened or panicked condition. Once you have checked off the last box, cross this boon off your Chronicle sheet.

☐ ☐ ☐ **Three Traditions of Torag:** You rescued Delbera Axebringer's descendants from their duergar captors. In thanks, the dwarves of Davarn share knowledge that may assist you in your future adventures. Your training focuses on one of Torag's three areas of concern. Choose one of these topics below, and cross the other two off your Chronicle sheet. You may check off at most one box each round.

Forge: You treat Craft (weapons) and Craft (armor) as class skills, and gain a +2 insight bonus on both skill checks. You may check off one of the boxes before this boon as a free action to increase the enhancement bonus of any weapon you wield by 1 for 1 round.

Protection: You gain a +1 dodge bonus to AC against giants, orcs, and goblinoids. You may check off one of the boxes before this boon as a free action to grant yourself and all adjacent allies a +1 sacred bonus to AC for 1 round.

Strategy: When you act on the surprise round, you gain a +1 bonus on initiative checks. You may check off one of the boxes before this boon as a free action to increase the bonus to attack rolls you gain flanking or striking from the high ground by 1 and the bonus you grant allies when using the aid another action to assist their attacks by 1. These bonuses last for 1 round.

bracers of armor +1 (1,000 gp)

cloak of resistance +1 (1,000 gp)

elixir of hiding (250 gp)

handy haversack (2,000 gp)

hat of disguise (1,800 gp)

healer's gloves (2,500 gp; *Pathfinder RPG Ultimate Equipment* 238)

pearl of power (1st level; 1,000 gp)

potion of negate aroma (50 gp; *Pathfinder RPG Advanced Player's Guide* 234)

quick runner's shirt (1,000 gp; *Ultimate Equipment* 222)

ring of feather falling (2,220 gp)

ring of sustenance (2,500 gp)

scroll of cure critical wounds (700 gp)

smoke pellet (25 gp; *Ultimate Equipment* 105)

spider's silk rope (100 gp; *Ultimate Equipment* 73)

wand of bless (13 charges; 195 gp, limit 1)

wand of cure moderate wounds (17 charges; 1,530 gp, limit 1)

wand of jump (32 charges; 480 gp, limit 1)

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: Down the Blighted Path (Winding into Darkness)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Darklands Bat Companion: You have reared a bat from the Darklands. If you possess a class feature that permits you to take an animal companion or a mount that progresses as an animal companion, you may add dire bat to your list of legal and available companions (*Pathfinder RPG Bestiary* 30). If a dire bat is already a legal companion for you, you may select a Sekaminan bat instead.

Sekaminan Bat: Hailing from the middle layers of the Darklands, this massive bat is far stronger and heartier than bats that dwell on the surface. It uses the animal companion statistics of a dire bat with the following modifications. Its starting Strength and Constitution scores are 13. It also gains the augmented hearing special ability. *Augmented Hearing (Ex)* Once per day as a swift action, a Sekaminan bat can focus intensely on its surroundings, gaining blindsight 40 ft. instead of blindsense for 1 round.

☐ ☐ ☐ **Reluctant Guide:** You convinced retired miner and Nar-Voth explorer Rodert to help you explore the Darklands. Although he grumbles about being away from the comforts of home, he enjoys being on the road again. You may check off one of the boxes next to this boon to call in one of the favors listed below. If you ask Rodert to use one of his skills, roll a skill check using his modifier instead of your own to represent his assistance; you must spend the same amount of time or actions that the check would normally take. When you check the last box, Rodert returns home; cross this boon off your Chronicle sheet.

- Rodert assists you on a skill check. The bonuses on the skills he is willing to provide are Appraise +10, Knowledge (dungeoneering) +10, Knowledge (local) +10, and Survival +10.
- Rodert keeps his eyes and ears open for possible secrets in the stone. To use this favor, check off a box. The next time that you come across an unusual stone feature that the dwarven racial ability stonecunning would detect, you gain a Perception check to detect it as if you were a dwarf. If you possess stonecunning, the bonus that stonecunning provides on this check increases from +2 to +5.
- Rodert's smuggling contacts assist you in turning greater profits from your labors. You may call upon them to earn 20% more money from your Day Job check. You must choose whether or not to ask for their assistance before rolling, and you may not take 10. If you roll a natural 1 on the check, you avoid legal trouble but lose your profits, earning no money.

☐ **Wonders of Oremont:** You helped a svirfneblin patrol defeat a pair of murderous redcaps. The patrol allowed you to return with them to their home, the mining village of Oremont. They offer to sell you their most valuable wares at a reduced price. You may check off the box next to this boon to purchase one of the following magic items at the listed discount. You may purchase the other items for full price.

- *darklands goggles* (16,000 gp; *Pathfinder RPG Ultimate Equipment* 224)
- *earthenflail* (9,000 gp; *Ultimate Equipment* 154) As its name suggests, an *earthenflail* is typically a heavy flail. You may purchase a variant of this item for any simple or martial melee weapon that costs 100 gp or less. The item's name changes to match the weapon type (e.g. *heavy earthenpick*).
- *minor cloak of displacement* (19,200 gp)

darklands goggles (16,000 gp; *Pathfinder RPG Ultimate Equipment* 224)

earthenflail (11,315 gp; *Ultimate Equipment* 154)

masterwork backpack (50 gp; *Ultimate Equipment* 58)

minor cloak of displacement (19,200 gp)

potion of cure serious wounds (750 gp)

potion of greater magic fang (750 gp)

ring of sustenance (2,500 gp)

soul stimulant (300 gp; *Ultimate Equipment* 101)

SUBTIER ☐ Slow ☐ Normal

5-7

4,356

8,712

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: Down the Blighted Path (The Tower Spite Built)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ **Necromancer's Bane:** You defeated the necromancer Zohir, and honed your skill at fighting against the forces of undeath. You may select either this boon or Zohir's Disciple; cross the other off your Chronicle sheet. You may check off a box before this boon as a swift action to infuse your attacks with the ability to strike true against undead for 1 round. For the duration of this effect, treat all of your weapons as if they had the *ghost touch* weapon special ability, and treat your weapons as if they were bludgeoning, piercing, and slashing for the purposes of bypassing the DR of undead creatures. Alos, your magic items, spells, spell-like abilities ignore the 50% chance to affect incorporeal undead creatures. When you check off this boon's second box, cross the entire boon off your Chronicle sheet.

Uthrat's Masterpiece: You discovered Uthrat's library. Among his notes was enough information to construct a spider-shaped living topiary (*Pathfinder RPG Bestiary* 4 181). Using these notes and a bevy of expensive alchemical ingredients, alchemists within the Pathfinder Society have animated one of these creatures. You may activate this boon to take the living topiary along with you on an adventure. You must provide a copy of *Bestiary* 4 as if the living topiary appeared in Additional Resources. This living topiary does not count against the number of creatures that may accompany you during an adventure. Once the adventure has concluded, the topiary returns to the Grand Lodge for further study; cross this boon off your Chronicle sheet.

☐ ☐ **Zohir's Disciple:** You defeated the necromancer Zohir and studied her research for your own purposes. You may select either this boon or Necromancer's Bane; cross the other off your Chronicle sheet. You pocket two of Zohir's obhian spikes, vicious-looking pins of onyx and tarnished silver that are particularly adept at summoning undead. You may use a pin in place of onyx as the material component for any spell that creates undead, such as *animate dead* or *create undead*. When used in this way, treat the pin as onyx worth up to 400 gp. You may supplement the pin with additional onyx if necessary. The spell completely consumes the pin, even if its material component cost is less than 400 gp. If you use a pin in conjunction with the *animate dead* spell, you may create a bloody skeleton, burning skeleton, fast zombie or plague zombie (*Pathfinder RPG Bestiary* 251 and 289). Once you have used both pins, cross this boon off your Chronicle sheet.

+1 light fortification leather armor (4,160 gp)

+1 spell storing leather armor (4,160 gp)

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

bandage of rapid recovery (200 gp; *Pathfinder RPG Ultimate Equipment* 220)

belt of incredible dexterity +2 (4,000 gp)

blessed book (12,500 gp)

blue whinnis (120 gp; limit 6)

cloak of resistance +1 (1,000 gp)

decanter of endless water (9,000 gp)

equestrian belt (3,200 gp; *Ultimate Equipment* 211)

lesser extend metamagic rod (3,000 gp)

scroll of fear (700 gp)

scroll of ironwood (1,650 gp)

wand of alarm (22 charges; 330 gp, limit 1)

wand of false life (12 charges; 1,080 gp, limit 1)

wand of vampiric touch (8 charges; 1,800 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

6-8

5,894

11,787

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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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

FAME

Current Prestige

Final Fame

GOLD

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: Down the Blighted Path (Bonus Chronicle Sheet)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Hero of Davarn: 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 14,862 gp (7,431 gp for characters use the slow track method of advancement).

Axebringer: You recovered *Firebrand* from Zohir's grasp. You may now purchase *Firebrand*. In its weakened state, the weapon is +2 *flaming dwarven waraxe* that functions as a holy symbol of Torag. All worshippers of Torag who are proficient with warhammers are proficient with *Firebrand*. Additionally, as long as you possess this axe and worship Torag, the cost of retraining your class levels into levels in a Torag-worshipping divine spellcaster such as cleric, inquisitor, or paladin is reduced (*Pathfinder RPG Ultimate Equipment* 190); retraining into these classes takes only 3 days. You may freely retrain any feats or other abilities that you no longer qualify for because of your new class.

You may also invest time, effort, and resources into restoring *Firebrand* to its former glory. Check off the box next to each line below after paying the cost. You must purchase the first upgrade before purchasing the second.

☐ *Firebrand* is now a +2 *flaming burst dwarven waraxe* (**Upgrade Cost:** 14,000 gp or 7,125 gp and 20 PP)

☐ *Firebrand* is now a +2 *holy flaming burst dwarven waraxe* (**Upgrade Cost:** 40,000 gp or 20,500 gp and 50 PP)

Torag's Bulwark: You set Delbera Axebringer's spirit to rest, and the Father of Dwarvenkind has taken notice of your valor. If you are acting to further Torag's interests, such as protecting innocents or creating useful tools, Torag's highest servitors may intercede on your behalf. You may cross this boon off your Chronicle sheet to receive divine intervention. This intervention does not take any of your own actions, and it occurs at the beginning of your turn. You receive the effects of your choice of *cure serious wounds*, *remove blindness/deafness*, or *remove paralysis* (all at CL 10). If you worship Torag, you may instead receive *break enchantment* or *breath of life*. Finally, if you are a divine spellcaster who worships Torag, the effect's caster level increases to 20.

RESPLENDENT DIPLOMAT'S PALETTE

PRICE
5,500 GP**SLOT** none**CL** 3rd**WEIGHT** 2 lbs.**AURA** faint enchantment and illusion

+2 circumstance bonus on Bluff and Diplomacy checks against members of that culture, but leaving him otherwise recognizable. Alternatively, the palette may be used to conceal the user's identity entirely; it cannot make the user appear shorter or taller or otherwise alter their body, but otherwise allows him to adopt the appearance of another creature of the same type with the same body type and build. Either application lasts for 5 hours or until it removed with soap and water. A resplendent diplomat's palette has 50 charges when created; each use consumes 1 charge.

The palette qualifies as a disguise kit, granting a +2 circumstance bonus on Disguise checks. Using it as such does not consume a charge.

CONSTRUCTION REQUIREMENTS

COST 2,750 gpCraft Wondrous Item, *disguise self*, *eagle's splendor*

This shallow box contains an assortment of beeswax, oils, pigments, brushes, and quills, and allows a user to blend seamlessly into new cultures and fashion scenes. By spending 5 minutes applying these contents, a user may adopt the hairstyle, fashion, and social cues of any culture with which he is familiar, granting a

+2 *benevolent breastplate* (9,350 gp; *Pathfinder RPG Ultimate Equipment* 115)
Firebrand (18,330 gp)
resplendent diplomat's palette (5,500 gp)

SUBTIER ☐ Slow ☐ Normal

7-9

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
PrestigeFinal
Fame

Starting GP

GM's Initials

+

GP Gained (GM ONLY)

+

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

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GM Pathfinder Society #