

# PATHFINDER MODULE: THE HOUSE ON HOOK STREET

PATHFINDER SOCIETY ORGANIZED PLAY

*Pathfinder Module: The House on Hook Street* 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

*The House on Hook Street* is broken up into three smaller adventures, or “chapters”, that encompasses an overarching storyline when played in sequence.

Because the second chapter is substantially shorter than the other two, the first and second chapters are sanctioned together, and the third chapter stands alone as 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 *House on Hook Street*, 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 together 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: “Spiders and Flies” and “Darkness Falls”	5–7
Part 2: “Return to the House on Hook Street”	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 both Chronicle sheets to the same Pathfinder Society character earn a third 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.

As you run the PCs through the “Spiders and Flies” and “Darkness Falls”, keep track of how many dream haunts the PCs defeat. Running away from a dream haunt does not count as defeating it for this purpose, but encountering and surviving it or dealing it enough damage to prevent it from manifesting both count as defeating it. Record the number they defeat on the Chronicle sheet for the first two chapters. If the PCs defeat 12 or more dream haunts, they earn all 3 boxes on the Master of Dreams boon on the bonus Chronicle sheet. Check off one box if they defeat between 8 and 11 dream haunts and two boxes if they defeat between 4 and 7 dream haunts. If they defeat 3 or fewer dream haunts, cross off the entire boon.

## 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 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](http://paizo.com/pathfinderSociety).



### Pathfinder Module: The House on Hook Street

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

☐ Dark Archive  
☐ Scarab Sages

☐ The Exchange  
☐ Silver Crusade

☐ Grand Lodge  
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Prestige Points

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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

☐ Dark Archive  
☐ Scarab Sages

☐ The Exchange  
☐ Silver Crusade

☐ Grand Lodge  
☐ Sovereign Court

☐ Liberty's Edge

Character #

Prestige Points

Character Name

☐ Dark Archive  
☐ Scarab Sages

☐ The Exchange  
☐ Silver Crusade

☐ Grand Lodge  
☐ Sovereign Court

☐ Liberty's Edge



# Pathfinder Module: The House on Hook Street (Spiders and Flies and Darkness Falls)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

☐ **Key to the Veil of Dreams:** You have uncovered the significance of the mysterious mithral and silver key, the *Clavis Somnus*. You have access to this key for the rest of *The House on Hook Street*. Additionally, you can check off the box next to this boon to call forth the key into your hand as a free action when you are playing any adventure. The key remains in your possession until it vanishes the end of the adventure. Once the key vanishes, cross this boon off your Chronicle sheet.

*Clavis Somnus* (CL 10th; **Aura** moderate transmutation and divination): This ornate key satisfies the focus component for the breach the veil of dreams occult ritual (*Pathfinder RPG Occult Adventures* 209) and grants a +5 competence bonus on the primary caster's skill checks to perform the ceremony. The key also grants its wielder a +4 bonus on saving throws to resist illusion effects, as well as Charisma checks made in the Dimension of Dreams. The key imposes a -2 penalty on saving throws against sleep effects, and such effects treat the wielder as if she had 2 fewer Hit Dice. Sleep effects always choose to affect the wielder first.

☐ ☐ ☐ **Occult Dabbler:** You may purchase any item listed under occult adventuring gear (*Pathfinder RPG Occult Adventures* 248–251) except the kits for occult classes. You can check off one of the boxes before this boon to use a psychic skill unlock (*Pathfinder RPG Occult Adventures* 194). Your character must have at least one rank in the skill and must have any equipment that the skill unlock normally requires, but they do not need to be able to use psychic magic or have the Psychic Sensitivity feat (*Occult Adventures* 138).

☐ ☐ **Spider Slayer:** In fighting to the heart of the Brotherhood of the Spider's base, you have contended with many of the most dangerous spider creatures from within and beyond Golarion. As a free action, you can check a box before this boon to gain a +1 bonus on attack and damage rolls against vermin for one round. If you are fighting against a spider, you can grant yourself these bonuses without checking a box. You may also apply this boon without checking a box when combatting spider-like creatures that are not vermin (e.g. driders, retrievers, etc.), at the GM's discretion.

*abjurant salt* (600 gp; *Pathfinder RPG Ultimate Equipment* 276)  
*amulet of natural armor +1* (2,000 gp)  
*animal divining pot* (1,400 gp; *Pathfinder RPG Occult Adventures* 256)  
*book of extended summoning* (2,750 gp; *Ultimate Equipment* 283)  
*bookmark of deception* (1,500 gp; *Ultimate Equipment* 284)  
*cloak of resistance +2* (4,000 gp)  
*dust of appearance* (1,800 gp)  
*formula alembic* (200 gp; *Ultimate Equipment* 299)  
*ghost powder* (1,400 gp; *Occult Adventures* 258)  
*headband of inspired wisdom +2* (4,000 gp)  
*lesser talisman of danger sense* (750 gp; *Occult Adventures* 263)

*lesser talisman of freedom* (900 gp; *Occult Adventures* 263)  
*lesser talisman of sealed summons* (450 gp; *Occult Adventures* 263)  
*lesser talisman of warrior's courage* (450 gp; *Occult Adventures* 263)  
*mistmail* (2,250 gp; *Ultimate Equipment* 127)  
*ring of protection +1* (2,000 gp)  
*scroll of lesser planar ally* (1,200 gp)  
*scroll of restoration* (1,700 gp)  
*silversheen* (250 gp; *Ultimate Equipment* 319)  
*vermin repellent* (5 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

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

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

GOLD

=

Total

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



# Pathfinder Module: The House on Hook Street (Return to the House on Hook Street)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Master of Dreams:** Confronting the manifestations of dreams that have been encroaching upon the Material Plane has granted you increased control over the boundary between wakefulness and sleep. You may check a box that precedes this boon as an immediate action to grant all allies within 30 feet a +2 bonus on saving throws against sleep effects for 1 round.

Alternatively, you may check a box as a standard action to use one of the following spells as a spell-like ability, using your character level as your caster level and your Charisma modifier to determine the spell-like ability's saving throw DC (if any). If you are a psychic spellcaster, you may use your choice of Intelligence or Wisdom in place of Charisma in this way. Your access to spell-like abilities depends upon your character level.

Level 5+: *lullaby*, *sleep*, *restful sleep*<sup>APG</sup>

Level 7+: *deep slumber*, *nap stack*<sup>APG</sup>, *sleepwalk*<sup>APG</sup>

Level 9+: *dream*, *nightmare*

Level 11+: *cloak of dreams*<sup>APG</sup>

☐ ☐ **Mysteries within Mysteries:** You have unraveled the complicated web of plots and betrayal that cast the area around Hook Street into a plague of nightmares. You may use this boon to activate your uncanny insights. Show this boon to your GM at the beginning of an adventure. The first time during the adventure that your character would fail a Sense Motive check, a Perception check to locate a secret door or trap, or a Will save against an illusion spell or effect, you gain a +2 bonus on the skill check or saving throw. If none of these events occur, this boon is not expended. Otherwise, the GM should check off one of the boxes next to the boon at the end of the adventure. Once both boxes have been checked off, cross this entire boon off your Chronicle sheet.

**Subconscious Insight:** You saved Madame Carrington from a horrible demise at the hands of the night hag Sally Scribblebones. After this ordeal, she teaches you how to search your own dreams for insights that your conscious mind overlooked. You may cross this boon off your Chronicle sheet after resting for 8 hours to reroll an Appraise, Knowledge, Perception, Sense Motive, or Spellcraft check that you attempted the previous day. You can only use this reroll for checks about knowing, understanding, or perceiving; for example, you could not use it to reroll a check to activate an object. If the result of the reroll is lower, keep your original result.

+1 *returning dagger* (8,302 gp)

*admixture vial* (5,000 gp; *Pathfinder RPG Ultimate*

*Equipment* 276)

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

*cassock of the clergy* (4,600 gp; *Ultimate Equipment* 214)

*cauldron of brewing* (3,000 gp; *Ultimate Equipment* 287)

*cloak of resistance* +2 (4,000 gp)

*hand of the mage* (900 gp)

*headband of alluring charisma* +2 (4,000 gp)

*lesser talisman of arrow protection* (600 gp; *Pathfinder*

*RPG Occult Adventures* 263)

*lesser talisman of danger sense* (750 gp; *Occult Adventures* 263)

*lesser talisman of freedom* (900 gp; *Occult Adventures* 263)

*ring of protection* +1 (2,000 gp)

*scroll of shocking image* (700 gp; *Pathfinder RPG Ultimate*

*Combat* 243)

*scroll of stoneskin* (950 gp)

*seer's tea* (550 gp; *Ultimate Equipment* 319)

*spirit slate* (12,000 gp; *Occult Adventures* 263)

*stone familiar* (6,000 gp; *Ultimate Equipment* 320)

*wand of cure moderate wounds* (43 charges; 3,870 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

6–8

5,894

11,787

SUBTIER ☐ Slow ☐ Normal

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—

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SUBTIER ☐ Slow ☐ Normal

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—

SUBTIER ☐ Slow ☐ Normal

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—

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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: The House on Hook Street (Bonus Chronicle Sheet)

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Awakening:** 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).

☐ **Hero of Bridgefront:** Even the people of Bridgefront who do not consciously recall your efforts have vague memories of you as a hero from their dreams. Whenever you visit Korvosa, one of Bridgefront's citizens offers you free food and lodging. Additionally, you gain a +4 circumstance bonus on Diplomacy checks to gather information in Korvosa. You may check off the box next to this boon to leverage your contacts in Bridgefront to gain these benefits in any city until the end of the adventure.

**Well-Tethered Soul:** Your experience with daemons and night hags, the most notorious of soul thieves, has taught you some measure of protection against soul-stealing effects. You gain a +2 insight bonus on saving throws against effects that would remove your soul from your body, such as *soul bind*, and effects that would displace your soul to another vessel, such as *magic jar* or *possession* (*Pathfinder RPG Occult Adventures* 180). This bonus does not apply against spells that would simply kill you without directly interfering with your soul. You may cross this boon off your Chronicle sheet to negate one negative level when you are brought back to life with *breath of life*, *raise dead*, or *resurrection*.

*bloodroot* (100 gp; limit 8)*blue whinnis* (120 gp; limit 3)*deck of illusions* (8,100 gp)*gloom blade* (8,810 gp; *Ultimate Equipment* 155)*mask of a thousand tomes* (10,000 gp; *Ultimate Equipment* 245)*oil of taggit* (90 gp; limit 8)*striped toadstool* (180 gp; limit 8)*thaumaturgic powder* (4,000 gp; *Occult Adventures* 264)*tome of origami animals* (13,500 gp; *Occult Adventures* 265)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 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 #