

Pathfinder Adventure Path: Age of Ashes

PATHFINDER SOCIETY

Pathfinder Adventures

Pathfinder Adventure Path: Age of Ashes can be played to gain specific benefits for the Pathfinder Society (second edition) Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths have longer play times than scenarios and may take multiple sessions 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. These adventures are therefore offered outside of the standard Organized Play environment and can be played with characters who do not conform to Organized Play requirements.

KEEPSAKES

Chronicle sheets for Pathfinder Adventures and Adventure Paths will occasionally include a section for Keepsakes. It is generally assumed that a character will only acquire only one keepsake per adventure; once a player has applied this Chronicle to a character and purchased a keepsake from the list, they must cross the remaining items in that list off of their Chronicle sheet. The character does not have access to the crossed-off items, though they may later gain access to some of these items through other means (such as boons purchased through the Achievement Points system). A player cannot purchase more than one copy of a keepsake item.

APPLYING CREDIT

Players who play through each volume of this Adventure Path, as well as GMs who run the adventure, gain the Chronicle Sheet for each completed volume, which they can apply to any of their Pathfinder Society (second edition) Organized Play characters. Players must decide which character to apply credit to when they receive the Chronicle Sheet and the GM signs it. Each Chronicle Sheet gives 1 level's worth of experience (12 XP), 30 Treasure Bundles appropriate to a character of that level (applied in

batches of 10 Treasure Bundles at each 4 XP interval), and 12 Reputation that can be assigned to any faction.

Players earn access to the items and options listed on the Chronicle Sheets through their actions during the adventure. If the PCs do not discover an item or fulfill the conditions described in the adventure to gain access to an option, cross that option off of each player's Chronicle Sheet. If a single PC gains access to an option presented on the Chronicle Sheet that can only be obtained by one member of the party, they earn that option on the Chronicle Sheet for all members of their group.

About the Pathfinder Society

The Pathfinder Society Organized Play campaign 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 remote locales in the world of Pathfinder.

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, on how to read the attached Chronicle Sheets, and to find games in your area, check out the campaign's homepage at pathfindersociety.club.

PATHFINDER SOCIETY ADVENTURE

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Warbal Bumblebrasher



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -2	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

Character Name:		Faction:		<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Dead
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Infamy
Org Play #: -2	Level	<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	
		<input type="checkbox"/>		

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		<input type="checkbox"/>		

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		<input type="checkbox"/>		

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		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Dead
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		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Infamy
Org Play #: -2	Level	<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	
		<input type="checkbox"/>		



Age of Ashes #145: Hellknight Hill

Character Chronicle #

Chronicle Code

_____ A.K.A. _____ - 2		Faction _____	Reputation _____
Player Name	Character Name	Faction _____	Reputation _____
	Organized Play #	Faction _____	Reputation _____
	Character #		

Adventure Summary

While investigating strange signal fires atop the abandoned Citadel Altaerein, you found not only a desperate goblin tribe, but a group of Dahak cultists. You foiled their plots, as well as the plots of a secret worshipper of Norgorber trying to set up a new guild of assassins in the citadel.

Boons

None

REWARDS

Starting XP
XP Gained
Final XP
Starting GP
GP Gained
Earn Income
Items Sold
GP Spent
Total GP
Starting Fame
Fame Earned
Total Fame

Items

cinderclaw gauntlet (level 5; 150 gp)

Keepsakes

hunter's arrowhead (level 4; 80 gp)

Purchases

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



Age of Ashes #146: Cult of Cinders

Character Chronicle #

Chronicle Code

V6M2

A.K.A.	- 2		
Player Name	Character Name	Organized Play #	Character #

Faction _____	Reputation _____
Faction _____	Reputation _____
Faction _____	Reputation _____

Adventure Summary

You traveled to the jungles of the Mwangi Expanse and befriended a settlement of Ekujae elves. In seeking to aid them, you purged the remainder of the cult known as the Cinderclaws.

Boons

Mwangi Summoner: The Ekujae you met during your travels taught you of the creatures that roam the Mwangi Expanse. You have access to the following creatures for the purposes of appropriate summoning spells: biloko warrior, biloko veteran, eloko, and kishi.

Starting XP
XP Gained
Final XP
Starting GP
GP Gained
Earn Income
Items Sold
GP Spent
Total GP
Starting Fame
Fame Earned
Total Fame

REWARDS

Items

dragon's eye charm (level 7; 350 gp)

Purchases

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Keepsakes

Eclipse (level 8; 450 gp)

Notes

Downtime

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #



Age of Ashes #149: Against the Scarlet Triad

Character Chronicle #

Chronicle Code

Q7P7

A.K.A.		- 2		Faction _____	Reputation _____
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____	Reputation _____
				Faction _____	Reputation _____

Adventure Summary

Taking the fight to the Scarlet Triad, you rescued a gnome settlement on your way to Katapesh. There, you convinced the city's leadership to outlaw the Triad, disrupted their underground base, and scattered their members. However, you discovered that an apocalypse—the Age of Ashes—is on the horizon if the draconic leader is not stopped.

Boons

Advanced Training: Your adventures have earned you special training in a particular field. Check the box next to one of the following options and cross the other off your Chronicle Sheet.

Poisoner Training: You have been trained in rare poisoning techniques and have access to the following feats: Deadly Poison Weapons, Pesh Skin, and Shaped Contaminant.

Zephyr Guard Membership: You are a member of the Zephyr Guard and gain access to the Zephyr Guard archetype and its associated feats.

Katapesh Companion: Your time in Katapesh led to the discovery of new types of companion creatures. You gain access to the camel, hyena, and vulture animal companions.

Expanded Summoning: You have encountered the following monsters and can now summon them if you know the appropriate summon spell: cornugon, crucidaemon, nalfeshnee, and solifugid.

Items

- grinning pugwampi* (level 14; 700 gp)
- nethysian bulwark* (level 16; 8,000 gp)
- pactmasters' grace* (level 14; 4,000 gp)
- pehpine grenade (level 1+, varies)
- false death poison (level 5; 25 gp)
- frenzy oil (level 16; 1,500 gp)
- gorgon's breath (level 13; 475 gp)
- isolation draught (level 7; 55 gp)
- mage bane (level 12; 325 gp)
- nightmare salt (level 20; 14,000 gp)
- oblivion essence (level 19; 6,500 gp)
- weeping midnight (level 16; 1,400 gp)

Keepsakes

None

Purchases

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #

