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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SOCIETY	Event Repo	ıung	rui I	11	Location		
GM Org Play #:		-	-2	GM Name:		GM Faction:	
Adventure #:				Adventure N	Name:		
Reporting Codes: (check when in	structed, line through all if n	o conditions	to report)			A	Fame Earned:
Bonus Faction Goal Achieved:	☐ Yes	□ No	□ N/A	Scenario-bas	sed Infamy earned?	☐ Yes ☐ No ☐ N/A	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
						Faction:	
Character Name:					☐ Grand Archive ☐ Radiant Oath	☐ Envoy's Alliance ☐ Horizon Hunters	☐ Slow Track
Org Play #:		-	-2	Level	☐ Vigilant Seal	☐ Verdant Wheel	☐ Dead☐ Infamy
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Character Name:					☐ Grand Archive	Faction: Envoy's Alliance	☐ Slow Track
			2		□ Radiant Oath □ Vigilant Seal	☐ Horizon Hunters☐ Verdant Wheel	☐ Dead
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						Faction:	
Character Name:					☐ Grand Archive☐ Radiant Oath	□ Envoy's Alliance□ Horizon Hunters	☐ Slow Track ☐ Dead
Org Play #:		-	-2	Level	☐ Vigilant Seal☐	☐ Verdant Wheel	☐ Infamy
						Faction:	
Character Name:					☐ Grand Archive☐ Radiant Oath	☐ Envoy's Alliance ☐ Horizon Hunters	☐ Slow Track
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Character Name:					□ Radiant Oath □ Vigilant Seal	☐ Horizon Hunters☐ Verdant Wheel	□ Dead
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						Faction:	
Character Name:					☐ Grand Archive☐ Radiant Oath	☐ Envoy's Alliance ☐ Horizon Hunters	☐ Slow Track☐ Dead
Org Play #:		-	-2	Level	☐ Vigilant Seal	☐ Verdant Wheel	☐ Infamy



Age of Ashes #145: Hellknight Hill

Character Chron	icle#

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				Faction	Reputation
A.K.A.			2	Faction	
Player Name Cl	haracter Name	Organized Play #	Character #	raction	
				Faction	Reputation
		Adventure Summary			
While investigating strange signal fires					
group of Dahak cultists. You foiled the of assassins in the citadel.	eir plots, as well a	s the plots of a secret	worshipper o	of Norgorber tryir	ng to set up a new guild
of assassins in the citader.					
Name		Boons			
None					
					Starting XP
					XP Gained
					Final XP
					1110171
Items		Purchases			
		Items Sold / Conditi	ons Gained		Starting GP
cinderclaw gauntlet (level 5; 150 gp)					
					GP Gained
					GP dameu
					2
					Earn Income
		TOTAL VALUE (Add 1/2 this value to the "I	tems Sold" Box		
Keepsakes		Items Bought / Condi	tions Cleared		Items Sold
hunter's arrowhead (level 4; 80 gp)					
					GP Spent
					Total GP
				1	
		TOTAL COST OF I	TEMS BOUGHT		Starting Fame
Notes		Dov	wntime		
Notes					
					Fame Earned
					Total Fame
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EVENT EVENT CO	DE DA	TE Gar	ne Master's Sig	nature	GM Organized Play #



Age of Ashes #146: Cult of Cinders

Character Chronicle	#

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A.K	A.A.		- 2	Faction	Reputation
Player Name	Character Name	Organized Play #	Character #	Faction	Reputation
-		_ ,		Faction	Reputation
		Adventure Summary			
You traveled to the jungles of the remainder of the cult known		befriended a settleme	ent of Ekujae	elves. In seeking to	aid them, you purged
		Boons			
Mwangi Summoner: The Ek	tujae you met during your t		the creatures	that roam the	
Mwangi Expanse. You have	access to the following creat				
spells: biloko warrior, biloko	veteran, eloko, and kishi.				Starting XP
					XP Gained
					Final VP
					Final XP
Items		Purchases			
dragon's eye charm (level 7; 350	O gp)	Items Sold / Conditi	ons Gained		Starting GP
					GP Gained
					ar adiriod
				SO	
				REWARDS	Earn Income
		TOTAL VALUE	OF ITEMS SOLD		
Keepsakes		Add 1/2 this value to the "I			Items Sold
Eclipse (level 8; 450 gp)		Items Bought / Condi	tions Cleared		
Lempse (level 0, 400 gp)					CD Coopt
					GP Spent
	-				
					Total GP
		TOTAL COST OF	TEMS BOUGHT		Starting Fame
Notes		Do	wntime		<u></u>
					Fame Earned
					Total Fame
	E	OR GM ONLY			
EVENT	EVENT CODE DA	TE Gai	ne Master's Sig	nature	GM Organized Play #



	Character Chronicle #
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A.K.A.			- 2	Faction	Reputation		
Player Name	Character Name	Organized Play #	Character #	Faction	Reputation		
				Faction	Reputation		
		Adventure Summary					
In tracking the source of a cult's mag in the Bellflower Network, you foiled							
		Boons					
the box next to one of the following Lacunafex Membership: You h to the following feats and spells: Fe	Heroic Membership: Your adventures have earned you a unique place in a powerful organization. Check the box next to one of the following options and cross the other off your Chronicle Sheet. Lacunafex Membership: You have been adopted into the Lacunafex spy network and have access to the following feats and spells: Feats: Different Worlds, Reveal Machinations, Silver's Refrain, Tweak						
Appearances. Spells: Exchange image							
☐ Bellflower Membership: You are			d gain access to	the Bellflower	XP Gained		
Tiller archetype, its associated feats, a Expanded Summoning: You have summoning spells: blood boar, kalava	access to the follow	wing monsters to su	ımmon with tl	he appropriate			
summoning spens, blood boul, kuluve	ando, objidin, dna re	aouiru.			Final XP		
Items		Purchases	5				
bountiful cauldron (level 9; 680 gp) dreamstone (level 9; 700 gp) addlebrain poison (level 7; 58 gp)		Items Sold / Condi	tions Gained		Starting GP GP Gained		
			E OF ITEMS SOLD		Earn Income		
Keepsakes		Add 1/2 this value to the			Items Sold		
gourd home (level 9; 650 gp)		Items Bought / Cond	litions Cleared				
godira nome (level 3, 030 gp)					GP Spent		
					Total GP		
		TOTAL COST OF	F ITEMS BOUGHT		Starting Fame		
Notes Downtime							
					Fame Earned		
					Total Fame		
	E	DD CM ONL	V				
EVENT EVENT	CODE DA	TE C	ame Master's Sig	inature –	GM Organized Play #		
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Age of Ashes #148: Fires of the Haunted City

	Character	Chronicle #
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				Faction	Reputation		
A.K.A.			- 2	Faction	Reputation		
Player Name Ch	aracter Name	Organized Play #	Character #				
				Faction	Reputation		
		Adventure Summary					
Furious at their recent failures, the Scarlet Triad forged a new alliance with a duergar slaver network, as well as a magma dragon. However, your efforts were able to turn the duergar against the Triad and you averted further catastrophe.							
		Boons					
Crystal Clear: Your friendship with the Keepers. You gain access to the Crystal Expanded Summoning: You have end	Keeper archetype	and all associated fe	ats.		Starting XP		
know the appropriate summon spell: ca	rnivorous crystal	and deculi.					
					XP Gained		
					Final XP		
ltems kin-warding rune (level 3; 52 gp)		Purchases Items Sold / Condit			Starting GP		
bloodbane rune (choose drow, duergar, gian		items cola / collare	ions damed				
or orc at purchase or creation; level 8; 475 gp greater bloodbane rune (choose drow, duerga							
giant or orc at purchase or creation; level 13					GP Gained		
2,800 gp)							
				REWARDS	Earn Income		
		TOTAL VALUE Add 1/2 this value to the '	OF ITEMS SOLD Items Sold" Box				
Keepsakes ancestral echoing rune (Dwarven Lore only		Items Bought / Cond	itions Cleared	_	Items Sold		
level 15; 9,500 gp)				_			
rock-braced rune (level 13; 3,000 gp) dragonscale amulet (level 15; 5,800 gp)					GP Spent		
guiding chisel (level 16; 10,000 gp) reforging shield (level 15; 6,000 gp)							
reforging sinera (level 13, 0,000 gp)					T . 10D		
					Total GP		
		TOTAL COST OF	ITEMS BOUGHT		Starting Fame		
Notes		Do	wntime				
					Fame Earned		
					Total Fame		
	Fſ	OR GM ONL	V				
EVENT EVENT CO	DE DAT	TE Ga	me Master's Sig	nature	GM Organized Play #		



Age of Ashes #149: Against the Scarlet Triad

Charact	ter Chr	ronicle#

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A.K.A. Player Name Char	acter Name	Organized Play #	- 2 Character #	Faction		Reputation	
				1 action		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.							
	1	Boons	. 1 6 11				
Advanced Training: Your adventures have next to one of the following options and o □ Poisoner Training: You have been traifeats: Deadly Poison Weapons, Pesh Skin, □ Zephyr Guard Membership: You are	cross the other of ned in rare poiso and Shaped Con	ff your Chronicle Sh ning techniques and taminant.	have access to	o the following		Starting XP	
Guard archetype and its associated feats. Katapesh Companion: Your time in Kat	tapesh led to the	discovery of new ty				XP Gained	
You gain access to the camel, hyena, and s Expanded Summoning: You have encount known the appropriate summon spell: corrections	intered the follow	ving monsters and ca		on them if you		Final XP	
la-m-		Dunchassa					
Items grinning pugwampi (level 14; 700 gp) nethysian bulwark (level 16; 8,000 gp) pactmasters' grace (level 14; 4,000 gp)		Purchases Items Sold / Conditi	ions Gained			Starting GP	
peshpine 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)					S	GP Gained	
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)			OF ITEMS SOLD		REWARDS	Earn Income	
Keepsakes	Add 1/2 this value to the "Items Sold" Box				Items Sold		
None		Items Bought / Condi	tions Cleared				
						GP Spent	
						Total GP	
		TOTAL COST OF	ITEMS BOUGHT			Starting Famo	
						Starting Fame	
Notes		Do	wntime				
						Fame Earned	
						Total Fame	
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Age of Ashes #150: Broken Promises

	Character Chronicle #
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	A 1/ A			Faction	Reputation		
	A.K.A.		- 2	Faction	Reputation		
Player Name	Character Name	Organized Play #	Character #	Faction	Reputation		
		Adventure Summary		T dector	Reputation		
At the height of your power, you aided your hometown of Breachhill as it weathered the first dragonstorm in generations, before (aligning with/ defeating) the dragon Mengkare and exorcising the manifestation of the dark dragon god Dahak.							
		Boons					
page 73: Aiudara Seeker, I	make a first-level character wit Hermean Heritor, Legendary Pa	rents, Touched by Da	ıhak.				
Paragon of Promise: You with your allies. You have character you create, thou		Starting XP					
				_	XP Gained		
					E. 170		
					Final XP		
Items		Purchases					
None		Items Sold / Condit	ons Gained		Starting GP		
Notic							
					GP Gained		
				NDS			
				REWARDS	Earn Income		
		TOTAL VALUE Add 1/2 this value to the "	~				
Keepsakes		Items Bought / Condi			Items Sold		
None		rtems Bought, Conu	LIONS OICEICE				
					GP Spent		
					Total GP		
					Total al		
		TOTAL COST OF	TEMS BOUGHT				
					Starting Fame		
Not	es	Do	wntime				
					Fame Earned		
					Total Fame		
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EVENT	EVENT CODE DAT	TE Ga	ne Master's Sig	nature G	M Organized Play #		