The Council of Thieves Adventure Path may be played as part of the Pathfinder Society Roleplaying Guild campaign for credit. These adventures are produced for a wider audience than just the Pathfinder Society Roleplaying Guild, and they are thus structured differently from scenarios. The specific rules changes needed for receiving Roleplaying Guild credit when playing these adventures are presented here.

**KEY DIFFERENCES FROM SCENARIOS**
Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and they can take months or even years 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. GMs and players are encouraged to create a reasonable plot hook for their characters’ participation.

**SANCTIONED CONTENT**
Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the Council of Thieves Adventure Path are considered 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 Council of Thieves adventure being played.

For the sanctioned content in “The Bastards of Erebus,” “The Sixfold Trial” if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com.

Alternatively, if you are participating in the Council of Thieves Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path 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 from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in the Pathfinder Society Roleplaying Guild Guide, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum PC requirement, but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time.

**APPLYING CREDIT**
All players receive a Chronicle sheet unless, at the GM’s discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society
character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any of the sanctioned content from the Council of Thieves Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the normal advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track.

If a character dies and is returned to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP, and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the adventure, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM’s discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES
Since sanctioned Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.

BASE OF OPERATIONS
The Council of Thieves Chronicle sheets provide numerous rewards that reference and augment the first volume’s boon: Base of Operations. If a PC receives a Chronicle sheet for a later Council of Thieves adventure without having earned this boon, provide them a copy of the Chronicle sheet for The Bastards of Erebus that grants no gold, XP, Prestige Points, or other rewards. In the unlikely event that the PC later receives credit for this adventure, they do not receive a second version of the boon.

ABOUT PATHFINDER SOCIETY ROLEPLAYING GUILD
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. The campaign’s home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. 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 like Pathfinder Society, your character exists in a common setting shared by 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.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character’s successes. Players use these to track XP, wealth, and their character’s influence in the world around them. The Chronicle sheets for all six parts of the Council of Thieves Adventure Path are included in this document. 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 pathfindersociety.club.
Pathfinder Adventure Path #25: The Bastards of Erebus

This Chronicle sheet grants access to the following:

**Base of Operations:** Despite your harried escape through Westcrown's sewers and the generally poor start to your burgeoning rebellion, you've secured a base of operations. Whether a shrine to Aroden or a battered old tavern, this base is always stocked with emergency supplies for a small group of conspirators. Once per adventure when you are in an urban setting, you may use this base to allow you and a group of up to six other humanoid creatures and their mounts (including a mount of your own) to rest overnight free of charge. Everyone who rests in this manner gains a +1 morale bonus on a single saving throw they attempt during the following day, due to being well-rested. This must be used during the day following your rest in the base or the effect is wasted. An affected creature can apply this bonus after rolling the save and seeing the result on the die, but they must use the benefit before the GM reveals the save’s result.

If the adventure would require you to rest in a specific location in an urban environment, you can still apply your base's benefits to you and your allies when using this boon, using the supplies from the base to cover the cost of your lodging and supplement your fare.

In addition, choose one of the following benefits and cross the other two off of your Chronicle sheet:

*Entertainment:* Your base of operations is in a tavern, opera house, or similar structure. While not the most secretive or secure option, the base does provide a social cover and a small boost to your income. You gain a +1 circumstance bonus on all Day Job checks and on Diplomacy checks to gather information while in an urban environment.

*Fortified:* Your base of operations is in an old fortress, barracks, or guard house. The base doesn't have much in the way of amenities, but you do have plenty of supplies for cleaning and maintaining your equipment. After you spend the night in your base you gain a +1 circumstance bonus on the first attack you make with a manufactured weapon before the end of the adventure. In addition, you gain a +1 circumstance bonus on Profession (soldier) checks while in an urban environment.

*Secret:* Your base of operations is hidden in a basement, sewer passage, mausoleum, or other similarly difficult-to-find location. You don’t get a lot of visitors, and the smell leaves something to be desired, but you are able to keep a few things tucked away that might not be as acceptable among polite society. Once per adventure when you stay overnight in your base, you can retrieve one of the following items from a secret stash: two acid flasks, a crowbar, masterwork thieves tools, or a portable ram. This item cannot be sold and any partial or unused items are returned to the base at the end of the adventure.

*wand of cure light wounds* (11 charges; 165 gp, limit 1)
Pathfinder Adventure Path #26: The Sixfold Trial

This Chronicle sheet grants access to the following:

- □ □ □ Experienced Thespian: Your experience participating in The Sixfold Trials of Larazod has left you with some acting tricks and secrets to draw upon. Whenever you attempt a Bluff or Sleight of Hand check, you may check a box next to this boon as an immediate action after you have rolled but before the GM reveals the result to add a +2 competence bonus to the check.

- Fame and Fortune: Your rising fame and renown have done more than allow you to slip into the Asmodean Knot and claim the Chelish Crux, it's also attracted loyal followers who can help maintain your base and provide you with unique benefits and services. Choose one of the following benefits and cross the other off of your Chronicle sheet:

  - Entertainment: The theatrical starlet Calseinica Nymmis is a friend and frequent guest, serving as a valuable link to local society. Whenever you stay overnight in the base of operations granted by the Bastards of Erebus Chronicle sheet, you gain a +1 circumstance bonus on all Day Job checks and on Diplomacy checks made during that adventure. If you chose the Entertainment option for your base on the Bastards of Erebus Chronicle sheet, the benefits of these two boons stack together, granting you a total circumstance bonus of +2.

  - Secret: Crusty and dour, but ultimately kind-hearted, the illusionist Millech has become a close friend and visits you whenever he's nearby, regaling you with stories of illusion and stagecraft. Whenever you stay overnight in the base of operations granted by the Bastards of Erebus Chronicle sheet, you gain a +1 competence bonus on Disguise and Sleight of Hand checks made for the rest of the adventure. If you chose the Secret option for your base on the Bastards of Erebus Chronicle sheet, add a disguise kit to the list of items you can retrieve from your stash.

- rope of climbing (3,000 gp)
- wand of cure moderate wounds (33 charges; 2,970 gp, limit 1)
### Pathfinder Adventure Path #27: What Lies In Dust

**Delves and Daylight:** Your quest into Delvehaven for the Morrowfall has sparked a light of hope into the shadow-haunted nights of Westcrown. Whether you sought it or not, both your fame and power have grown, as have your personal resources and connections. Choose one of the following benefits and cross the other off of your Chronicle sheet:

- **Fortified:** Delvehaven’s trapped and warded walls and hallways have inspired improvements for your base, and tales of your heroics have given you the resources to implement those ideas. Whenever you stay overnight in the base of operations granted by the *Bastards of Erebus* Chronicle sheet, you gain a +1 competence bonus on Intimidate checks for the remainder of the adventure. In addition, if you chose the Fortified option for your base on the *Bastards of Erebus* Chronicle sheet, you can borrow a +1 *bear trap* APG from your base. This functions as a standard bear trap except that it can damage creatures as a magic weapon and has a +1 enhancement bonus on attack and damage rolls. This bear trap cannot be sold and is returned to the base at the end of the adventure.

- **Secret:** You learned more than a few tricks from Delvehaven’s cleverly constructed passageways to improve your own base. Whenever you stay overnight in the base of operations granted by the *Bastards of Erebus* Chronicle sheet, you gain a +1 competence bonus on Disable Device checks for the rest of the adventure. In addition, if you chose the Secret option for your base on the *Bastards of Erebus* Chronicle sheet, add an *arrow magnet* UE to the list of items you can retrieve from your stash.

- **Delvehaven Chronicles:** These valuable Chronicles include several articles and stories that were never widely published, making them incredibly valuable to venture-captains planning expeditions into a variety of key areas and remote locations. You can check a box next to this boon immediately following a mission briefing to gain a +5 circumstance bonus on any Knowledge or Diplomacy (gather information) checks you make to learn additional facts related to the mission briefing.

- **waterlogged gray bag of tricks** (3,600 gp; as a gray bag of tricks except extracted animals have fire resistance 5 and the DC to track them is 2 lower than normal)

- **wand of inflict moderate wounds** (38 charges; 3,420 gp, limit 1)

---

### Notes

---

### For GM Only

<table>
<thead>
<tr>
<th>EVENT</th>
<th>EVENT CODE</th>
<th>DATE</th>
<th>Game Master’s Signature</th>
<th>GM Pathfinder Society #</th>
</tr>
</thead>
<tbody>
<tr>
<td>EVENT</td>
<td>EVENT CODE</td>
<td>DATE</td>
<td>Game Master’s Signature</td>
<td>GM Pathfinder Society #</td>
</tr>
</tbody>
</table>

---

### Experience

<table>
<thead>
<tr>
<th>Starting XP</th>
</tr>
</thead>
</table>

### GP Gained

<table>
<thead>
<tr>
<th>Starting GP</th>
</tr>
</thead>
</table>

### Prestige Gained

<table>
<thead>
<tr>
<th>Prestige Gained (GM ONLY)</th>
</tr>
</thead>
</table>

### Prestige Spent

<table>
<thead>
<tr>
<th>Prestige Spent</th>
</tr>
</thead>
</table>

### Fame

<table>
<thead>
<tr>
<th>Initial Fame</th>
</tr>
</thead>
</table>

### Gold

<table>
<thead>
<tr>
<th>Gold Spent</th>
</tr>
</thead>
</table>

### Total

<table>
<thead>
<tr>
<th>Total</th>
</tr>
</thead>
</table>
Ballistae and Bindings: The fiendish engine hidden beneath Aberian’s Folly served as a lesson in hubris, but also a brilliant example of arcane engineering. Drawing upon insights gained in your adventure, you have integrated safer (though less potent and reliable) arcane engineering into your own base. Choose one of the following benefits and cross the other off of your Chronicle sheet:

**Entertainment:** You have bound small elementals into various fixtures, providing your base with running water, clean lighting, and efficient kitchenware. When using the base granted by the *Bastards of Erebus* Chronicle sheet, you can provide lodging for twice as many humanoids and mounts, and the morale bonus on saving throws granted by staying at your base now applies to all saving throws made by the affected creatures for 24 hours.

**Fortified:** You have built a semi-automated ballista into your base, giving it some offensive power. Once per adventure as a swift action while you are in an urban environment, you can command the ballista to attack one target within your line of sight. The ballista attacks with a bonus to hit equal to 3 + your level, threatens a critical hit on a 19–20, and deals 3d8 piercing damage. If you chose the **Fortified** option for your base on the *Bastards of Erebus* Chronicle sheet, the ballista is enchanted as a magic weapon with an enhancement bonus equal to +1 for every four levels you possess (rounded down).

**Chelish Fire:** A piece of debris recovered from the infernal engine retains a fraction of the pit fiend’s flames. As a standard action, you can check a box that precedes this boon to make a ranged touch attack against a creature you can see within 60 feet; if successful this attack deals 1d6 fire damage for every two levels you have, and the target must succeed at a DC 16 Reflex saving throw or catch fire (*Core Rulebook* 444).

- *wand of cure moderate wounds* (15 charges; 1,350 gp, limit 1)
- *wand of make whole* (16 charges; 1,440 gp, limit 1)
- *wand of spiritual weapon* (7 charges; 630 gp, limit 1)
Pathfinder Adventure Path #29: Mother of Flies

Acolyte or Apprentice: Devils, legendary hags, and corrupt political establishments alike have proven unable to dim the light your actions have brought to Westcrown. Grateful citizens, brave historians, and all manner of people inspired by your actions have flocked to your cause. Choose one of the following benefits and cross the other off of your Chronicle sheet:

Acolyte: A young cleric has joined the ranks of your faithful followers and now keeps a residence in or near your base. When using the base granted by the Bastards of Erebus Chronicle sheet, you may have the acolyte cast a single cleric spell of 3rd level or lower (CL 7th) free of charge immediately following your rest; if the spell has any costly material components, you must pay for or provide these yourself. This ability is wasted if the spell is not used prior to leaving your base (or other resting establishment, as described in the Base of Operations boon). This spell must be legal for play per the Additional Resources list, and you must supply a legal copy of the source for reference when using this ability.

Acolyte: A burgeoning wizard has joined the ranks of your faithful followers and now keeps a residence in or near your base. When using the base granted by the Bastards of Erebus Chronicle sheet, you may have the wizard cast a single wizard spell of 3rd level or lower (CL 7th) free of charge immediately following your rest; if the spell has any costly material components, you must pay for or provide these yourself. This ability is wasted if the spell is not used prior to leaving your base (or other resting establishment, as described in the Base of Operations boon). This spell must be legal for play per the Additional Resources list, and you must supply a legal copy of the source for reference when using this ability.

▫ ▫ ▫ ▫ ▫ Vampire Slayer: Defeat the vampire lord Ilnerik Sivanshin has given you hard-earned undead-slaying experience. As a swift action or immediate action, you can check a box that precedes this boon to gain a +2 competence bonus on attack and damage rolls for your next attack against an undead creature attempted within the next 3 rounds.

staff of the blue dragon (32,550 gp; this magic staff acts as a +1 quarterstaff and grants the following spells: ventriloquism [1 charge], lightning bolt [2 charges], and fear [4 charges])

rod of shadowy splendor (25,000 gp; acts as a rod of splendor except the tent contains no food and is dimly lit; this gloom cannot be lightened or darkened by an effect less potent than a 5th level spell)
Hellknight Fortifications: With the defeat of Ecardrian Drovenge and his Council of Thieves, you have ended the threat to Westcrown. As thanks for your efforts, Hellknight officer Paralictor Gonville Chard has given you a variety of barracks fittings, armor stands, and other accoutrements confiscated from Signifer Verennie and her heretics.

Choose one of the following benefits and cross the other off of your Chronicle sheet:

Armory: When using the base granted by the Bastards of Erebus Chronicle sheet, you can retrieve 10 identical pieces of +1 ammunition with one of the following special abilities: distance, flaming, frost, merciful, shock, seeking, or thundering. This ammo cannot be sold, and is returned to the base at the end of the adventure. If you chose the Fortified option for your base on the Bastards of Erebus Chronicle sheet, you can also select from the following special abilities: axiomatic, flaming burst, icy burst, or shocking burst. If you chose the Secret option for your base on the Bastards of Erebus Chronicle sheet, you can add a pair of engineer's workgloves* and bead of force to the list of items you can retrieve from your secret stash.

Officer’s Quarters: When using the base granted by the Bastards of Erebus Chronicle sheet, increase the morale bonus on saving throws granted by the Base of Operations boon to +2. If you chose the Entertainment option for your base on the Bastards of Erebus Chronicle sheet, you can also gain the benefits of a single hard spell of 3rd level or higher (CL 7th) cast upon you after your rest, the gift of a bard who regularly frequents your establishment (though you must still pay for any costly material components consumed in the spell’s casting). This spell must be legal for play per the Additional Resources list, and you must supply a legal copy of the source for reference when using this ability.

☐ ☐ ☐ ☐ ☐ Mammon’s Bane: By defeating his mortal son, you have earned the ire of the archdevil Mammon, but also gained a strange knack for striking down infernal foes. You can check a box that precedes this boon to gain a competence bonus on your next attack roll against an evil outsider, or to increase the saving throw DC of your next spell targeting an evil outsider, by an amount equal to the number of boxes checked. If you have checked all five boxes next to this boon, you take an ongoing –1 penalty to AC against attacks by creatures with the devil subtype and on all saving throws against effects created by creatures with the devil subtype.

rapier of puncturing (50,320 gp)