

PATHFINDER ADVENTURE PATH: EXTINCTION CURSE

PATHFINDER SOCIETY

When you play or GM *Pathfinder Adventure Path: Extinction Curse*, you can earn specific benefits for the Pathfinder Society 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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THE PROFESSOR

Date _____ Event Code: _____

Location _____



Event Reporting Form

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| 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 |
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Creative Directors • James Jacobs and Robert G. McCreary

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sarah E. Robinson

Director of Game Development • Adam Daigle

Organized Play Managing Developer • Linda Zayas-Palmer

Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Patrick Renie, and Jason Tondro

Starfinder Lead Designer • Joe Pasini

Starfinder Senior Developer • John Compton

Starfinder Organized Play Developer • Thurston Hillman

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Design Manager • Mark Seifter

Pathfinder Lead Designer • Logan Bonner

Designer • Michael Sayre

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Extinction Curse #152: Legacy of the Lost God

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| Character Name | Organized Play # | Character # | | | | | | | | | | | | | | | | | | | | |
| Adventure Summary | | | | | | | | | | | | | | | | | | | | | | |
| <p>As the new leaders of the Circus of Wayward Wonders, you and your performers traveled to Escadar. There, you met a rival troupe, the Celestial Menagerie, and their leader Mistress Dusklight. An abandoned temple to Aroden revealed that your rivals had engaged in illegal activities, and that the xulgath plot threatens all life on the Starstone Isles.</p> | | | | | | | | | | | | | | | | | | | | | | |
| Boons | | Rewards | | | | | | | | | | | | | | | | | | | | |
| <p>Friend to the Animals: You have befriended an animal to serve as an able assistant and loyal guardian. You gain access to the Animal Trainer archetype and its associated feats.</p> <p>Circus Caster: Your continued time among the circus has unlocked new arcane abilities. You gain access to the following spells: <i>clownish curse</i>, <i>favorable review</i>, <i>pyrotechnics</i>, <i>pillar of water</i>.</p> <p>Shoony Ancestry: You qualify to purchase a boon with Achievement Points that allows you to play a character from the Rare shoony ancestry. If you apply this Chronicle Sheet to a new character (or a character who has not yet played in a game with 12 or more XP), the character is eligible to purchase a discounted Achievement Point boon to select the shoony ancestry (limit 1 discounted shoony boon per player) To redeem Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab.</p> | | XP Gained | | | | | | | | | | | | | | | | | | | | |
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| | | GP Gained | | | | | | | | | | | | | | | | | | | | |
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| Reputation Gained | | | | | | | | | | | | | | | | | | | | | | |
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| Items | Purchases | | | | | | | | | | | | | | | | | | | | | |
| <i>acrobat's staff</i> (level 6; 235 gp) <i>beckoning cat's amulet</i> (level 5; 26 gp) <i>bullhook, greater</i> (level 12; 1,900 gp) <i>inspiring spotlight</i> (level 9; 650 gp) <i>invisible net</i> (level 7; 60 gp) <i>marvelous calliope</i> (level 4; 100 gp; DC of the <i>charm</i> spell is 18) <i>ringmaster's staff</i> (level 6; 230 gp) <i>greater ringmaster's staff</i> (level 12; 1,800 gp) <i>saints' balm</i> (level 7; 70 gp) <i>wondrous figurine, candy constrictor</i> (level 5; 140 gp) <i>wondrous figurine, rubber bear</i> (level 7; 350 gp) | Items Sold / Conditions Gained | | | | | | | | | | | | | | | | | | | | | |
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| Keepsakes | Items Bought / Conditions Cleared | | | | | | | | | | | | | | | | | | | | | |
| <i>Grail of Twisted Desires</i> (level 10; 850 gp; the DC of the <i>nightmare</i> spell is 27) | <table style="width:100%; border-collapse: collapse;"> <tr><td style="border-bottom: 1px solid black; height: 15px;"></td><td style="border-bottom: 1px solid black; height: 15px;"></td></tr> <tr><td style="border-bottom: 1px solid black; height: 15px;"></td><td style="border-bottom: 1px solid black; height: 15px;"></td></tr> <tr><td style="border-bottom: 1px solid black; height: 15px;"></td><td style="border-bottom: 1px solid black; height: 15px;"></td></tr> <tr><td style="border-bottom: 1px solid black; height: 15px;"></td><td style="border-bottom: 1px solid black; height: 15px;"></td></tr> <tr><td style="border-bottom: 1px solid black; height: 15px;"></td><td style="border-bottom: 1px solid black; height: 15px;"></td></tr> <tr><td style="border-bottom: 1px solid black; height: 15px;"></td><td style="border-bottom: 1px solid black; height: 15px;"></td></tr> <tr><td style="border-bottom: 1px solid black; height: 15px;"></td><td style="border-bottom: 1px solid black; height: 15px;"></td></tr> <tr><td style="border-bottom: 1px solid black; height: 15px;"></td><td style="border-bottom: 1px solid black; height: 15px;"></td></tr> <tr><td style="border-bottom: 1px solid black; height: 15px;"></td><td style="border-bottom: 1px solid black; height: 15px;"></td></tr> <tr><td style="border-bottom: 1px solid black; height: 15px;"></td><td style="border-bottom: 1px solid black; height: 15px;"></td></tr> </table> | | | | | | | | | | | | | | | | | | | | | |
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| FOR GM ONLY | | | | | | | | | | | | | | | | | | | | | | |
| EVENT | EVENT CODE | DATE | | | | | | | | | | | | | | | | | | | | |
| | | GM Organized Play # | | | | | | | | | | | | | | | | | | | | |



Extinction Curse #155: Lord of the Black Sands

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| Character Name | Organized Play # | Character # | | | | | | | | | | | | | | | | |
| Adventure Summary | | | | | | | | | | | | | | | | | | |
| <p>On the trail of a missing aeon orb, you traveled to the Vault of the Black Desert. In this dangerous realm, you faced opposition from vampire-like urdefhan and even stranger creatures. You infiltrated a city of undead drow to retrieve the missing artifact from their mummified leader.</p> | | | | | | | | | | | | | | | | | | |
| Boons | | Rewards | | | | | | | | | | | | | | | | |
| <p>Darklands Magic: Your time in the Darklands has exposed you to drow magic. You gain access to the following spells: <i>control sand</i>, <i>pillars of sand</i>.</p> <p>Shoony Ancestry: You qualify to purchase a boon with Achievement Points that allows you to play a character from the Rare shoony ancestry. If you apply this Chronicle Sheet to a new character (or a character who has not yet played in a game with 12 or more XP), the character is eligible to purchase a discounted Achievement Point boon to select the shoony ancestry (limit 1 discounted shoony boon per player) To redeem Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab.</p> | | XP Gained | | | | | | | | | | | | | | | | |
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| | | GP Gained | | | | | | | | | | | | | | | | |
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| Reputation Gained | | | | | | | | | | | | | | | | | | |
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| Items | Purchases | | | | | | | | | | | | | | | | | |
| <p><i>anchor spear</i> (level 13, 2,800 gp) <i>bomber's saddle</i> (level 13, 2,800 gp) <i>greengut</i> (level 17, 2,500 gp) <i>staff of the Black Desert</i> (level 12, 1,850 gp) <i>staff of the Black Desert, greater</i> (level 16, 9,500 gp)</p> | Items Sold / Conditions Gained | | | | | | | | | | | | | | | | | |
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| | <p>TOTAL VALUE OF ITEMS SOLD <small>Add 1/2 this value to the GP Gained Box</small></p> <div style="border: 1px solid black; width: 100px; height: 20px; margin-left: auto;"></div> | | | | | | | | | | | | | | | | | |
| | Items Bought / Conditions Cleared | | | | | | | | | | | | | | | | | |
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| | <p>TOTAL COST OF ITEMS BOUGHT</p> <div style="border: 1px solid black; width: 100px; height: 20px; margin-left: auto;"></div> | | | | | | | | | | | | | | | | | |
| Notes | Downtime | | | | | | | | | | | | | | | | | |
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| FOR GM ONLY | | | | | | | | | | | | | | | | | | |
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| | | GM Organized Play # | | | | | | | | | | | | | | | | |

