

# 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](http://pathfindersociety.club).

# PATHFINDER SOCIETY ADVENTURE

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**THE PROFESSOR**

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_



## Event Reporting Form

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

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

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

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# Extinction Curse #151: The Show Must Go On

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
As a member of the Circus of Wayward Wonders, you managed to not only put on a successful show without your ringmaster, but also solve their murder! You rescued the leader of a group of scholars from their demon-corrupted followers and discovered a xulgath plot to destroy a vital artifact.			
Boons		Rewards	
<p><b>Run Away and Join the Circus:</b> Your adventures have earned you the unique opportunity to train with a traveling circus. Check the box next to one of the following options and cross the other off your Chronicle Sheet.</p> <p><input type="checkbox"/> <b>Juggler Training:</b> You gain access to the Juggler archetype and its associated feats. If you take Juggler Dedication, you gain the Juggler skill feat.</p> <p><input type="checkbox"/> <b>Acrobat Training:</b> You gain access to the Staff Acrobat archetype and its associated feats.</p> <p><b>Snare Training:</b> If you have the Snare Crafting feat or can otherwise Craft Snares, you gain access to the following Snares: Dust Pods, Thunder Snare, Grasping Tree, Torrent Snare, Fang Snare.</p> <p><b>One With Nature:</b> You gain access to the following environmental spells: <i>breath of drought</i>, <i>personal rain cloud</i>, <i>rime slick</i>, <i>scouring sand</i>, <i>sea surge</i>, <i>sudden bolt</i>, <i>unseasonable squall</i>, and <i>verdant sprout</i>.</p> <p><b>Expanded Summoning:</b> You have access to the following monsters to summon with the appropriate summoning spells: flea swarm, giant flea, luminous ooze, mechanical carny, and vermllek.</p> <p><b>Shoony Ancestry:</b> 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 <a href="http://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab.</p>		XP Gained	
Reputation Gained		GP Gained	
Items		Purchases	
<p><i>juggling club</i> (simple weapon; 1 sp) <i>poi</i> (simple weapon; 2 sp) <i>scorpion whip</i> (martial weapon; 5 sp) <i>bladed diablo</i> (advanced weapon; 20 sp) <i>bladed hoop</i> (advanced weapon; 25 sp) <i>fire poi</i> (advanced weapon; 50 sp)</p>	Items Sold / Conditions Gained		
	TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box		
Notes		Downtime	
EVENT		EVENT CODE	DATE
		GM Organized Play #	



**Chronicle Code: W2G8**



**Chronicle Code: X5T7**



# Extinction Curse #154: Siege of the Dinosaurs

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Character Name		Organized Play #		Character #																		
Adventure Summary																						
As you arrived in Willowside, you found that the Welt was not the only blight upon the town. Dinosaur-mounted xulgaths soon arrived to lay siege, but with your heroic efforts, the blockade was broken. A strange nature sect offered you a solution to the mystery of the area's missing aeon orb.																						
Boons				Rewards																		
<p><b>Scaled Friends:</b> After defeating the xulgaths, you found a host of well-trained companions. You have access to the following Uncommon animal companions: cave gecko, monitor lizard, cave pterosaur.</p> <p><b>Eater-Eating Magic:</b> You have learned from the unusual spellcasting of the gug Helg Eats-the Eaters. You gain access to the following spells: <i>blood feast</i> and <i>entrancing eyes</i>.</p> <p><b>Expanded Summoning:</b> You have encountered the following monsters and can now summon them if you know the appropriate summon spell: tallow ooze.</p> <p><b>Shoony Ancestry:</b> 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 <a href="http://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab.</p>				XP Gained																		
Reputation Gained				GP Gained																		
Items				Purchases																		
<p>ankylostar (level 13, 2,800 gp) jawbreaker shield (level 12, 1,650 gp) spore sap (level 11, 1,250 gp) stoneraiser javelin (level 11, 1,200 gp)</p>				<p>Items Sold / Conditions Gained</p> <table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table> <p>TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</p> <table border="1"><tr><td></td></tr></table>																		
Keepsakes				Items Bought / Conditions Cleared																		
<p>noxious jerkin (level 13, 2,800 gp)</p>				<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table> <p>TOTAL COST OF ITEMS BOUGHT</p> <table border="1"><tr><td></td></tr></table>																		
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FOR GM ONLY																						
EVENT		EVENT CODE		DATE																		
				GM Organized Play #																		



**Chronicle Code: N8V5**





# Extinction Curse #156: The Apocalypse Prophet

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
Bearing resonant reflections of all five aeon orbs, your band of heroes ascended the Kortos Mounts to reach Aroden's fortress. In the Verdant Beacon, you overcame ancient traps and worse to stop the xulgath leader from unleashing the extinction curse upon the islands!			
Boons		Rewards	
<p><b>Extinction Curse Capstones:</b> You have followed Aroden's path closely and gained access to a piece of his knowledge. You have access to all the class feats and focus spells listed on pages 72–73.</p> <p><b>Pinnacle of Power:</b> You have achieved a legendary accomplishment and unlocked rare secrets. You gain access to the following spells: <i>astral labyrinth</i>, <i>deluge</i>, <i>devour life</i>, <i>prying survey</i>, <i>undermine reality</i>, <i>upheaval</i>.</p> <p><b>Shoony Ancestry:</b> 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 <a href="http://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab.</p>		XP Gained	
Reputation Gained		GP Gained	
Items		Purchases	
jerkin of liberation (level 17, 14,000 gp) shield of the unified legion (level 20, 70,000 gp) staff of sieges (level 20, 65,000 gp)		Items Sold / Conditions Gained	
Keepsakes		Items Bought / Conditions Cleared	
ambrosia of undying hope (level 19, 6,200 gp) celestial hair (level 20, 12,500 gp) locket of sealed nightmares (level 19, 36,000 gp) panacea fruit (level 19, 8,000 gp) planar ribbon (level 20, 60,000 gp)		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box	
Notes		Downtime	
EVENT		EVENT CODE	DATE
		GM Organized Play #	