

Pathfinder Adventures: The Fall of Plaguestone

PATHFINDER SOCIETY



PATHFINDER ADVENTURES

Pathfinder Adventure: The Fall of Plaguestone can be played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventures are generally larger with 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 modules 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.

Modules can be of varying lengths, and each offer XP and other awards appropriate to their length and playtime. PCs can apply the Chronicle gained for playing *Pathfinder Adventure: Fall of Plaguestone* (included later in this document) to any of their legal organized play characters, granting that character 1 level's worth of experience (12 XP), 12 Fame, 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 for which the character has the Faction Champion boon.

KEEPSAKES

Chronicle sheets for adventures will occasionally include a section for "Keepsakes". It is generally assumed that a character will only acquire 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. This allows them to repurchase the chosen keepsake or even share access to it with other characters using inheritor boons or other options that allow a player to share boons between characters, but all other items cease to be available (though they may be available for acquisition later through the Achievement Point system.)

APPLYING CREDIT

Players who complete this adventure, and GMs who run the adventure, gain the Chronicle sheet included with this document which they can apply to any of their Pathfinder Society 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 12 XP and access to some or all of the player options (such as items, feats, or spells) contained within the module.

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 module 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 (such as the fire leopard in *Fall of Plaguestone*) they have earned that option on the Chronicle sheet for all members of the group.

ABOUT 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

PATHFINDER SOCIETY ADVENTURE

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.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	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

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

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The Fall of Plaguestone

Character Chronicle #

Herolab Code

T9MT

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

Adventure Summary

Accompanying a dwarven merchant, you delved into the twisted skeins of a deadly plot seeking to devastate all the residents of the town known to outsiders as Plaguestone. Disease, poison, and corrupted wildlife all sought to block your progress and add you to the list of victims already claimed, including your dwarven compatriot.

Boons

☐ **Fiery Companion (Limited-Use, Slotless):** You have befriended a unique animal augmented by alchemical experiments. If you have an animal companion, you can check the box that precedes this boon between adventures to replace it with the fiery leopard (*Pathfinder Adventures: The Fall of Plaguestone* 57). You may also transfer this boon to one of your other characters who has an animal companion, immediately checking the box on this boon and replacing that character's existing companion with the fiery leopard; keep a copy of this Chronicle with that character.

☐ **Noala's Lessons (Slotless):** In gratitude for your help, the ranger Noala is willing to teach you several of her carefully honed techniques. You gain access to either the ranger feat Relentless Stalker (*Pathfinder Adventures: The Fall of Plaguestone* 57) or the skill feat Wilderness Spotter (*The Fall of Plaguestone* 57). Once you have taken one of these feats, check the box next to this boon and cross the other one out.

Items

alchemical crossbow^U (level 0; 25 gp)
crafter's eyepiece (level 3; 60 gp)
lesser energy mutagen formula^U (level 1; 1 gp)
shadow rune (level 3; 55 gp)
stone body mutagen recipe^U (level 5; 8 gp)
wolf fang talisman (level 1; 4 gp)

Keepsakes

Bort's blessing^R (level 5; 160 gp)
merchant's guile^U (level 5; 160 gp)
ring of minor arcana^U (level 5; 160 gp)
ring of the weary traveler^U (level 5; 160 gp)
stalwart's ring^U (level 5; 160 gp)
warrior's training ring^U (level 5; 160 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

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

Notes

Downtime

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #