

PATHFINDER ADVENTURE PATH: ABOMINATION VAULTS

PATHFINDER SOCIETY SANCTIONED ADVENTURE PATH

PATHFINDER ADVENTURES

Pathfinder Adventure Path: Abomination Vaults can be run or played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths have variable playtimes. They don't contain specific faction-related elements, nor are they designed for play by characters over a wide range of levels. Sometimes they include pregenerated characters tailored and themed to the adventure. While not required, we recommend using the provided characters, as they strengthen players' immersion in the story.

Thematically, Pathfinder Adventure Paths don't assume the characters are members of the Pathfinder Society. *Abomination Vaults* is therefore offered outside of the standard Organized Play environment; characters don't need to conform to the standard Organized Play requirements laid out in the *Guide to Organized Play: Pathfinder Society*, and they do not receive the school benefits from Pathfinder Training listed in the Additional Character Options section of the Guide.

KEEPSAKES

Chronicle Sheets occasionally include a section for Keepsakes. A character can 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 any other Keepsakes off of their Chronicle Sheet. The character doesn't 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 on paizo.com). A player can't purchase more than one copy of a keepsake item, unless that keepsake is a consumable item.

APPLYING CREDIT

Players who play through *Abomination Vaults*, as well as GMs who run the adventure, can apply the adventure's

Chronicle Sheet to any of their Pathfinder Society Organized Play characters. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. Each Chronicle Sheet gives 12 Experience Point(s), 12 Reputation with one faction, and 30 Treasure Bundles appropriate to a character of their level, applied in batches of 10 Treasure Bundles at each 4 XP interval. It also grants 24 days of Downtime. This adventure is not repeatable, therefore an individual may earn a chronicle once as player and once as GM for the adventure.

Players earn access to the items and options listed on the Chronicle Sheet through their actions during the adventure. If the PCs don't 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 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 is a worldwide fantasy living 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, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Pathfinder Society and Starfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers and GMs in more than 36 countries on six continents.

Participants in the Pathfinder Society can take their characters to any public Pathfinder Society event

PATHFINDER SOCIETY ADVENTURE

anywhere in the world, and any Game Master can gather a group of players to run through dozens of different pre-made adventures. It's 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.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Pathfinder Society, on how to read the attached Chronicle Sheet, 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 #:	-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
			Fame Earned:

Character Name:		Faction:		
Org Play #:	-2	Level	<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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Abomination Vaults #163: Ruins of Gauntlight

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Character Name	Organized Play #	Character #																				
Adventure Summary																						
<p>You were asked to investigate strange happenings in Otari and discovered a huge complex beneath the ruins of Gauntlight. While exploring, you defeated an undead uprising, removed a cult of ghouls from the library, and encountered the ghost of the town's namesake. However, there are still dangers to face and ghosts to defeat in the lower levels of the Abomination Vaults!</p>																						
Boons		Rewards																				
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> <p>This adventure qualifies you for the following unique Achievement Point boon: Ghost Hunter.</p>		XP Gained																				
		GP Gained																				
Reputation Gained																						
Items		Purchases																				
<p>skeptic's elixir (level 1+, 4+ gp; <i>Ruins of Gauntlight</i> 78)</p> <p>Keepsake:</p> <p>lantern of empty light (level 6, 240 gp; <i>Ruins of Gauntlight</i> 78)</p>	<p style="text-align: center;">Items Sold / Conditions Gained</p> <table style="width: 100%; border-collapse: collapse;"><tr><td style="border-bottom: 1px solid black; width: 70%;"></td><td style="border-bottom: 1px solid black; width: 30%;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td colspan="2" style="text-align: right; padding-top: 10px;"><small>TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</small></td></tr><tr><td colspan="2" style="border: 1px solid black; width: 150px; height: 20px;"></td></tr></table>																		<small>TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</small>			
<small>TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</small>																						
<p style="text-align: center;">Items Bought / Conditions Cleared</p> <table style="width: 100%; border-collapse: collapse;"><tr><td style="border-bottom: 1px solid black; width: 70%;"></td><td style="border-bottom: 1px solid black; width: 30%;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td colspan="2" style="text-align: right; padding-top: 10px;"><small>TOTAL COST OF ITEMS BOUGHT</small></td></tr><tr><td colspan="2" style="border: 1px solid black; width: 150px; height: 20px;"></td></tr></table>																		<small>TOTAL COST OF ITEMS BOUGHT</small>				
<small>TOTAL COST OF ITEMS BOUGHT</small>																						
Notes		Downtime																				
FOR GM ONLY																						
EVENT	EVENT CODE	DATE																				
GM Organized Play #																						



Abomination Vaults #164: Hands of the Devil

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Character Name		Organized Play #		Character #	
Adventure Summary					
To gain access to deeper levels of the Abomination Vaults, you recovered four iconic magical items from Otari's founders. After battling through a gladiatorial arena, you dismantled a seugathi fleshwarping laboratory and stopped an infernal invasion from taking over Otari, possibly by bargaining with a devil.					
Boons				Rewards	
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> <p>This adventure qualifies you for the following unique Achievement Point boons: Cursed Knowledge and Thresholds of Truth.</p>				XP Gained	
				GP Gained	
Reputation Gained					
<hr/> <hr/> <hr/> <hr/>					
Items			Purchases		
<p>battle lute (15 gp; <i>Hands of the Devil</i> 73) folding drums (level 5, 160 gp; <i>Hands of the Devil</i> 72) tamchal chakram (5 gp; <i>Hands of the Devil</i> 73)</p> <p>Keepsake: cooperative blade (level 6, 250 gp; <i>Hands of the Devil</i> 71) drover's band (level 7, 675 gp; <i>Hands of the Devil</i> 72) hunter's brooch (level 4, 80 gp; <i>Hands of the Devil</i> 71) ichthyosis mutagen (level 5, 24 gp; <i>Hands of the Devil</i> 72) sloughing toxin (level 7, 60 gp; <i>Hands of the Devil</i> 72)</p>			Items Sold / Conditions Gained		
			<p>TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</p>		
			Items Bought / Conditions Cleared		
			<p>TOTAL COST OF ITEMS BOUGHT</p>		
Notes			Downtime		
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FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	



Abomination Vaults #165: Eyes of Empty Death

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
As you delved deeper into the Abomination Vaults, the ghost of Belcorra chased you to the Temple Level. Along the way, you encountered a caligni cult, a cabal of undead gnomes, a drow outpost, and an ancient temple to an Outer God. However, you were able to use the Fulcrum Lenses to put a stop to Belcorra's plans once and for all.			
Boons		Rewards	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.		XP Gained	
This adventure qualifies you for the following unique Achievement Point boons: Blood and Plasma and Drow Shootist .		GP Gained	
Reputation Gained			
Items		Purchases	
fungal walk musk (level 5, 21 gp; <i>Eyes of Empty Death</i> 74) necrotic bomb (level 1+, 3+ gp; <i>Eyes of Empty Death</i> 74) repeating hand crossbow (10 gp; <i>Eyes of Empty Death</i> 74) rhoka sword (4 gp; <i>Eyes of Empty Death</i> 74) shauth blade (2 gp; <i>Eyes of Empty Death</i> 74) shauth lash (8 gp; <i>Eyes of Empty Death</i> 74) shootist bandolier (1 gp; <i>Eyes of Empty Death</i> 74) stupor poison (level 4, 16 gp; <i>Eyes of Empty Death</i> 74)		Items Sold / Conditions Gained	
		TOTAL VALUE OF ITEMS SOLD	
		Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
			GM Organized Play #