

Pathfinder Adventure Path: Bastion of Blasphemies

PATHFINDER SOCIETY

Pathfinder Adventures

Bastion of Blasphemies can be run or played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventures & Adventure Paths have variable playtimes and aren't designed for play by characters over a wide range of levels. They sometimes 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 Adventures & Adventure Paths don't assume the characters are members of the Pathfinder Society. These adventures are 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*.

Applying Credit

Players who play through *Bastion of Blasphemies*, 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 gold appropriate to a character of their level per the attached table. It also grants 24 days of Downtime. This adventure is repeatable, therefore an individual may earn a Chronicle Sheet each time they play or GM the adventure.

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

Character Level	Gold
1	42 gp
2	66 gp
3	114 gp
4	192 gp
5	300 gp
6	450 gp
7	660 gp
8	900 gp
9	1,320 gp
10	1,800 gp
11	2,580 gp
12	3,720 gp
13	5,640 gp
14	8,220 gp
15	12,120 gp
16	18,600 gp
17	28,800 gp
18	46,800 gp
19	79,800 gp
20	100,400 gp

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 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.

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PATHFINDER SOCIETY ADVENTURE



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
☐ A ☐ B ☐ C ☐ D			
Bonus Faction Goal Achieved: ☐ Envoy's Alliance ☐ Grand Archive ☐ Horizon Hunters ☐ Radiant Oath ☐ Verdant Wheel ☐ Vigilant Seal			

Faction:				
Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead? ☐
Org Play #:	-2	Level	☐ Grand Archive	☐ Verdant Wheel
			☐ Horizon Hunters	☐ Vigilant Seal
				Infamy ☐

Faction:				
Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead? ☐
Org Play #:	-2	Level	☐ Grand Archive	☐ Verdant Wheel
			☐ Horizon Hunters	☐ Vigilant Seal
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			☐ Horizon Hunters	☐ Vigilant Seal
				Infamy ☐



Pathfinder Adventure Path: Bastion of Blasphemies, Part 1 (Chapters 1-3)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

After being recruited by Florin Kindler to help her unravel the mystery of her missing parents, you awoke on the shores of Lake Laroba as Bastardhall loomed above. Outside the castle walls, you explored the ruined village of Maiserene and rescued six imprisoned phantoms. Once inside the walls, you explored Bastardhall's courtyard and outbuildings, and defeated the dullahan Jinnivere Arudora in order to unlock the castle's cellars and interior. You then entered the castle itself, navigated its servant quarters and guard posts, and confronted the ogre Augsten Arudora, allowing you access to the castle's reception halls.

LEVEL

LEVEL

-

-

-

-

Boons

EXPERIENCE

+

XP Gained (GM ONLY)

=

Final XP Total

Items

Notes

GOLD

+

Gold Gained (GM ONLY)

-

Gold Spent

=

Total

Reputation/Infamy**FOR GM ONLY**

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: BMTG

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club



Pathfinder Adventure Path: Bastion of Blasphemies, Part 3 (Chapters 7-9)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

After completing the private halls, you moved on to the castle's former temple. In this unholy site you did battle with an undead child of Urgathoa: Ryhasphinea Arudora and unlocked Bastardhall's vault. You traversed even deeper into the dungeon than your previous incursion to find and defeat the lich, Irrokis Arudora. After defeating him, Bastardhall's towers phased into existence. You finally confronted the current ruler of Bastardhall: an oracle of Charg named Caydserris Arudora. You explored each tower top, homes to the most powerful of the Arudora souls trapped in the location before clashing with the fiendish Caydserris.

LEVEL

-

-

LEVEL

-

-

LEVEL

EXPERIENCE

+

Starting XP

XP Gained (GM ONLY)

=

Final XP Total

Boons

Items

Notes

GOLD

+

Starting Gold

Gold Gained (GM ONLY)

-

Gold Spent

=

Total

Reputation/Infamy**FOR GM ONLY**

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: BWYN

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club