

PATHFINDER ADVENTURE PATH: EXTINCTION CURSE

PATHFINDER SOCIETY SANCTIONED ADVENTURE PATH

Pathfinder Adventure Path: Extinction Curse 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. *Extinction Curse* 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 *Extinction Curse* 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 each volume of 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

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.

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

PATHFINDER SOCIETY ADVENTURE

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.



THE PROFESSOR



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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Org Play #:	-2	Level	
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Extinction Curse #151: The Show Must Go On

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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>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that 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 five unique Achievement Point boons: Run Away and Join the Circus, Snare Training, One With Nature, Expanded Summoning, and Shoony Ancestry.</p>			XP Gained		
			GP Gained		
Reputation Gained					
<hr/> <hr/> <hr/>					
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		
			<hr/> <hr/> <hr/> <hr/>		
			TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box		
			Items Bought / Conditions Cleared		
			<hr/> <hr/> <hr/> <hr/>		
			TOTAL COST OF ITEMS BOUGHT		
Notes			Downtime		
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FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	



Extinction Curse #152: Legacy of the Lost God

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
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.			
Boons		Rewards	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that 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 three unique Achievement Point boons: Friend to the Animals , Circus Caster and Shoony Ancestry		GP Gained	
Reputation Gained			
Items		Purchases	
acrobat's staff (level 6; 235 gp) beckoning cat's amulet (level 5; 26 gp) bullhook, greater (level 12; 1,900 gp) inspiring spotlight (level 9; 650 gp) invisible net (level 7; 60 gp) marvelous calliope (level 4; 100 gp; DC of the <i>charm</i> spell is 18) ringmaster's staff (level 6; 230 gp) greater ringmaster's staff (level 12; 1,800 gp) saints' balm (level 7; 70 gp) wondrous figurine, candy constrictor (level 5; 140 gp) wondrous figurine, rubber bear (level 7; 350 gp)		Items Sold / Conditions Gained	
Keepsakes		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box	
Grail of Twisted Desires (level 10; 850 gp; the DC of the <i>nightmare</i> spell is 27)		Items Bought / Conditions Cleared	
Notes		TOTAL COST OF ITEMS BOUGHT	
Downtime			
FOR GM ONLY			
EVENT	EVENT CODE	DATE	GM Organized Play #



Chronicle Code: X5T7



Extinction Curse #154: Siege of the Dinosaurs

<hr/>		<hr/>		<hr/>	
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	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that 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. This adventure qualifies you for four unique Achievement Point boons: Scaled Friends, Eater-Eating Magic, Expanded Summoning, and Shoony Ancestry.				XP Gained	
				GP Gained	
Reputation Gained					
<hr/> <hr/> <hr/> <hr/>					
Items		Purchases			
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)		Items Sold / Conditions Gained			
		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>			
Keepsakes		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box		<hr/>	
noxious jerkin (level 13, 2,800 gp)		Items Bought / Conditions Cleared			
		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>			
TOTAL COST OF ITEMS BOUGHT		<hr/>			
Notes		Downtime			
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FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	



Extinction Curse #155: Lord of the Black Sands

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
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.			
Boons		Rewards	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that 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 two unique Achievement Point boons: Darklands Magic and Shoony Ancestry .		GP Gained	
Reputation Gained			
Items		Purchases	
anchor spear (level 13, 2,800 gp) bomber's saddle (level 13, 2,800 gp) greengut (level 17, 2,500 gp) staff of the Black Desert (level 12, 1,850 gp) staff of the Black Desert, greater (level 16, 9,500 gp)		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 #



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	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that 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 three unique Achievement Point boons: Extinction Curse Capstones, Pinnacle of Power, and Shoony Ancestry.		GP Gained	
Reputation 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 #	