

# Pathfinder Adventure Path: Gatewalkers

## PATHFINDER SOCIETY

### Pathfinder Adventures

*Gatewalkers* 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. 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 Adventure Paths don't assume the characters are members of the Pathfinder Society. *Gatewalkers* 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.

### Applying Credit

Players who play through *Gatewalkers*, as well as GMs who run the adventure, can apply the adventure's Chronicle Sheets 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 Sheet 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.

### 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](http://paizo.com)). A player can't purchase more than one copy of a keepsake item, unless that keepsake is a consumable item.

### 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 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:				
Reporting Codes: (check when instructed, line through all if no conditions to report)				Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D				
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal				

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

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>
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Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
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Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

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

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# Pathfinder Adventure Path: The Seventh Arch

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

Your character's investigation into the Missing Moment took them to the River Kingdom of Sevenarches, where they confronted a fellow gatewalker and violent druids. To question a shadowy fey implicit in the mystery, you entered the shadowy realm of Kaneepo the Slim. From there, you were transported to the planet Castrovel, where you learned about the alien entity responsible for the gaps in your memories before teleporting to the city of Skywatch, back on Golarion.

## Boons

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](http://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](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

This adventure qualifies you for the following unique Achievement Point boons: **On the Bubble** and **Stargazer**.

## Rewards

Starting XP

XP Gained

Total XP

Experience

Starting GP

GP Gained

GP Spent

Total GP

Gold

## Items

## Notes

bioluminescence bomb (level 1, 3 gp;  
*Gatewalkers* 230)

### Keepsakes

*bottled omen* (level 4, 20 gp; *Gatewalkers* 231)  
*cloak of gnawing leaves* (level 3+, 60+ gp;  
*Gatewalkers* 230)  
*draft of stellar radiance* (level 3, 12 gp;  
*Gatewalkers* 231)

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: S5T1

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)



# Pathfinder Adventure Path: They Watched the Stars

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

In Skywatch, you met a young oracle from the Crown of the World named Sakuachi. She told you of her quest: to travel to the Sarkoris Scar and find a guide to join her in sacrifice to save her homeland. Sakuachi believed that the alien Osoyo and the ancient evil threatening her people are one and the same, and you realized it behooved you to see her mission through. To get to Sarkoris, you escaped the monster-riddled streets of Skywatch, voyaged across the ominous Lake of Mists and Veils, and trekked across the demon-battered heartland of post-war Mendev.

## Boons

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](http://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](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

This adventure qualifies you for the following unique Achievement Point boon: **They Tasted the Salt.**

## Rewards

Starting XP

XP Gained

Total XP

Experience

Starting GP

GP Gained

GP Spent

Total GP

Gold

## Items

## Notes

astrolabe (level 2+, 30+ gp; Gatewalkers 232)  
*astrolabe of falling stars* (level 5, 150 gp; Gatewalkers 232)  
*pickled demon tongue* (level 3+, 60+ gp; Gatewalkers 232)  
*polished demon horn* (level 3+, 55+ gp; Gatewalkers 233)  
*stargazer's spyglass* (level 4, 80 gp; Gatewalkers 232)

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 1MXV

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)



# Pathfinder Adventure Path: Dreamers of the Nameless Spires

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

You went to Ustalav to report your investigation's progress to your patron, Dr. Ritalson, who revealed his treachery when he attempted to halt your quest. Bereft of outside help, you walked through Lichgate to reach Icegate at the Crown of the World. From there, you accompanied Sakuachi to the Nameless Spires at the planet's north pole, where you finally learn the truth of what happened to you on the fated night of the Missing Moment. Your final challenge was against Ainamuuren, the mind-controlled saumen kar champion of the alien Osoyo. You were given a grim choice, but you chose ☐ to strengthen your paranormal gifts to unimaginable heights at the cost of the last saumen kar's life ☐ to spare the life of the last saumen kar, denying your gifts the potential they could have reached.

## Boons

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](http://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](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

This adventure qualifies you for the following unique Achievement Point boon: **Ilverani Emissary**.

## Rewards

Starting XP

XP Gained

Total XP

Experience

Starting GP

GP Gained

GP Spent

Total GP

Gold

## Items

## Notes

aether marbles (level 4+, 19+ gp; *Gatewalkers* 235)  
oil of corpse restoration (level 9, 150 gp; *Gatewalkers* 237)  
rime jar (level 10, 175 gp; *Gatewalkers* 237)  
star of Cynosure (level 10, 175 gp; *Gatewalkers* 237)

### Keepsakes

telekinetic converters (level 12, 1,950 gp; *Gatewalkers* 235)  
vat-grown brain (level 10, 190 gp; *Gatewalkers* 235)

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: LC74

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)