

# PATHFINDER ADVENTURE PATH: GATEWALKERS

## PATHFINDER SOCIETY

### PATHFINDER ADVENTURES

The *Gatewalkers* Adventure Path 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 Adventures don't assume the characters are members of the Pathfinder Society. The *Gatewalkers* Adventure Path 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](http://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 *Gatewalkers*, 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 Points, 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 a player and once as a 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 anywhere

# PATHFINDER SOCIETY ADVENTURE

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](http://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](http://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
Reputation Earned:			
Faction:			
Character Name:		<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
Org Play #:	-2	Level	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Faction:			
Character Name:		<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
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Faction:			
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Org Play #:	-2	Level	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
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# Pathfinder Adventure Path #187: The Seventh Arch

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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				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 <b>paizo.com</b> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <b>paizo.com/organizedPlay/myAccount</b> and click on the Boons tab. Note that you must have created a <b>paizo.com</b> 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: <b>On The Bubble</b> and <b>Stargazer</b> .				GP Gained	
Reputation Gained					
<hr/> <hr/> <hr/> <hr/>					
Items			Purchases		
bioluminescence bomb (level 1, 3 gp; <i>The Seventh Arch</i> 80)			Items Sold / Conditions Gained		
<b>Keepsakes</b>			<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>		
bottled omen (level 4, 20 gp; <i>The Seventh Arch</i> 81)			<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>		
cloak of gnawing leaves (level 3+, 60+ gp; <i>The Seventh Arch</i> 80)			<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>		
draft of stellar radiance (level 3, 12 gp; <i>The Seventh Arch</i> 81)			<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>		
			TOTAL VALUE OF ITEMS SOLD		
			Add 1/2 this value to the GP Gained Box		
			Items Bought / Conditions Cleared		
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			<hr/> <hr/> <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 #	



# Pathfinder Adventure Path #188: They Watched the Stars

		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		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 <a href="http://paizo.com">paizo.com</a> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <a href="http://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab. Note that you must have created a <a href="http://paizo.com">paizo.com</a> 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 boon: <b>They Tasted the Salt.</b>		GP Gained	
Reputation Gained			
Items		Purchases	
astrolabe (level 2+, 30+ gp; <i>They Watched the Stars</i> 79) astrolabe of falling stars (level 5, 150 gp; <i>They Watched the Stars</i> 79) pickled demon tongue (level 3+, 60+ gp; <i>They Watched the Stars</i> 80) polished demon horn (level 3+, 55+ gp; <i>They Watched the Stars</i> 80) stargazer's spyglass (level 4, 80 gp; <i>They Watched the Stars</i> 79)		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 #



# Pathfinder Adventure Path #189: Dreamers of the Nameless Spires

<hr/>		<hr/>		<hr/>	
Character Name		Organized Play #		Character #	
Adventure Summary					
<p>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. There you learned the truth of what happened to you on the night of the Missing Moment. Finally, you faced Ainamuuren, the mind-controlled saumen kar champion of the alien Osoyo. You were given a grim choice, but you chose <input type="checkbox"/> to strengthen your paranormal gifts to unimaginable heights at the cost of the last saumen kar's life <input type="checkbox"/> to spare the life of the last saumen kar, denying your gifts the potential they could have reached.</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 <b>paizo.com</b> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <b>paizo.com/organizedPlay/myAccount</b> and click on the Boons tab. Note that you must have created a <b>paizo.com</b> 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: <b>Ilverani Emissary</b>.</p>				XP Gained	
				GP Gained	
Reputation Gained					
<hr/> <hr/> <hr/> <hr/>					
Items		Purchases			
<p>aether marbles (level 4+, 19+ gp; <i>Dreamers of the Nameless Spires</i> 75) oil of corpse restoration (level 9, 150 gp; <i>Dreamers of the Nameless Spires</i> 77) rime jar (level 10, 175 gp; <i>Dreamers of the Nameless Spires</i> 77) star of Cynosure (level 10, 175 gp; <i>Dreamers of the Nameless Spires</i> 77)</p> <p><b>Keepsakes</b> telekinetic converters (level 12, 1,950 gp; <i>Dreamers of the Nameless Spires</i> 75) vat-grown brain (level 10, 190 gp; <i>Dreamers of the Nameless Spires</i> 75)</p>		Items Sold / Conditions Gained			
		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>			
		<p>TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</p>			
		Items Bought / Conditions Cleared			
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		<p>TOTAL COST OF ITEMS BOUGHT</p>			
Notes		Downtime			
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FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	