

Pathfinder Adventure Path: Hell's Destiny

PATHFINDER SOCIETY

Pathfinder Adventures

Hell's Destiny 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*.

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 *Hell's Destiny*, 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

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

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.

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 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**.

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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
				Infamy ☐

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



Pathfinder Adventure Path: Hell's Destiny, Part 1 (Chapters 1-4)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

Trapped in Corentyn when Chelax imposed martial law, you joined the Andoren spy Linetta Seacarver in uniting rebel factions. You then staged a daring prison break at Citadel Gheradesca, headquarters of the Order of the Manacle Hellknights.

Hoping to secure more allies to break the blockade before Chelaxian reinforcements arrived, you traveled the seas to Chelax's west with an aquatic elf noble who promised his people's aid. After stealing a ship and directing their elven allies toward Corentyn, you also thwarted a Chelaxian diabolist's bold schemes to awaken ancient evils to aid Chelax.

LEVEL

- -

LEVEL

- -

LEVEL

- -

Starting XP

Boons

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.

This adventure qualifies you for the following unique Achievement Point boon: **A Class Below.**

EXPERIENCE

+

XP Gained (GM ONLY)

=

Final XP Total

Items

Notes

banner of common cause (level 7, 350 gp; *Hell's Destiny* 225)

warpriest's cascade (level 5+, 145+ gp; *Hell's Destiny* 226)

Keepsakes

warmaster's baton (level 10+, 850+ gp; *Hell's Destiny* 226)

Starting Gold

+

Gold Gained (GM ONLY)

-

Gold Spent

GOLD

=

Total

Reputation/Infamy**FOR GM ONLY**

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 8LPC

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



Pathfinder Adventure Path: Hell's Destiny, Part 2 (Chapters 5-7)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You rallied and recruited additional allies neighboring western Cheliax, creating a coalition that opened a second front in the war. First, you helped liberate Khari, a city Cheliax seized from Rahadoum. You then thwarted the magical schemes of evil azarketis who had weaponized an undersea Azlanti artifact. Finally, you helped mobilize Ravounel's army and freed strix allies from diabolical control. Impressed, Andoran invited you to join an upcoming offensive in eastern Cheliax. However, some of Andoran's generals remained skeptical about you. To prove yourselves you neutralize threats that Cheliax has recruited from the sinister Whisperwood nearby. You then joined an elite battalion led by the celestial patron of Andoran himself: Talmandor. However, Cheliax had prepared for this possibility. Using a hellish machine, Cheliax captured Talmandor, scattering his forces, and leaving you trapped behind enemy lines.

LEVEL

LEVEL

-

-

-

-

Starting XP

Boons

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.

This adventure qualifies you for the following unique Achievement Point boon: **Strategic Command**.

EXPERIENCE

+

XP Gained (GM ONLY)

=

Final XP Total

Items

Notes

None

GOLD

+

Gold Gained (GM ONLY)

-

Gold Spent

Reputation/Infamy

=

Total

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: M9Y2

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



Pathfinder Adventure Path: Hell's Destiny, Part 3 (Chapters 8-11)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

Collaborating with Andoran's leaders via magic, you infiltrated coastal Chelaxian cities and established teleportation circles inside so that Andoren soldiers could seize them. This created a distraction, leaving the capital Egorian nearly undefended. You then infiltrated the enemy's capital to free Talmandor. Upon reaching Egorian you learned that Abrogail II wanted to transform Cheliax into part of Hell in a lengthy ritual, with Abrogail II as its archdevil. You neutralized the ruler's subordinates and learned how to stop Abrogail II, all while shielding citizens as parts of Egorian underwent hellish transformation. Ultimately, you stormed Hell itself, confronting the queen's messianic general, a secondary caster. This interrupted the ritual, limiting the spread of the Hellscape and saving much of Golarion.

LEVEL

LEVEL

-

-

-

-

Starting XP

Boons

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.

This adventure qualifies you for the following unique Achievement Point boon: **Legacy of Cheliax**.

EXPERIENCE

+

XP Gained (GM ONLY)

=

Final XP Total

Items

Notes

None

Keepsakes

golden liberator's feather (level 19, 5,400 gp; *Hell's Destiny* 226)

GOLD

+

Gold Gained (GM ONLY)

-

Gold Spent

Reputation/Infamy

=

Total

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: P96Z

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