

PATHFINDER ADVENTURE: KINGMAKER COMPANION GUIDE

PATHFINDER SOCIETY

PATHFINDER ADVENTURES

The adventures in the *Kingmaker Companion Guide* can be run or played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventures 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 adventures in the *Kingmaker Companion Guide* 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*, 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 each adventure in the *Kingmaker Companion Guide*, 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. The Chronicle Sheet gives 2 Experience Points, 2 Reputation with one faction, and 5 Treasure Bundles appropriate to a character of their level. It also grants 4 days of Downtime. These adventures are not repeatable, therefore an individual may earn a Chronicle Sheet once as player and once as GM for each 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

PATHFINDER SOCIETY ADVENTURE

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

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Pathfinder Adventure: The Blade's Legacy (Kingmaker Companion Guide)

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
<p>Rumors informed you that a new band of barbarians, the Six Bears, had entered your kingdom's territory. Your companion Amiri revealed that she was raised by this group and that she wanted to confront them. You discovered that the group was constantly under siege from an evil spirit, and then worked with Amiri to confront it. In doing so, you helped Amiri make peace. You also discovered that her sword harbored another spirit which could be freed only through sacrifice; you may have <input type="checkbox"/> kept the spirit trapped, <input type="checkbox"/> made the sacrifice, or <input type="checkbox"/> found a loophole to get around the dire choice.</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 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 the following unique Achievement Point boon: Adventuring with Amiri.</p>		XP Gained	
		GP Gained	
Reputation Gained			
Items		Purchases	
None		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: A Score to Settle (Kingmaker Companion Guide)

<hr/>		<hr/>		<hr/>	
Character Name		Organized Play #		Character #	
Adventure Summary					
While adventuring in the Stolen Lands, you met the ranger Ekundayo. You rescued him from a troll attack and learned of a vicious band of giants in the area. You then agreed to aid Ekundayo and another associate, Ntavi, in defeating these giants in a bridge standoff to keep the kingdom safe.					
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 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: Exploits with Ekundayo .				XP Gained	
				GP Gained	
Reputation Gained					
Items		Purchases			
tripline arrow (level 2, 6 gp, <i>Kingmaker Companion Guide</i> 24) hooked rune (level 5, 140 gp, <i>Kingmaker Companion Guide</i> 24) giant-killing rune (level 8+, 1,200+ gp, <i>Kingmaker Companion Guide</i> 24)		Items Sold / Conditions Gained			
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		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box			
		Items Bought / Conditions Cleared			
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		TOTAL COST OF ITEMS BOUGHT			
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FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	



Pathfinder Adventure: The Inconsequent Debates (Kingmaker Companion Guide)

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Character Name		Organized Play #		Character #	
Adventure Summary					
Your companion Jubilost discovered a promising lead on his quest to secure an invitation to a legendary event run by the fey gods, the Inconsequent Debates. You followed clues to a hidden cave, defeated a dragon and a spirit, and earned an invitation to the event. At the Debates, you competed against other teams to earn the coveted prize: a truthful answer to a great mystery.					
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 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: Journeys with Jubilost .				XP Gained	
				GP Gained	
Reputation Gained					
Items		Purchases			
None		Items Sold / Conditions Gained			
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FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	



Pathfinder Adventure: To Ask For Forgiveness (Kingmaker Companion Guide)

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Character Name		Organized Play #		Character #	
Adventure Summary					
While ruling your kingdom, you discovered that someone had been skimming treasury funds: bard Linzi. She confessed that she had used the funds to assemble a printing press, and that the final pieces were captured by a coven of hags. To enable her to repay the funds, you tracked down the missing caravan, defeated the hags, and reclaimed the treasure for your kingdom.					
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 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: Learning with Linzi .				XP Gained	
				GP Gained	
Reputation Gained					
Items		Purchases			
None		Items Sold / Conditions Gained			
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		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box		<div></div>	
		Items Bought / Conditions Cleared			
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		TOTAL COST OF ITEMS BOUGHT		<div></div>	
Notes		Downtime			
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FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	



Pathfinder Adventure: Heroes or Gods (Kingmaker Companion Guide)

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
In his quest to become the fifth goblin hero-god, your companion Nok-Nok alerted you to a band of goblins lead by a barghest planning an attack. You defeated the temporary goblin siege and accompanied Nok-Nok to the barghest's den. There, you discovered mutated goblin dogs and a band of fierce goblin creatures, but defeated their forces. Despite your efforts, Nok-Nok's pleas to Lamashtu went unanswered...for now!			
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 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	
		GP Gained	
Reputation Gained			
Items		Purchases	
None		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: Kingdom of the Cleansed (Kingmaker Companion Guide)

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Character Name		Organized Play #		Character #	
Adventure Summary					
While maintaining your kingdom, you learned of a new cult taking root called the Kingdom of the Cleansed. A cleric named Tristian informed you of this cult, and that it appeared to be calling for your removal in favor of an anarchic society. With his assistance, you investigated the group and located their sanctum. Within, you defeated the cult's agents and prevented a ritual that would have placed a curse upon you and your fellow rulers.					
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 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: Trials with Tristian .				XP Gained	
				GP Gained	
Reputation Gained					
Items		Purchases			
None		Items Sold / Conditions Gained			
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		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box		<input type="text"/>	
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		TOTAL COST OF ITEMS BOUGHT		<input type="text"/>	
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FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	



Pathfinder Adventure: False Faces (Kingmaker Companion Guide)

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Character Name		Organized Play #		Character #	
Adventure Summary					
A companion of yours, the fighter Valerie, shared news with you that her former teacher and mentor had challenged her to a duel. You accompanied her on a journey to a remote shrine, where she easily defeated her teacher. However, you discovered that the shrine (and her mentor) had been overtaken by a green hag pretending to be a cleric of Shelyn. You defeated this foe, freed the shrine, and redeemed Valerie's former teacher.					
Boons				Rewards	
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				GP Gained	
Reputation Gained					
Items		Purchases			
<i>admirer's bouquet</i> (level 7, 350 gp; <i>Kingmaker Companion Guide</i> 84) <i>palette of masterstrokes</i> (level 12, 1,950 gp; <i>Kingmaker Companion Guide</i> 84) <i>songbird's brush</i> (level 15, 6,000 gp; <i>Kingmaker Companion Guide</i> 84)		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 #	