

PATHFINDER ADVENTURE: LITTLE TROUBLE IN BIG ABSALOM

PATHFINDER SOCIETY SANCTIONED ADVENTURE

PATHFINDER ADVENTURES

Pathfinder Adventure: Little Trouble in Big Absalom 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. 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 Adventures don't assume the characters are members of the Pathfinder Society. *Little Trouble in Big Absalom* 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 *Little Trouble in Big Absalom*, 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 1 Experience Point(s), 4 Reputation with one faction, and 10 Treasure Bundles appropriate to a character of their level. It also grants 8 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.

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.



PATHFINDER SOCIETY ADVENTURE

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PATHFINDER SOCIETY ADVENTURE



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:

		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	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level		

		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	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level		

		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	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level		

		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	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level		

		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	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level		

		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	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level		



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Character Name	Organized Play #	2 Character #
Adventure Summary		
Your tribe, the Hookclaws, discovered a treasure-laden vault and asked you to join a team to delve in and look for potential wealth. Instead of riches, you braved terrible dangers to discover yourself in a grandmother's basement. At her request, you helped the kindly old lady by retrieving her magical hedge trimmer from a neighbor's garden.		
Boons		Rewards
Hookclaw Recruit: As members of your tribe returned from the surface with tales of treasure, strange monsters, and kindly old humans, you felt the spark of adventure kindle in your heart. Attach this boon to one kobold character you create to give it the following background.		Starting XP
HOOKCLAW DIGGER		XP Gained
<div style="display: flex; justify-content: space-between;"><div><div style="background-color: #4a7c59; color: white; padding: 2px 5px; font-weight: bold;">RARE</div><p>You are a digger from the Hookclaw kobold tribe, born beneath the streets of Absalom, with muscles and mind hardened by years spent tunneling through rock and earth and a confidence built upon your pride in your draconic heritage. Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost. You're trained in the Crafting skill, the Mining Lore skill, and the Engineering Lore skill. You gain the Improvise Tool skill feat.</p></div><div style="text-align: right;">BACKGROUND</div></div>		Total XP
Reputation Gained		Starting GP
		GP Gained
		Total GP
Items		Purchases
	Items Sold / Conditions Gained	
	TOTAL VALUE OF ITEMS SOLD <small>Add 1/2 this value to the GP Gained Box</small>	
		<div style="border: 1px solid black; width: 100px; height: 20px; margin: 0 auto;"></div>
	Items Bought / Conditions Cleared	
	TOTAL COST OF ITEMS BOUGHT	
		<div style="border: 1px solid black; width: 100px; height: 20px; margin: 0 auto;"></div>
Notes		
FOR GM ONLY		
EVENT	EVENT CODE	DATE
GM Organized Play #		

Chronicle Code: K7N1

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