Pathfinder Adventure Path: Myth-Speaker

PATHFINDER SOCIETY

Pathfinder Adventures

Pathfinder Adventure Path: Myth-Speaker can be played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure 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. *Myth-Speaker* 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*.

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 *Myth-Speaker*, 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 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.

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) ☐ A ☐ B ☐ C ☐ D		Reputation Earned:
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? ☐
		☐ Grand Archive	☐ Verdant Wheel	Infamy ☐
Org Play #: -2	Level	☐ Horizon Hunters	☐ Vigilant Seal	Replay Used ☐

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

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Pathfinder Adventure Path: The Acropolis Pyre (Myth-Speaker 1 of 3)

Character Chronicle #

Character Name	Organized Play #	Character #
		2

Adventure Summary

The port of Bailax hosted lavish funeral games for a recently deceased hero, inviting visitors and locals alike to compete for prizes and glory. However, an ominous meteor crashed nearby and interrupted the festivities. What you found there didn't just transform you into mythic hero-gods, but also incited Bailax to violent revelry until you intervened.

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 boons: **Follower of Hero-Gods**, **Bailaxian Spellcaster** and **Iblydian Apparitions**.

Items

champion's laurels (level 2+, 6+ gp, *The Acropolis Pyre* 81)
death tusk helm (level 3, 55 gp; *The Acropolis Pyre* 81)
gift of olives (level 3, 48 gp; *The Acropolis Pyre* 81)
pyrefeather cloak (level 3, 50 gp; *The Acropolis Pyre* 81)
pyrefeather token (level 3, 5 gp; *The Acropolis Pyre* 82)

Notes

Rewards

Experience

Starting XP

XP Gained

Total XP

Gold

Starting GP

GP Gained

GP Spent

Total GP

Reputation/Infamy

FOR GM ONLY

EVENT	EVENT CODE	DATE	GM Organized Play #

Chronicle Code: X224

Pathfinder Adventure Path: Death Sails a Wine-Dark Sea (Myth-Speaker 2 of 3)

Character Chronicle #

Character Name	Organized Play #	Character #
		2

Adventure Summary

You became mortal demigods, yet your uncontrolled mythic power threatened to consume you from the inside. You sought a sphinx's sacred wisdom, stole ambrosia from giant bees, reclaimed a temple to house the followers flocking to your new faith, and even delved into the Iblydan realm of the dead to gain past hero-gods' blessing. In doing so, you learned about the titan Sangeh, the source of your mythic abilities and the potential cause of Iblydos's demise.

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: **Sweet Sorrow**.

Items

None

Keepsakes

hydra head club (level 6, 225 gp; *Death Sails a Wine-Dark Sea* 77)
protector's final gift (level 5, 150 gp; *Death Sails a Wine-Dark Sea* 78)
vortex pouch (level 6, 240 gp; *Death Sails a Wine-Dark Sea* 78)

Notes

Rewards

Experience

Starting XP
XP Gained
Total XP

Gold

Starting GP
GP Gained
GP Spent
Total GP

Reputation/Infamy

FOR GM ONLY

EVENT	EVENT CODE	DATE	GM Organized Play #

Chronicle Code: JQSL

Pathfinder Adventure Path: Titanbane (Myth-Speaker 3 of 3)

Character Chronicle #

Character Name	Organized Play #	Character #
		2

Adventure Summary

Having realized your divine power, you found Sangeh and prepared to destroy her. You recovered the hero-god Aerekostes, an intelligent sword able to kill a titan. You then sought allies within a city of monsters and riled a mountain-sized beast that slumbered atop Sangeh's sanctuary. Only then could you descend into her domain of living art and decide the fate of Iblydos and its hero-gods.

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.

Rewards

Experience

Starting XP

XP Gained

Total XP

Gold

Starting GP

GP Gained

GP Spent

Total GP

Items

soldier's syrup (level 1+, 4+ gp; *Titanbane* 80)
sparking pepper string (level 3, 10 gp; *Titanbane* 80)

Keepsakes

mask of shifting monstrosity (level 7, 360 gp; *Titanbane* 80)
strand of the seven births (level 7, 300 gp; *Titanbane* 81)
successor doll (level 5, 150 gp; *Titanbane* 81)

Notes

Reputation/Infamy

FOR GM ONLY

EVENT	EVENT CODE	DATE	GM Organized Play #

Chronicle Code: 9UVK