

# Pathfinder Adventure Path: Shades of Blood

## PATHFINDER SOCIETY

### Pathfinder Adventures

*Pathfinder Adventure Path: Shades of Blood* can be 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. *Shades of Blood* 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 *Shades of Blood*, 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 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**.

# 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)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			Reputation Earned:

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

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

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# Pathfinder Adventure Path: Thirst For Blood

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

You arrived at the growing settlement of Talmandor's Bounty to work as assistants to an iruxi astronomer studying a rare celestial event. The idyllic island scene was disrupted by a column of shadow, darkening the skies and plunging the region into a premature sundown. You discovered a cave on a small island near a tower wreathed in roiling shadow. Within, you found a colony of werebats devoted to Camazotz, the Lord of Stolen Blood, and led by a seemingly benign citizen of Talmandor's Bounty. Fighting past ravenous werebat zealots and navigating a schism within the cult, you discovered the ruins of a vast prison complex buried since Earthfall.

## 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](http://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](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://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: **Sense of Blood**.

## Rewards

Starting XP

XP Gained

Total XP

Experience

Starting GP

GP Gained

GP Spent

Total GP

Gold

## Items

## Notes

*blood-drinker blade* (level 5+, 160+ gp; *Thirst for Blood* 82)

*farlight stone* (level 2, 35 gp; *Thirst for Blood* 82)

*formulating aeon stone* (level 4, 75 gp; *Thirst for Blood* 81)

*repairing aeon stone* (level 4, 75 gp; *Thirst for Blood* 81)

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: US8J

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)



# Pathfinder Adventure Path: The Broken Palace

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

You navigated ruined cellblocks, dangerous subterranean monsters, and perilous terrain to arrive in an idyllic hamlet inhabited by Azlanti humans. From exploring Underheaven and talking with its townsfolk, you discovered that the living gods of the town are vampires. At the top of this secluded society was a priestess of Zura who led bloody feasts in honor of her goddess and kept a coterie of bickering sycophants under the barest of control. By defeating her, you found the next steps to stopping a terrifying plot to block out the sun.

## 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](http://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](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

## Rewards

Starting XP

XP Gained

Total XP

Experience

Starting GP

GP Gained

GP Spent

Total GP

Gold

## Items

## Notes

None

### Keepsakes

bitterblood elixir (level 6, 40 gp; *The Broken Palace* 81; limit 5)

essence charm (level 4, 100 gp; *The Broken Palace* 81)

psyche salts (level 5+, 30+ gp; *The Broken Palace* 81; limit 5)

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: TYGM

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)



# Pathfinder Adventure Path: To Blot Out The Sun

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

You made your way to the base of the Ebon Tower, encountering scientific dangers retrofitted by dero engineers and learning more about the shadow beacon. You used might or guile to work your way up into the tower proper and fight past dedicated guardians to confront the masterminds before they could activate the device and spread shadow across the sky.

## 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](http://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](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://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: **School of Hard Cogs**.

## Rewards

Starting XP

XP Gained

Total XP

Experience

Starting GP

GP Gained

GP Spent

Total GP

Gold

## Items

## Notes

*crescent aeon stone* (level 6, 225 gp; *To Blot Out the Sun* 79)

*flickering aeon stone* (level 11, 1,200 gp; *To Blot Out the Sun* 79)

*gravity inverter* (level 11, 300 gp; *To Blot Out the Sun* 80)

*miniaturization module* (level 7, 350 gp; *To Blot Out the Sun* 80)

*nap gas dispenser* (level 7, 70 gp; *To Blot Out the Sun* 80)

*security badge* (level 7, 360 gp; *To Blot Out the Sun* 79)

*vital amplificaiont aeon stone* (level 7, 330 gp; *To Blot Out the Sun* 79)

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: SGQP

For more information about the Pathfinder Society Organized Play game, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)