

# PATHFINDER ADVENTURE PATH: STOLEN FATE

PATHFINDER SOCIETY

## PATHFINDER ADVENTURES

The *Stolen Fate* Adventure Path can be run or played to gain specific benefits for the Pathfinder Society Organized Play campaign.

### KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths 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 Adventure Paths don't assume the characters are members of the Pathfinder Society. *Stolen Fate* 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 *Stolen Fate*, 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

# PATHFINDER SOCIETY ADVENTURE

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](http://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](http://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
			Fame Earned:

Character Name:		Faction:	
Org Play #:	-2	Level	
		<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

Character Name:		Faction:	
Org Play #:	-2	Level	
		<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
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Org Play #:	-2	Level	
		<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
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# Pathfinder Adventure Path #190: The Choosing

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Character Name		Organized Play #		Character #	
Adventure Summary					
When you discovered strange magical harrow cards in your possession, a compelling vision drew you to the city of Absalom, where you learned the true nature of these magical cards. With fate seeming to push you toward gathering more of these cards, you learned that a villainous opposing group known as the Unmatched had the same goal and ultimately came face-to-face with one of their members on the legendary Storval Stairs of Varisia.					
Boons				Rewards	
Congratulations on completing <i>The Choosing</i> ! Completing this adventure has earned you Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at <a href="http://paizo.com">paizo.com</a> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <a href="http://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab. Note that you must have created a <a href="http://paizo.com">paizo.com</a> account and registered a character before you can begin making Achievement Point transactions. This adventure qualifies you for the following unique Achievement Point boon: <b>Holding Out for a Harrow</b> .				XP Gained	
				GP Gained	
Reputation Gained					
Items		Purchases			
None		Items Sold / Conditions Gained			
		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>			
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box		<input type="text"/>	
		Items Bought / Conditions Cleared			
		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>			
		TOTAL COST OF ITEMS BOUGHT		<input type="text"/>	
Notes		Downtime			
<hr/>		<hr/>			
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<hr/>		<hr/>			
<hr/>		<hr/>			
FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	



# Pathfinder Adventure Path #191: The Destiny War

<hr/>		<hr/>		<hr/>	
Character Name		Organized Play #		Character #	
Adventure Summary					
With potentially a third of the Deck of Destiny now in your hands, their hold over fate and the power of the Harrow Court grew. Yet your success did not go unnoticed, and another agent of the Unmatched lead his demonic minions against you in an invasion of the Harrow Court. After the Prince of Wolves' bold attack, you sought out and used another legendary artifact, the Deck of Harrowed Tales, to retaliate and secure even more cards from the Deck of Destiny.					
Boons				Rewards	
Congratulations on completing <i>The Destiny War</i> ! Completing this adventure has earned you Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at <a href="http://paizo.com">paizo.com</a> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <a href="http://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab. Note that you must have created a <a href="http://paizo.com">paizo.com</a> account and registered a character before you can begin making Achievement Point transactions.				XP Gained	
This adventure qualifies you for the following unique Achievement Point boon: <b>Health and Wellness</b> .				GP Gained	
Reputation Gained					
<hr/> <hr/> <hr/> <hr/>					
Items		Purchases			
None		Items Sold / Conditions Gained			
		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>			
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box			
		<hr/>			
		Items Bought / Conditions Cleared			
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		TOTAL COST OF ITEMS BOUGHT			
		<hr/>			
Notes		Downtime			
<hr/> <hr/> <hr/> <hr/> <hr/>		<hr/> <hr/> <hr/> <hr/> <hr/>			
FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	



# Pathfinder Adventure Path #192: Worst of All Possible Worlds

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
Disaster struck when the most powerful of the Unmatched, Raven Nicoletta, stole your cards from under your noses. At this point, the norms of the Harrowed Three revealed they had been manipulating you all along as their unwitting agents in gathering the cards, and they offered their aid in tracking Raven down—as long as you promised to let them “heal the cosmic wound of Stolen Fate” when all is said and done.			
Boons		Rewards	
Congratulations on completing <i>Worst of All Possible Worlds</i> ! Completing this adventure has earned you Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at <a href="http://paizo.com">paizo.com</a> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <a href="http://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab. Note that you must have created a <a href="http://paizo.com">paizo.com</a> 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	
<b>Keepsakes</b> <i>bangles of crowns</i> (level 17, 15,000 gp; <i>Worst of All Possible Worlds</i> 69) <i>bracers of hammers</i> (level 17, 15,000 gp; <i>Worst of All Possible Worlds</i> 69) <i>coronet of stars</i> (level 17, 15,000 gp; <i>Worst of All Possible Worlds</i> 69) <i>cowl of keys</i> (level 17, 15,000 gp; <i>Worst of All Possible Worlds</i> 70) <i>sash of books</i> (level 17, 15,000 gp; <i>Worst of All Possible Worlds</i> 70) <i>scapular of shields</i> (level 17, 15,000 gp; <i>Worst of All Possible Worlds</i> 70)			
		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 #	