

Pathfinder Adventure: The Dead God's Hand

PATHFINDER SOCIETY

Pathfinder Adventures

The Dead God's Hand can be run or played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventures & Adventure Paths have variable playtimes and aren't 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 & Adventure Paths don't assume the characters are members of the Pathfinder Society. These adventures 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*.

Applying Credit

Players who play through *The Dead God's Hand*, 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 gold appropriate to a character of their level per the attached table. It also grants 24 days of Downtime. This adventure is repeatable, therefore an individual may earn a Chronicle Sheet each time they play or GM the adventure.

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

Character Level	Gold
1	42 gp
2	66 gp
3	114 gp
4	192 gp
5	300 gp
6	450 gp
7	660 gp
8	900 gp
9	1,320 gp
10	1,800 gp
11	2,580 gp
12	3,720 gp
13	5,640 gp
14	8,220 gp
15	12,120 gp
16	18,600 gp
17	28,800 gp
18	46,800 gp
19	79,800 gp
20	100,400 gp

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.

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

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



Pathfinder Adventure: The Dead God's Hand, Part 1 (Chapters 1-2)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

LEVEL

LEVEL

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Pathfinder Adventure: The Dead God's Hand, Part 2 (Chapter 3)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You plunged into the abyss of the past and took on the role of Aroden and his boon companions in a series of potent visions, each designed to test your destiny while revealing ancient truths about the events leading up to Earthfall.

LEVEL

LEVEL

-

-

-

-

Boons

EXPERIENCE

+

Starting XP

XP Gained (GM ONLY)

=

Final XP Total

Items**Notes**

GOLD

+

Starting Gold

Gold Gained (GM ONLY)

-

Gold Spent

=

Total

Reputation/Infamy**FOR GM ONLY**

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 84FJ

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