

Pathfinder Adventure: Things Go to Hell

PATHFINDER SOCIETY

Pathfinder Adventures

Things Go to Hell 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*.

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 *Things Go to Hell*, 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

Character Level	Gold
1	14 gp
2	22 gp
3	38 gp
4	64 gp
5	100 gp
6	150 gp
7	220 gp
8	300 gp
9	440 gp
10	600 gp
11	860 gp
12	1,240 gp
13	1,880 gp
14	2,740 gp
15	4,080 gp
16	6,200 gp
17	9,600 gp
18	15,600 gp
19	26,600 gp
20	36,800 gp

receive the Chronicle Sheet. The Chronicle Sheet gives 4 Experience Points, 4 Reputation with one faction, and gold appropriate to a character of their level per the attached table. It also grants 8 days of Downtime. This adventure is repeatable, therefore an individual may earn a Chronicle Sheet each time they play or GM 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**.

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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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Pathfinder Adventure: Things Go to Hell (Free RPG Day 2026)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You awoke as your former residence, the tower of the wizard Yrdris, was dragged into Hell. A contract devil determined that you were classified as “things” and therefore were to be repossessed by Dispat. You managed to locate the soul of your former master and traded it for your freedom.

LEVEL

-

-

LEVEL

-

-

CREDITS

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.

EXPERIENCE

+

XP Gained (GM ONLY)

=

Final XP Total

Items

Notes

None

CREDITS

+

Credits Gained (GM ONLY)

-

Credits Spent

=

Total

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: XZPP

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