

Pathfinder Adventure: Troubles in Grayce

PATHFINDER SOCIETY

Pathfinder Adventures

Troubles in Grayce 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 *Troubles in Grayce*, 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	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

receive the Chronicle Sheet. Each 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.

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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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	
Org Play #: -2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Infamy <input type="checkbox"/>

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	
Org Play #: -2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Infamy <input type="checkbox"/>

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