

PATHFINDER ADVENTURE PATH: TYRANT'S GRASP

PATHFINDER SOCIETY

The *Tyrant's Grasp Adventure Path* may be played as part of the Pathfinder Society Roleplaying Guild campaign for credit. These adventures are produced for a wider audience than just the Pathfinder Society Roleplaying Guild, and are thus structured differently from scenarios. The specific rules changes needed for receiving Roleplaying Guild credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain specific faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Roleplaying Guild campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Players and GMs can receive credit for playing this adventure as if they had played a pregenerated character; this is referred to as Campaign Mode in the Pathfinder Society Roleplaying Guild Guide.

APPLYING CREDIT

Players who play through each volume of this Adventure Path, as well as GMs who run the adventure, gain the Chronicle Sheet for each completed volume, which they can apply to any of their Pathfinder Society (First Edition) characters. The character receives an amount of gold appropriate for a PC of their level, as listed on the Chronicle Sheet. Additionally, the character automatically earns access to all items listed on the Chronicle Sheet.

Each Chronicle Sheet gives 3 XP and 4 Prestige Points if that character is on the normal advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track. If a character earns more XP than

she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who miss game sessions earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP.

As mentioned in the Pathfinder Society Roleplaying Guild Guide, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum PC requirement, but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time.

ABOUT PATHFINDER SOCIETY ROLEPLAYING GUILD

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying 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. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos.

PATHFINDER SOCIETY ADVENTURE

A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also 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.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle Sheets for all six parts of the *Tyrant's Grasp Adventure Path* are included in this document. For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at pathfindersociety.club.



PATHFINDER SOCIETY ADVENTURE

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PATHFINDER ADVENTURE PATH #139:

THE DEAD ROADS

(Tyrant's Grasp 1 of 6)

Player Name _____ A.K.A. _____ Character Name _____ Pathfinder Society # _____ Faction _____

MAX GOLD

LEVEL	AMOUNT
ALL	VARIES

BOONS

Variable Rewards: Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.

LEVELS	GP EARNED
1–2	1,500
3–4	3,750
5–6	6,500
7–8	8,500
9–10	18,000

LEVELS	GP EARNED
11–12	29,000
13–14	50,000
15–16	85,000
17–18	137,000
19–20	195,000

ITEMS

<i>air elemental gem</i> (2,250 gp)	<i>scroll of burning gaze</i> (150 gp; <i>Pathfinder RPG Advanced Player's Guide</i> 208)
<i>bead of force</i> (3,000 gp)	<i>scroll of false life</i> (150 gp)
<i>beast-bond brand</i> (1,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 282)	<i>scroll of fireball</i> (375 gp)
<i>belt of mighty constitution +2</i> (4,000 gp)	<i>scroll of fire shield</i> (700 gp)
<i>bracers of armor +1</i> (1,000 gp)	<i>scroll of halt undead</i> (375 gp)
<i>brooch of shielding</i> (1,500 gp)	<i>scroll of lesser confusion</i> (700 gp)
<i>challenger's gloves</i> (2,200 gp; <i>Ultimate Equipment</i> 234)	<i>scroll of lesser restoration</i> (150 gp)
<i>cloak of elvenkind</i> (2,500 gp)	<i>scroll of magic missile</i> (CL 3rd; 75 gp, limit 1)
<i>cloak of resistance +2</i> (4,000 gp)	<i>soul scribe quill</i> (4,500 gp; <i>Pathfinder RPG Planar Adventures</i> 55)
<i>deck of illusions</i> (8,100 gp)	<i>stone of alarm</i> (2,700 gp)
<i>deep red sphere ioun stone</i> (8,000 gp)	<i>tunic of careful casting</i> (5,000 gp; <i>Ultimate Equipment</i> 223)
<i>feather step slippers</i> (2,000 gp; <i>Ultimate Equipment</i> 231)	<i>wand of cure light wounds</i> (22 charges; 330 gp, limit 1)
<i>lesser strand of prayer beads</i> (9,600 gp)	<i>wand of goodberry</i> (24 charges; 360 gp, limit 1)
<i>pearl of power</i> (2nd level; 4,000 gp)	
<i>ring of feather falling</i> (2,200 gp)	
<i>rod of ice</i> (8,500 gp; <i>Ultimate Equipment</i> 182)	

EXPERIENCE

Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

FAME

Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
–	
Prestige Spent	
Final Fame	Current Prestige

GOLD

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
–
Gold Spent
=
Total Gold

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #



PATHFINDER ADVENTURE PATH #140:

EULOGY FOR ROSLAR'S COFFER

(Tyrant's Grasp 2 of 6)

Player Name	A.K.A.	Character Name	Pathfinder Society #
		Faction	

MAX GOLD	
LEVEL	AMOUNT
ALL	VARIES

BOONS			
Variable Rewards: Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.			
LEVELS		GP EARNED	
1–2		1,500	
3–4		3,750	
5–6		6,500	
7–8		8,500	
9–10		18,000	
LEVELS		GP EARNED	
11–12		29,000	
13–14		50,000	
15–16		85,000	
17–18		137,000	
19–20		195,000	

EXPERIENCE	
Starting XP	
+	
XP Gained (GM ONLY)	
=	
Final XP Total	

ITEMS	
+1 bashing heavy steel shield (4,170 gp)	incense of meditation (4,900 gp)
+1 defending longsword (8,315 gp)	pearl of power (2nd level; 4,000 gp)
+2 heavy mace (8,312 gp)	phylactery of the shepherd (7,000 gp; <i>Ultimate Equipment</i> 252)
+2 warhammer (8,312 gp)	potion of blur (300 gp)
amulet of natural armor +1 (2,000 gp)	potion of eagle's splendor (300 gp)
bag of holding (type I; 2,500 gp)	potion of fox's cunning (300 gp)
blessed book (12,500 gp)	potion of inflict serious wounds (750 gp)
brooch of shielding (1,500 gp)	potion of invisibility (300 gp)
cloak of arachnida (14,000 gp)	potion of owl's wisdom (300 gp)
dark blue rhomboid ioun stone (10,000 gp)	ring of feather falling (2,200 gp)
deathwatch eyes (2,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 224)	robe of bones (2,400 gp; <i>Ultimate Equipment</i> 217)
deck of illusions (8,100 gp)	scroll of neutralize poison (700 gp)
candle of truth (2,500 gp)	sovereign glue (2,400 gp)
handy haversack (2,000 gp)	staff of courage (20,800 gp; <i>Ultimate Equipment</i> 195)

FAME	
Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
–	
Prestige Spent	
Final Fame	Current Prestige

GOLD	
Starting GP	
+	
GP Gained (GM ONLY)	
+	
Day Job (GM ONLY)	
–	
Gold Spent	
=	
Total Gold	

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #



PATHFINDER ADVENTURE PATH #141:

LAST WATCH

(Tyrant's Grasp 3 of 6)

Player Name A.K.A. Character Name Pathfinder Society # Faction

MAX GOLD

LEVEL	AMOUNT
ALL	VARIES

Tyrant's Witness: You witnessed the lich Tar-Baphon's escape from Gallowspire, and the experience left you and those around you with a permanent scar on your soul. Choose one of your Pathfinder Society (second edition) characters. That character has access to the Tyrant Witness background (*Pathfinder Knights of Lastwall* 73).

Character Chosen: -2 _____

Variable Rewards: Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.

LEVELS	GP EARNED
1–2	1,500
3–4	3,750
5–6	6,500
7–8	8,500
9–10	18,000

LEVELS	GP EARNED
11–12	29,000
13–14	50,000
15–16	85,000
17–18	137,000
19–20	195,000

ITEMS

+1 blinding buckler (4,155 gp)
+1 clangorous heavy steel shield (4,170 gp; *Pathfinder RPG Ultimate Equipment* 116)
+1 grayflame spell storing warhammer (18,312 gp; *Ultimate Equipment* 142)
+2 breastplate (4,350 gp)
+2 halberd (8,310 gp)
+2 light fortification studded leather (9,175 gp)
+2 light wooden shield (4,153 gp)
+2 ranseur (8,310 gp)
+3 full plate (10,650 gp)
banded mail of luck (18,900 gp)
cloak of fiery vanishing (2,600 gp; *Ultimate Equipment* 264)
flame tongue (20,715 gp)
gauntlets of the skilled maneuver (4,000 gp; *Ultimate Equipment* 235)
glove of storing (10,000 gp)
headband of alluring charisma +2 (4,000 gp)

headband of inspired wisdom +2 (4,000 gp)
incense of corporeality (1,400 gp; *Pathfinder RPG Occult Adventures* 259)
lesser talisman of arrow protection (600 gp; *Occult Adventures* 263)
lesser talisman of danger sense (750 gp; *Occult Adventures* 263)
lyre of building (13,000 gp)
portable hole (20,000 gp)
potion of cure serious wounds (750 gp)
potion of gaseous form (750 gp)
Red Crusader's quill (25,320 gp; *Last Watch* 32)
scabbard of keen edges (16,000 gp)
scroll of undeath to death (2,150 gp)
staff of frost (41,400 gp)
wand of cure moderate wounds (4,500 gp)
wand of detect undead (750 gp)
wand of lesser restoration (4,500 gp)
wand of magic missile (CL 5th; 3,750 gp, limit 1)

EXPERIENCE

Starting XP

+

XP Gained (GM ONLY)

=

Final XP Total

FAME

Initial Fame

Initial Prestige

+

Prestige Gained (GM ONLY)

–

Prestige Spent

Final Fame

Current Prestige

GOLD

Starting GP

+

GP Gained (GM ONLY)

+

Day Job (GM ONLY)

–

Gold Spent

=

Total Gold

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #



PATHFINDER ADVENTURE PATH #142:

GARDENS OF GALLOWSPIRE

(Tyrant's Grasp 4 of 6)

Player Name	A.K.A.	Character Name	Pathfinder Society #
		Faction	

MAX GOLD	
LEVEL	AMOUNT
ALL	VARIES

BOONS			
Variable Rewards: Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.			
LEVELS		GP EARNED	
1–2		1,500	
3–4		3,750	
5–6		6,500	
7–8		8,500	
9–10		18,000	
LEVELS		GP EARNED	
11–12		29,000	
13–14		50,000	
15–16		85,000	
17–18		137,000	
19–20		195,000	

EXPERIENCE	
Starting XP	
+	
XP Gained (GM ONLY)	
=	
Final XP Total	

ITEMS	
+2 called cold iron spear (20,304 gp; Pathfinder RPG Ultimate Equipment 137)	insignia of valor (8,000 gp; Ultimate Equipment 304)
+2 glamered breastplate (7,050 gp)	javelin of lightning (1,500 gp)
+2 mithral heavy steel shield (5,020 gp)	major crown of blasting (23,760 gp)
+2 shocking burst falcata (32,318 gp)	manual of bodily health +2 (55,000 gp)
+2 valiant battleaxe (18,310 gp; Ultimate Equipment 149)	necklace of fireballs, type VII (8,700 gp)
bead of force (3,000 gp)	quick block buckler (36,155 gp; Ultimate Equipment 132)
boots of escape (8,000 gp; Ultimate Equipment 228)	robe of arcane heritage (16,000 gp; Ultimate Equipment 216)
boots of striding and springing (5,500 gp)	rod of thunder and lightning (33,000 gp)
bottle of air (7,250 gp)	scarab of protection (38,000 gp)
cloak of arachnida (14,000 gp)	scroll of banishment (1,650 gp)
dwarfbond hammer (25,312 gp; Ultimate Equipment 154)	scroll of greater heroism (1,650 gp)
fire elemental gem (2,250 gp)	staff of acid (28,600 gp; Ultimate Equipment 194)
gem of brightness (13,000 gp)	vambraces of the tactician (8,000 gp; Ultimate Equipment 275)
greater caster's shield (10,153 gp; Ultimate Equipment 131)	wand of communal protection from energy (11,250 gp)
hand of glory (8,000 gp)	wand of vampiric touch (24 charges; 5,400 gp, limit 1)
heretic's bane (32,000 gp; Ultimate Equipment 193)	winged boots (16,000 gp)
	winged shield (17,257 gp)

FAME	
Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
–	
Prestige Spent	
Final Fame	Current Prestige

GOLD	
Starting GP	
+	
GP Gained (GM ONLY)	
+	
Day Job (GM ONLY)	
–	
Gold Spent	
=	
Total Gold	

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #



PATHFINDER ADVENTURE PATH #143:

BORNE BY THE SUN'S GRACE

(Tyrant's Grasp 5 of 6)

Player Name _____ A.K.A. _____ Character Name _____ Pathfinder Society # _____ Faction _____

MAX GOLD

LEVEL	AMOUNT
ALL	VARIES

BOONS

Variable Rewards: Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.

LEVELS	GP EARNED
1–2	1,500
3–4	3,750
5–6	6,500
7–8	8,500
9–10	18,000

LEVELS	GP EARNED
11–12	29,000
13–14	50,000
15–16	85,000
17–18	137,000
19–20	195,000

ITEMS

+2 agile breastplate (4,550 gp; *Pathfinder RPG Ultimate Equipment* 9)
+2 ghost touch holy shortspear (50,301 gp)
+2 shock shortbow (18,330 gp)
+2 undead bane ammunition (366 gp each, limit 6)
+3 chain shirt (9,250 gp)
all tools vest (1,800 gp; *Ultimate Equipment* 220)
arachnid goggles (15,000 gp; *Ultimate Equipment* 224)
belt of spirit vines (15,000 gp; *Pathfinder RPG Ultimate Wilderness* 250)
book of the loremaster (15,000 gp; *Ultimate Equipment* 284)
bottled sunlight (200 gp; *Ultimate Wilderness* 25)
broom of flying (17,000 gp)
chime of opening (3,000 gp)
clear spindle ioun stone (4,000 gp)
codex of conversation (10,000 gp; *Pathfinder RPG Ultimate Intrigue* 245)
dryad sandals (24,000 gp; *Ultimate Equipment* 230)
elixir of fire breath (1,100 gp)
ghostvision gloves (4,000 gp; *Ultimate Equipment* 236)
goggles of minute seeing (2,500 gp)
greater monkey belt (18,000 gp; *Ultimate Equipment* 212)

hollywreath band (5,700 gp; *Ultimate Equipment* 252)
lesser belt of mighty hurling (14,000 gp; *Ultimate Equipment* 210)
minor ring of spell storing (18,000 gp)
periapt of wound closure (15,000 gp)
potion of displacement (750 gp)
ring of mind shielding (8,000 gp)
ring of natural attunement (leshy, 2,800 gp; *Pathfinder RPG Advanced Class Guide* 217)
ring of sustenance (2,500 gp)
rod of negation (37,000 gp)
salvation cactus (8,000 gp; *Ultimate Wilderness* 249)
scroll of greater dispel magic (1,650 gp)
scroll of slay living (1,125 gp)
scroll of summon monster IV (700 gp)
scroll of wall of force (1,125 gp)
sheltershrub (12,000 gp; *Ultimate Wilderness* 250)
shifter's headband +4 (17,500 gp; *Ultimate Equipment* 253)
soulsight goggles (15,000 gp; *Borne by the Sun's Grace* 39)
Tilil mask (3,700 gp; *Borne by the Sun's Grace* 25)
xorn robe (20,000 gp; *Ultimate Equipment* 219)
wand of fireball (16 charges; 3,600 gp, limit 1)

EXPERIENCE

Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

FAME

Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
–	
Prestige Spent	
Final Fame	Current Prestige

GOLD

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
–
Gold Spent
=
Total Gold

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #



PATHFINDER ADVENTURE PATH #144:

MIDWIVES TO DEATH

(Tyrant's Grasp 6 of 6)

Player Name A.K.A. Character Name Pathfinder Society # Faction

MAX GOLD

LEVEL	AMOUNT
ALL	VARIES

BOONS

Variable Rewards: Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.

LEVELS	GP EARNED
1–2	1,500
3–4	3,750
5–6	6,500
7–8	8,500
9–10	18,000

LEVELS	GP EARNED
11–12	29,000
13–14	50,000
15–16	85,000
17–18	137,000
19–20	195,000

ITEMS

+1 holy bastard sword (18,335 gp)
+1 keen greataxe (8,320 gp)
+1 seeking ammunition (166 gp each, limit 50)
+2 ghost touch mithral breastplate (29,250 gp)
+2 unholy spear (32,302 gp)
+2 warhammer (8,212 gp)
+3 chain shirt (9,250 gp)
+3 composite shortbow (18,375 gp)
+3 heavy steel shield (9,170 gp)
+4 greater designating ammunition (2,566 gp each;
Pathfinder RPG Ultimate Equipment 140, limit 3)
+5 mithral dart (50,550 gp)
boro bead (5th level; 25,000 gp; Ultimate Equipment
284)
bracelet of second changes (15,750 gp; Ultimate
Equipment 270)
celestial armor (22,400 gp)

crown of conquest (24,600 gp; Ultimate Equipment 241)
cube of force (62,000 gp)
mantle of faith (76,000 gp)
pearl of power (4th level; 16,000 gp)
potion of haste (CL 10th; 1,500 gp, limit 1)
potion of protection from energy (CL 10th; 1,500 gp,
limit 1)
ring of evasion (25,000 gp)
robe of bones (2,400 gp)
scarab of protection (38,000 gp)
school of eyes (5,000 gp; Ultimate Equipment 319)
scroll of heal (1,650 gp)
scroll of miracle (28,825 gp)
scroll of remove curse (CL 9th; 675 gp, limit 1)
scroll of sending (700 gp)
scroll of wind walk (1,650 gp)
sylvan scimitar (47,315 gp)

EXPERIENCE

Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

FAME

Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
–	
Prestige Spent	
Final Fame	Current Prestige

GOLD

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
–
Gold Spent
=
Total Gold

FOR GM ONLY

EVENT

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