

Pathfinder Adventure: Little Trouble in Big Absalom

PATHFINDER SOCIETY

PATHFINDER ADVENTURES

Pathfinder Adventure: Little Trouble in Big Absalom can be played to gain specific benefits for the Pathfinder Society (second edition) Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventures can be of varying lengths, and each offer experience points (XP) and other awards appropriate to their length and playtime. They don't contain specific faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventures don't assume the characters are Pathfinders. These adventures are therefore offered outside of the standard organized play environment and can be played with characters who do not conform to organized play requirements.

APPLYING CREDIT

Players of this adventure, as well as GMs who run the adventure, gain the Chronicle Sheet included with this document, which they can apply to any of their Pathfinder Society (second edition) organized play characters. Players must decide which character to apply credit to when they receive the Chronicle Sheet and the GM signs it. This Chronicle Sheet gives 1 XP and 2 Treasure Bundles appropriate to a character of that level (before adding experience points from this Chronicle Sheet). It also grants 1 Fame and 1 Reputation that can be assigned to any faction for which the character has the Faction Champion boon, as well as 2 days of Downtime.

ABOUT THE PATHFINDER SOCIETY

The Pathfinder Society Organized Play campaign 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. A Pathfinder's adventures explore the dangerous alleys and political intrigues of Absalom between far-flung travels to the most interesting, mysterious, and remote locales in the world of Pathfinder.

In an Organized Play campaign, your character exists in a common setting shared by tens of 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.

For more information on the Pathfinder Society, on how to read the attached Chronicle Sheets, 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 #:		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:

Faction:			
Character Name:		<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
Org Play #:	-2	Level	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Faction:			
Character Name:		<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
Org Play #:	-2	Level	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

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Org Play #:	-2	Level	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

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Org Play #:	-2	Level	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Faction:			
Character Name:		<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
Org Play #:	-2	Level	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy



Little Trouble in Big Absalom

Character Chronicle #

Chronicle Code

K7N1

A.K.A. _____		- 2		Faction _____	Reputation _____
Player Name	Character Name	Organized Play #	Character #	Faction _____	Reputation _____
				Faction _____	Reputation _____

Adventure Summary

Your tribe, the Hookclaws, discovered a treasure-laden vault and asked you to join a team to delve in and look for potential wealth. Instead of riches, you braved terrible dangers to discover yourself in a grandmother's basement. At her request, you helped the kindly old lady by retrieving her magical hedge trimmer from a neighbor's garden.

Boons

Hookclaw Recruit: As members of your tribe returned from the surface with tales of treasure, strange monsters, and kindly old humans, you felt the spark of adventure kindle in your heart. Attach this boon to one kobold character you create to give it the following background.

HOOKCLAW DIGGER

BACKGROUND

RARE

You are a digger from the Hookclaw kobold tribe, born beneath the streets of Absalom, with muscles and mind hardened by years spent tunneling through rock and earth and a confidence built upon your pride in your draconic heritage.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Crafting skill, the Mining Lore skill, and the Engineering Lore skill. You gain the Improvise Tool skill feat.

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Items

None

Purchases

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Keepsakes

None

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #