

PATHFINDER ADVENTURE: MALEVOLENCE

PATHFINDER SOCIETY SANCTIONED ADVENTURE

PATHFINDER ADVENTURES

Pathfinder Adventure: Malevolence can be played to gain specific benefits for the Pathfinder Society (second edition) Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventures have variable play times. They don't contain specific faction-related elements or school training methods, nor are they designed for play by characters over a wide range of levels. Oftentimes, they include pregenerated characters tailored and themed to the adventure. When included, we recommend using the provided characters, as they strengthen players' immersion in the story.

Thematically, Pathfinder Adventures don't assume the characters are Pathfinders. *Malevolence* is 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 for Pathfinder Adventures and Adventure Paths 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 *Malevolence*, as well as GMs who run the adventure, can apply the adventure's Chronicle Sheet 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. The Chronicle Sheet gives 12 Experience Points, 30 Treasure Bundles appropriate to a character of their level, and 12 Reputation that can be assigned to any faction. It also grants 24 days of Downtime.

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 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 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, 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

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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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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
Reputation Earned:			

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

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Character Name		Organized Play #	Character #
Adventure Summary			
You and your party came to investigate Xarwin Manor, allegedly one of the most haunted places in Cheliax. The rumors about the manor were true, and you encountered a harrowing combination of haunts, visions and terrifying creatures. As you pieced together the manor's history, you found yourselves in conflict with a powerful spectre and a slumbering evil.			
Boons		Rewards	
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.		XP Gained	
		GP Gained	
Reputation Gained			
Items		Purchases	
Keepsakes: <i>starless scope</i> (level 9, 650 gp; <i>Malevolence</i> 67; you also know the formula to make replacement lenses for the scope)		Items Sold / Conditions Gained	
		TOTAL VALUE OF ITEMS SOLD <small>Add 1/2 this value to the GP Gained Box</small>	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
		GM Organized Play #	