

# PATHFINDER ONE-SHOT: SUNDERED WAVES

## PATHFINDER SOCIETY

### PATHFINDER ADVENTURES

Playing or GMing the adventure *Sundered Waves* grants specific benefits for participants in the Pathfinder Society (second edition) organized play campaign.

### KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventures have variable play times. They do not 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 provided characters, as this strengthens player's immersion to the story. Thematically, Pathfinder Adventures do not assume the characters are Pathfinders. *Sundered Waves* is therefore offered outside of the standard Organized Play environment. Characters do not 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 does not 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](http://paizo.com)). A player cannot purchase more than one copy of a keepsake item.

### APPLYING CREDIT

Players who play through *Sundered Waves*, as well as GMs who run the adventure can apply this 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 4 Experience Points, 10 Treasure Bundles appropriate to a character of their level, and 0 Reputation that can be assigned to any faction. It also grants 8 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 do not 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 single 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.

### PATHFINDER SOCIETY ORGANIZED PLAY

The Pathfinder Society 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 a 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. 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 with a variety of other players.

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](http://pathfindersociety.club).

# PATHFINDER SOCIETY ADVENTURE

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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

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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<hr/>		<hr/>		<hr/>	
Character Name		Organized Play #		Character #	
Adventure Summary					
After receiving a message from your old captain's clockwork bird, you reunited with former members of your pirate crew to locate the captain's last treasure. You solved a number of puzzles and defeated several foes set before you, including a water elemental and a skeletal pirate. In the end, Captain Ramlock's final treasure was nothing more than the friends you made along the way, but he did leave you a ship to see the world together.					
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 <b>paizo.com</b> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <b>paizo.com/organizedPlay/myAccount</b> and click on the Boons tab. Note that you must have created a <b>paizo.com</b> account and registered a character before you can begin making Achievement Point transactions.  This adventure qualifies you for a unique Achievement Point boon: <b>Friends on the High Seas</b> .				XP Gained	
				GP Gained	
Reputation Gained					
<hr/> <hr/> <hr/> <hr/>					
Items		Purchases			
None		Items Sold / Conditions Gained			
		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>			
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box		<hr/>	
		Items Bought / Conditions Cleared			
		<hr/> <hr/> <hr/> <hr/> <hr/> <hr/>			
		TOTAL COST OF ITEMS BOUGHT		<hr/>	
Notes		Downtime			
<hr/> <hr/> <hr/> <hr/> <hr/>		<hr/> <hr/> <hr/> <hr/> <hr/>			
FOR GM ONLY					
EVENT		EVENT CODE		DATE	
				GM Organized Play #	