PATHFINDER MODULE:
GALLOWS OF MADNESS

PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Module: Gallows of Madness may be played as part of the Pathfinder Society Organized Play campaign for credit. The adventure was produced for a wider audience than just Pathfinder Society Organized Play, and is thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing this adventure are presented here.

SANCTIONED CONTENT

Gallows of Madness is broken up into three smaller adventures, or "chapters", that are connected to the same storyline. The chapters of *Gallows of Madness* can be played as stand-alone adventures or combined in any order, although the story works best if they are played in the order in which they are presented. Each chapter of *Gallows of Madness* is considered sanctioned content. Normally, Tier 1–3 adventures can only be played once. *Gallows of Madness* is a special exception to the standard replay rules—each chapter can be replayed an unlimited number of times with a 1st-level character for credit. Each chapter can also be played with a 2nd-level or 3rd-level character once for credit in each of Core and Standard Campaign play. GMs receive another Chronicle sheet each time they run a chapter of *Gallows of Madness*, but can only apply each chapter's Chronicle sheet to one 2nd-level or 3rd-level character in the Core Campaign and one in the Standard Campaign.

When running *Gallows of Madness*, calculate your group's APL. If their APL is 2 or greater, apply the scaling adjustments for 2nd-level characters found at the end of each chapter.

LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific sanctioned portion of the adventure being played.

Alternatively, you may play all three chapters of *Gallows of Madness* in any order, afterward receiving credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the module are not bound to the rules of the Pathfinder

SANCTIONED CONTENT KEY

Sanctioned Content	Legal Character Levels
A Foul Breed	1–3
What Lurks in the Woods	1–3
The Festering Blot	1–3

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. Pathfinder Society characters and characters playing through this alternative format may not play in the same adventure.

GETTING CREDIT

Players who play through one of the sanctioned segments of the module receive the respective Chronicle sheet. A GM who runs a chapter of the module may likewise apply credit to any one of her Pathfinder Society PCs of the appropriate level. Players must decide which character to apply credit to when they receive the Chronicle sheet and the GM signs it. Each Chronicle sheet gives 3 XP and 4 Prestige Points, or 1.5 XP and 2 Prestige Points for characters on the slow advancement track.

Players who play through the entire module and apply all three Chronicle sheets to the same Pathfinder Society character earn a fourth Chronicle sheet that must also be applied to that character. GMs who apply all three Chronicle sheets to the same Pathfinder Society character also recieve this bonus Chronicle sheet.

Players can earn the boons listed on the Chronicle sheets through their actions during the adventure. If the PCs do not fulfill the conditions listed in the first sentence of a boon, cross that boon off of each player's Chronicle sheet.

RUNNING MULTI-SESSION ADVENTURES

Since a sanctioned module can be a multi-session event, Pathfinder Society characters may not be used in other Pathfinder Society events until they complete and receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module in order for those players to receive their Chronicle sheets.

ABOUT PATHFINDER SOCIETY

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. 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 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 Roleplaying Guild campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at **paizo.com/pathfinderSociety**.

Pathfinder Module: Gallows of Madness

Event _____ Date _____
GM # _____ GM Character # _____
GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

Character # _____ Prestige Points [ ]
Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ Prestige Points [ ]
Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ Prestige Points [ ]
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☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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Character # _____ Prestige Points [ ]
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Character # _____ Prestige Points [ ]
Character Name _____
☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

	☐ **Slow**	☐ **Normal**
SUBTIER 1–3	718	1,436
SUBTIER	☐ **Slow**	☐ **Normal**
—	—	—
SUBTIER	☐ **Slow**	☐ **Normal**
—	—	—
SUBTIER	☐ **Slow**	☐ **Normal**
—	—	—

MAX GOLD

A.K.A.

Player Name — **Character Name** — **Pathfinder Society #** — **Faction**

This Chronicle sheet grants access to the following:

Apprentices Returned: You defeated Gellion and rescued the apprentices he was holding prisoner. The masters of the apprentices that you rescued provide you with handmade gifts from their businesses as a token of their appreciation. When you receive this boon, cross off the rewards for each apprentice you did not rescue. These rewards increase if you apply the Chronicle sheets for one or both of the other chapters of *Gallows of Madness* to the same character.

Dependable Drummady's (Rescued Pavolus Laterna): Drummady Laterna crafts you a pair of sturdy, perfectly fitting shoes accented with precious metals worth 50 gp. If you apply credit for all three chapters of Gallows of Madness to this character, Drummady provides additional ornamentation that increases the value of the shoes to 100 gp. When would purchase magic item that occupies the feet slot, you may apply enchantment directly to these shoes, reducing the price by the shoe's value. These shoes count as jewelry for the purposes of accessorizing a courtier's or noble's outfit.

Gunty's Hearty Breads (Rescued Noemi Tauralio): Gunty regularly sends you baskets of hearty bread that stay fresh across long journeys. You begin each adventure with 4 trail rations. The bread hardens and becomes inedible after each adventure if it is not consumed.

Petrello's Haberdashery (rescued Betrona Pindlion): Although Peterello Pindlion's skills as a haberdasher leave something to be desired, he is skilled at picking outfits to accessorize. He gives you a courtier's outfit. If you apply credit for all three chapters of Gallows of Madness to this character, he also gives you a noble's outfit.

☐ *Pricknettle's Potions and Poultices* (rescued Gellion Vazarro): You only receive this boon if Gellion survives to the end of the adventure and you speak on his behalf to Mayor Trinelli. You may check the box that precedes this boon to purchase a potion from Majara Pricknettle at a 10% discount. This discount increases to 20% if you apply credit for two chapters of *Gallows of Madness* to this character, or 30% if you apply credit for all three chapters to this character.

Temple of Erastil (rescued Nolaria Wintren): The head priest Illdris Ruvarra gives you a *wand of cure light wounds* made from an elk's antler with 3 charges remaining. The wand gains 3 charges each time you apply an additional *Gallows of Madness* Chronicle sheet to this character. Additionally, Nolaria provides you with the following benefits during the other chapters of *Gallows of Madness.* If you play "What Lurks in the Woods", she gives you a map of the area around Saringallow that grants a +2 circumstance bonus on Survival checks during this adventure. She also warns you that she has seen fiendish goblins in the area, and provides you with information about these creatures as if you had rolled a 40 on your Knowledge check to identify them. If you play "Festering Blot" with this character, show this boon to your GM. Nolaria provides you with a rough description of the layout of the areas labeled **K1-K17** before you leave Saringallow in their direction.

Witch's End Tavern (Rescued Morvinarr Albusin): The imposing proprietor Alcie Kruptin is slow to trust wanderers, but she believes that you are worthy of trust. Over a hot meal, she lectures you with advice about how to convince innkeepers that your presence is good for business. Whenever you pay for lodging for yourself or your companion creatures, or other PCs pay for lodging while you are present, reduce the price by 50%. Only one copy of this boon may apply at a time, even if multiple PCs have earned it.

elixir of hiding (250 gp)
elixir of vision (250 gp)
potion of lesser restoration (300 gp)
potion of remove disease (750 gp)
wand of bless weapon (10 charges; 150 gp, limit 1)

EXPERIENCE

Starting XP

+ | GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

FAME

Initial Prestige | **Initial Fame**

+ | GM's Initials

Prestige Gained (GM ONLY)

–

Prestige Spent

Current Prestige | **Final Fame**

GOLD

Starting GP

+ | GM's Initials

GP Gained (GM ONLY)

+ | GM's Initials

Day Job (GM ONLY)

–

Gold Spent

=

Total

SUBTIER	☐ Slow	☐ Normal
1–3	768	1,536

SUBTIER	☐ Slow	☐ Normal
—	—	—

MAX GOLD

SUBTIER	☐ Slow	☐ Normal
—	—	—

SUBTIER	☐ Slow	☐ Normal
—	—	—

A.K.A.

| Player Name | Character Name | Pathfinder Society # | Faction |

This Chronicle sheet grants access to the following:

Courageous Recruit: You rescued Nixa Volsetti, a new recruit to Isger's army, from Mezodarath's prison. During "A Foul Breed," Nixa grants you a +2 circumstance bonus on Diplomacy checks to gather information. During "The Festering Blot," you gain a +2 circumstance bonus on skill checks pertaining to searching or performing research in libraries. Additionally, Nixa provides you with one additional rumor about Saringallow.

☐ **Goblin Slayer**: You defeated the goblins who were terrorizing the Escoro family and other local shepherds. You may check off the box before this boon to gain a +1 bonus on Bluff, Knowledge, Sense Motive, and Survival checks against creatures with the goblinoid subtype, as well as a +1 bonus on attack and damage rolls against them. If you have the favored enemy class feature and chose golbinoid as one of your favored enemies, increase your favored enemy bonus against golbinoids by +2 instead. Activating this boon is a free action, and these benefits last for 1 minute.

☐ ☐ **Repurposed Trap**: On your way up to Highfort, you encountered a trap made of bottled brown mold. You recovered some these jars for your own future use; immediately check one of the boxes that precede this boon if you did not disable the trap. So long as you carry a jar with you, you gain the benefits of *endure elements* in in hot environments and take a –2 penalty on saving throws against environmental cold. Check one of the boxes that precede this boon to throw a jar at a square as a ranged attack roll against an AC of 5 (range increment 10 feet). If you miss, use the rules for missing with a thrown splash weapon to determine where the jar lands (*Pathfinder RPG Core Rulebook* 202). When the jar hits the ground, it splits open, filling the square with brown mold. The mold deals 2d6 points of nonlethal cold damage per round to anyone it its square. Unlike typical brown mold, it does not expand when fire is nearby—the jarred samples have become somewhat sickly from their long confinement. After you check the second box, cross this entire boon off your Chronicle sheet.

dogslicer (8 gp; *Pathfinder RPG Ultimate Equipment* 26)

feather token (bird; 300 gp)

horsechopper (10 gp; *Ultimate Equipment* 30)

potion of cure moderate wounds (300 gp)

potion of invisibility (300 gp)

potion of lesser restoration (300 gp)

EXPERIENCE

Starting XP

GM's Initials

+

XP Gained (GM ONLY)

=

Final XP Total

FAME

Initial Prestige | Initial Fame

GM's Initials

+

Prestige Gained (GM ONLY)

–

Prestige Spent

Current Prestige | Final Fame

GOLD

Starting GP

GM's Initials

+

GP Gained (GM ONLY)

GM's Initials

+

Day Job (GM ONLY)

–

Gold Spent

=

Total

SUBTIER	☐ Slow	☐ Normal
1–3	768	1,536

SUBTIER	☐ Slow	☐ Normal
—	—	—

MAX GOLD

SUBTIER	☐ Slow	☐ Normal
—	—	—

SUBTIER	☐ Slow	☐ Normal
—	—	—

A.K.A. _____

Player Name | **Character Name** | **Pathfinder Society #** | **Faction**

This Chronicle sheet grants access to the following:

Antidotes and Remedies: Among the poisonous plants in the Sarini garden, you found four potent medicinal plants, each of which has a different effect. You collected a bundle of leaves and roots from each of these plants for future use. You may chew a bundle of plants as a standard action to produce one of the following effects. Once you use one of the bundles, cross it off your Chronicle sheet.
- Heal 1d4+1 points of damage.
- Gain a +2 alchemical bonus on Fortitude saves against disease for 1 hour.
- Gain a +2 alchemical bonus on Fortitude saves against poison for 1 hour.
- Gain a +2 alchemical bonus on Fortitude saves against effects that would nauseate or sicken you for 1 hour.

☐ ☐ **Bringing the Truth to Light**: You recovered records of the Sarini family's unspeakable deeds from the secret chambers below their manor. In addition to bringing closure to families of Saringallow, these documents provide you with insights about the forces of Hell. You may check off a box at the beginning of your turn to treat the DR of devils as if it were 5 lower and the SR of devils as if it were 2 lower until the beginning of your next turn. Alternatively, you may check off a box before this boon to grant a devil that you have summoned or called a +2 resistance bonus on saving throws and a +2 enhancement bonus to its natural armor for 1 round. Checking off a box is a free action. After checking off the second box, cross this boon off your Chronicle sheet.

cloak of resistance +1 (1,000 gp)

From Rivers to Mountains (50 gp; Spending 10 minutes studying this book grants the reader a +2 circumstance bonus on Knowledge [geography] checks pertaining to Isger and Survival checks to avoid getting lost or survive in the wilderness while in Isger. This bonus lasts for 1 hour.)

History of Isger (50 gp; Spending 10 minutes studying this outdated history book grants the reader a +2 circumstance bonus on Knowledge [history or nobility] checks pertaining to Isger. This bonus lasts for 1 hour.)

The Nine Secrets (50 gp; A reader trained in Linguistics who spends 10 minutes studying this collection of encrypted infernal knowledge gains a +2 circumstance bonus on Knowledge [planes or religion] checks pertaining to devils, diabolism, and Hell. This bonus lasts for 1 hour.)

EXPERIENCE

Starting XP

+ | GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

FAME

Initial Prestige | Initial Fame

+ | GM's Initials

Prestige Gained (GM ONLY)

–

Prestige Spent

Current Prestige | Final Fame

GOLD

Starting GP

+ | GM's Initials

GP Gained (GM ONLY)

+ | GM's Initials

Day Job (GM ONLY)

–

Gold Spent

=

Total

A.K.A.

Player Name | **Character Name** | **Pathfinder Society #** | **Faction**

SUBTIER	☐ Slow	☐ Normal
2–4	SPECIAL	SPECIAL

SUBTIER	☐ Slow	☐ Normal
—	—	—

SUBTIER	☐ Slow	☐ Normal
—	—	—

SUBTIER	☐ Slow	☐ Normal
—	—	—

MAX GOLD

This Chronicle sheet grants access to the following:

Savior of Saringallow: When you earn this Chronicle sheet, you may choose whether or not to receive XP, Prestige Point, and gold rewards; you may instead choose to gain no XP and gold, but you instead earn 2 Prestige Points and still qualify for all of the boons and items on this sheet. If you elect to earn the full rewards, you gain 3 XP, 6 Prestige Points, and 3,711 gp (1,856 gp for characters use the slow track method of advancement).

☐ ☐ ☐ **Friends in Saringallow**: You rescued both Nolaria Wintren and Nixa Volsetti from Wormgnash's minions. The cousins decide to provide you with assistance on your future adventures. Using any of these favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off a box each time you ask for help. When you check the last box, Nolaria and Nixa return to Saringallow; cross this boon off your Chronicle sheet.
- Ask Nixa to share her expertise (Knowledge [planes] +5)
- Ask Nolaria to share her wisdom (Heal +6 or Survival +6)
- Ask Nolaria to cast *bless* (CL 3rd, concentration +5)
- Ask Nolaria to cast *cure light wounds* (CL 3rd, concentration +5)
- Ask Nixa to make a full attack against one of your foes. **Melee** mwk longsword +4 (1d8+3/19–20), light shield +3 (1d3+3)

Pushing Back the Abyss: You stopped Wormgnash's plots, and, with the help of the town guard, eradicated the last traces of demon bile from Saringallow. Your experiences in Saringallow have taught you to recognize signs of demonic influence. You gain a +2 circumstance bonus on Knowledge (planes) checks concerning demons, and may attempt such checks as though you were trained in the skill. This bonus does not stack with the benefits provided by tools like Pathfinder Chronicles.

ANTIQUARIAN'S MONOCLE

	PRICE 1,350 GP
SLOT eyes	**CL** 3rd	**WEIGHT** —
AURA faint divination		

This lens, mounted on a round silver frame, fits snugly in the eye orbit of any Medium or Small user. Three times per day on command, the monocle allows the user to read magic inscriptions (including scrolls) as if affected by *read magic*.

Once per day, by speaking a second command word, the user can activate a 1st-level spell from a scroll even if she doesn't have the spell on her class list or meet the other requirements. Activating a scroll with the monocle is a full-round action (or the spell's casting time, whichever is longer).

CONSTRUCTION REQUIREMENTS	COST 675 gp

Craft Wondrous Item, *read magic*

antiquarian's monocle (1,350 gp)

EXPERIENCE

Starting XP

+ | GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

FAME

Initial Prestige | Initial Fame

+ | GM's Initials

Prestige Gained (GM ONLY)

–

Prestige Spent

Current Prestige | Final Fame

GOLD

Starting GP

+ | GM's Initials

GP Gained (GM ONLY)

+ | GM's Initials

Day Job (GM ONLY)

–

Gold Spent

=

Total