

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). 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.

PATHFINDER SOCIETY ADVENTURE

Pathfinder One-Shot: Sundered Waves Sanctioning Document © 2021

Paizo Inc. All rights reserved.

Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.



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:		
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
Org Play #:	-2	<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
	Level	<input type="checkbox"/>		

Character Name:		Faction:		
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
Org Play #:	-2	<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
	Level	<input type="checkbox"/>		

Character Name:		Faction:		
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
Org Play #:	-2	<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
	Level	<input type="checkbox"/>		

Character Name:		Faction:		
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
Org Play #:	-2	<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
	Level	<input type="checkbox"/>		

Character Name:		Faction:		
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
Org Play #:	-2	<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
	Level	<input type="checkbox"/>		

Character Name:		Faction:		
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
Org Play #:	-2	<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
	Level	<input type="checkbox"/>		

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if you fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder One-Shot: Sundered Waves Sanctioning Document © 2021, Paizo Inc.; Authors: Alex Speidel, Tonya Woldridge, Linda Zayas-Palmer.

Creative Directors • James Jacobs and Robert G. McCreary

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sarah E. Robinson

Director of Game Development • Adam Daigle

Organized Play Managing Developer • Linda Zayas-Palmer

Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Patrick Renie, and Jason Tondro

Starfinder Lead Designer • Joe Pasini

Starfinder Senior Developer • John Compton

Pathfinder Society Developer • Thurston Hillman

Starfinder Society Developer • Jenny Jarzabski

Organized Play Developer • Mike Kimmel

Design Manager • Mark Seifter

Pathfinder Lead Designer • Logan Bonner

Designer • James Case and Michael Sayre

Managing Editor • Leo Glass

Senior Editor • Avi Kool and Lu Pellazar

Editors • Addley C. Fannin, Patrick Hurley, Ianara Natividad, and Kieran Newton

Managing Art Director • Sonja Morris

Art Directors • Kent Hamilton, Kyle Hunter, and Adam Vick

Senior Graphic Designer • Emily Crowell

Graphic Designer • Tony Barnett

Director of Brand Strategy • Mark Moreland

Paizo CEO • Lisa Stevens

President • Jeffrey Alvarez

Chief Creative Officer • Erik Mona

Chief Financial Officer • David Reuland

Chief Technical Officer • Vic Wertz

Director of Project Management • Glenn Elliott

Project Coordinator • Lee Rucker

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Vice President of Marketing & Licensing • Jim Butler

Director of Licensing • John Feil

Public Relations Manager • Aaron Shanks

Customer Service & Community Manager • Sara Marie

Organized Play Manager • Tonya Woldridge

Organized Play Associate • Alex Speidel

Accountant • William Jorenby

Accounting & AP Specialist • Eric Powell

Finance Operations Specialist • B. Scott Keim

Human Resources Generalist • Devinne Caples

Director of Technology • Raimi Kong

Web Content Manager • Maryssa Lagervall

Senior Software Developer • Gary Teter

Webstore Coordinator • Katina Davis

Customer Service Team • Raychael Allor, Rian Davenport, Heather Fantasia,

Keith Greer, Logan Harper, Samantha Phelan, and Diego Valdez

Logistics Coordinator • Kevin Underwood

Warehouse Manager • Jeff Strand,

Warehouse Team • Alexander Crain, Mika Hawkins, James Mafi, and Heather Payne

Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Levi Steadman, Josh Thornton, and Andrew White

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity, the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder One-Shot: Sundered Waves Sanctioning Document © 2021, Paizo Inc. All rights reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.

