

# PATHFINDER SOCIETY<sup>®</sup>

ADVENTURE CARD GUILD



## Season of the Richteous

# HERALD'S CHOSEN



## Adventure 1-1: Herald's Chosen

**Scenario Design** • Tanis O'Connor and Keith Richmond

**Story Text** • Mike Selinker

**Editors** • Brian Campbell and Vic Wertz

**Contributing Artists** • Diego de Almeida, Sam Burley,

Dmitry Burmak, Fabio Gorla, and Dallas Williams

### **Pathfinder Adventure Card Game**

**Development Team** • Mike Selinker, Chad Brown, Tanis O'Connor, Paul Peterson, Keith Richmond, Liz Spain, and Gaby Weidling, based on a game concept by Rian Sand

**Global Organized Play Coordinator** • Mike Brock

**Chief Executive Officer** • Lisa Stevens

**Publisher** • Erik Mona

**Chief Technical Officer** • Vic Wertz

**Chief Operations Officer** • Jeffrey Alvarez

**Sales Director** • Pierce Watters

**Sales Associate** • Cosmo Eisele

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**Tech Team** • Christopher Anthony, Winslow Dalpe, Lissa Guillet, Julie Iaccarino, Erik Keith, Scott Spalding, Gary Teter

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**Project Manager** • Jessica Price

**Managing Art Director** • Sarah E. Robinson

**Senior Art Director** • Andrew Vallas

**Art Director** • Sonja Morris

**Graphic Designer** • Emily Crowell

**Editorial Team** • Judy Bauer, Logan Bonner, Jason Bulmahn, Christopher Carey, John Compton, Adam Daigle, Crystal Frasier, Joe Homes, James Jacobs, Jason Keeley, Amanda Hamon Kunz, Rob McCreary, Mark Moreland, Stephen Radney-MacFarland, F. Wesley Schneider, Mark Seifter, Owen K.C. Stephens, James L. Sutter, and Linda Zayas-Palmer

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**Warehouse Team** • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

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Paizo Inc.

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

[paizo.com/pathfindersociety](http://paizo.com/pathfindersociety)



# SEASON OF THE RIGHTEOUS

The Worldwound tore reality apart at the dawn of the Age of Lost Omens, murdering the nation of Sarkoris and unleashing a ravenous demonic horde upon the world. Only the quick action of several other nations of knights, barbarians, and heroes halted the demon army and contained it within lost Sarkoris, and for the next century, crusade after crusade tried to defeat the demons only to fail time and time again. Their greatest success, the line of magical artifacts known as wardstones that stand sentinel along the Worldwound's border, barely manages to contain the demons. Though the world doesn't know it yet, these wardstones are about to suffer a fearsome trial. With courage, cunning, magical might, and not a little bit of luck, will your band of stalwart adventurers be able to defend the Worldwound and save the world of Golarion?

## COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Herald's Chosen
2	War for the Worldwound
3	The Lexicon of Paradox
4	The Mighty and the Fallen
5	Herald's Vengeance
6	The Last Crusade

## DURING THIS ADVENTURE PATH

After you begin Adventure 2, choose a mythic path card. For the rest of the Adventure Path, when you play a scenario in Adventure 2 or higher, the card you chose is your mythic path card.

After you begin Adventure 3, when you would banish a bane that has the Basic trait, remove it from the game; when you banish a boon that has the Basic trait, you may remove it from the game. After you begin Adventure 5, do the same for cards that have the Elite trait.



Illustration by Sam Burley

## REWARD

Each player chooses one of his Pathfinder Society Adventure Card Guild characters. That character may treat the loot Scale of Remembrance as if it is in his Class Deck box.



# HERALD'S CHOSEN

### This Adventure Requires:

- The *Pathfinder Adventure Card Game: Wrath of the Righteous Base Set*, including The Worldwound Incursion Adventure Deck.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Wrath of the Righteous Character Add-On Deck* is also required.

During this adventure, the game box should include only cards with set indicators of **B**, **C**, **P**, or **1**.

### Read the Following Aloud:

**W**elcome to the Worldwound! We expect your stay will be an eventful one.

The Worldwound is a land controlled by demons. It was once called Sarkoris, a thriving land of great commerce and knowledge. Then the machinations of demon lords ripped it open, leaving a gap through which all manner of nightmares enter our world.

In the aftermath of this invasion, the nation of Mendev refuses to surrender. Mendev has marshaled four crusades against the demons, though each has been inconclusive. The Fourth Crusade is ongoing, and some progress has been made. The frequency of incursions has lessened, leading some to speculate that victory is within Mendev's grasp. A few troubled souls say this is just the calm before an even greater storm, but they are typically silenced, brushed aside by the citizenry's newfound wave of confidence.

You have arrived at the gleaming city of Kenabres, the crown jewel of Mendev. While the Worldwound is beset with the demons from the Abyss, Kenabres stands strong. Once damaged by the demon lord Khorramzedah, Kenabres has recovered from its wounds. Crusaders meet here to test their might against each other, knowing what they learn will soon prove valuable against their foes. High Queen Galfrey has come to Kenabres, secure in the knowledge that this great city will never be brought low by the forces of evil.

The queen knows of a recent discovery that could save the Worldwound from its plight. She believes there is a way to close the maw to the Abyss, although she has kept the details confidential. As part of this plan, she has recruited a council of powerful heroes who can find solutions to the problems troubling her realm.

With the queen's arrival has come enhanced security. Crusaders now patrol the walls of Kenabres in greater numbers, and visitors are being checked at the city gates by oracles who have talents for detecting demonic spies. Both of these strategies have proven effective, but the most notable

enhancement is the presence of the Herald of Iomedae, the goddess's mighty servant.

This herald is known as the Hand of the Inheritor because he sits at the right hand of the goddess Iomedae. The goddess has taken a personal interest in the Abyssal incursions into our plane, and she manifests her dismay through the Herald. Of course, his dismay will manifest through you and the other heroes of Queen Galfrey's council. You have heard the Herald's trumpet, and you have embraced his cause.

### COMPLETE THESE SCENARIOS IN ANY ORDER:

- 1-1A: Cloven Trail
- 1-1B: Instant Inquisition
- 1-1C: Get to Fort Clearwater
- 1-1D: Crusaders Assemble!
- 1-1E: Ladies Who Lunch... with Demons

### DURING THIS ADVENTURE

The servitor demon is the henchman Demonling.

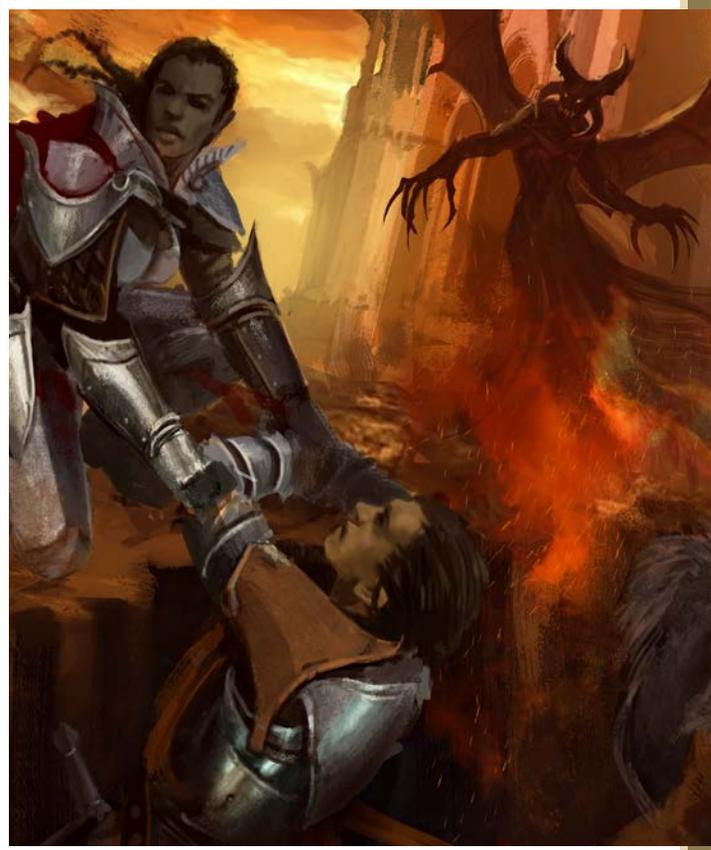


Illustration by Diego de Almeida

## REWARD

Each character gains a skill feat.



# 1-1A: CLOVEN TRAIL

### Read the Following Aloud:

“I seek your aid in destroying the information network used by demons in Kenabres,” the Herald says. “If you can discover where the demons are arriving in the city, you can cut off their reinforcements. That should buy Queen Galfrey’s council enough time to locate the treasure we need to close the Worldwound.”

Tonight, you’re on patrol as members of the Eagle Watch, seeking the malefactors behind a series of attacks on crusaders. Survivors of those attacks reported that they fought off minotaurs—beasts whose eyes burned with Abyssal fire. Most likely, they’re low-ranking quislings of the demon prince Baphomet. The crusaders forced them back to Kenabres’s labyrinthine sewers, although that may be a hollow victory. After all, minotaurs are adept in mazes.

Your quest has led you to the area around the Watchtower on the bulwark of the city. If the bulwark has been breached, that could delay the city’s response to attacks. Your contacts in this area have spread word of a pitborn witch named Faxon who’s been rallying the demons to his side. Seek out this witch and bring him in for questioning. The Herald would have words with him.

You have one great advantage over the sinister Faxon. The Herald is not one to simply dispatch his allies and leave them to the mercy of the Abyssal horde. You can summon him once you’ve unearthed a major threat against the citizens of Kenabres. The Hand of the Inheritor awaits your call.

#### VILLAIN:



FAXON

#### HENCHMEN:



BRIMORAKS

#### DURING THIS SCENARIO

Treat the henchman Brimorak as if it is the henchman Fiendish Minotaur.

During the first exploration of each turn, damage dealt is decreased by 1.

COHORT 1

## HERALD OF IOMEDAE

**OUTSIDER**

**POWERS**

Display this card next to the blessings deck; banish it at the end of the scenario.

While displayed, at the end of any character’s turn, that character may shuffle 1d4+1 random cards from his discard pile into his deck; if he does, a character must either bury a blessing or discard the top of the blessings deck.

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PLAYERS	LOCATIONS
1	GUARDPOST
1	MAZE
1	WATCHTOWER
2	FORSAKEN CLOISTER
3	WOUNDED LANDS
4	CAVERN
5	ABYSSAL RIFT
6	CANYON

**COHORT: HERALD OF IOMEDAE**

## REWARD

Each player chooses weapon, spell, or item, then draws a random card of that type from the box.

### Development:

From beneath the guardposts, you roused the pitborn witch, and you’ve hauled him before the Herald of Iomedae. This audience isn’t one that someone with demonic heritage would view as a privilege. After a brief interrogation, Faxon’s will collapses, and he divulges his secrets.

“We are limitless in number!” he boasts hollowly. “Our witches can transform the weakest of your rabble into demonlings! You cannot defeat us!”

“Oh, but we can,” the Herald replies, “and you’re going to help us do it.”



# 1-1B: INSTANT INQUISITION

## Read the Following Aloud:

Acting on the mewlings of the pitborn witch Faxon, you must now track down the cult of the demon lord Baphomet. Faxon has betrayed their plans.

“We are limitless in number!” Faxon boasted. “Our witches can transform the weakest of your rabble into demonlings! You cannot defeat us!” Apparently, witches in the cult are transforming ordinary citizens into demons and setting them loose upon the populace. Now that you know this, you can end this plot... by ending the witches’ lives.

While the Herald of Iomedae is keeping Faxon captive in the high Watchtower, you and your companions must search the marketplaces and manors of the central district of Kenabres. If you can find the summoner at the center of this cult, you can disrupt his plot. But beware! His adepts can summon demons as well. You won’t know of their presence until they suddenly appear behind you.

A new companion has joined your quest. Sosiel Vaenic, a priest of Shelyn at the Temple of the Eternal Rose, will come with you to begin your inquisition. He is unassailable in his allegiance to the cause of Queen Galfrey.

Although you are certain of Sosiel’s devotion, loyalty is a grave concern. Right now, you don’t know who you can trust. If the cultists have the ability to transform people and animals into demonlings, they can transform your allies into demonlings as well. Rely on yourselves, but keep your friends close.



### VILLAIN:



TANCRÉD DESIMIRE

### HENCHMEN:



BLACKFIRE ADEPT



CULTISTS OF BAPHOMET

### DURING THIS SCENARIO

When a character would play an ally, roll 1d6. On a 1 or 2, bury the ally; that character instead summons and encounters the henchman Demonling.

### PLAYERS

### LOCATIONS

1	BEFOULED ALTAR
1	DEFENDER’S HEART
1	MARKETPLACE
2	ARMORY
3	MANOR HOUSE
4	TEMPLE OF IOMEDAE
5	FAMILY TOMB
6	CATHEDRAL OF ST. CLYDEWELL

COHORT: SOSIEL VAENIC

Illustration by Dmitry Burmak

## REWARD

For the rest of the Adventure Path, when setting up each scenario, 1 player may temporarily replace 1 item in her deck with the loot Scale of Disguise. At the end of each scenario, return the loot to the game box.

## Development:

“There has been a development,” the Herald proclaims. “While we were hunting demonlings, a flock of monstrous bats descended upon the tower that held the witch Faxon. Our guards were swiftly overpowered, and the bats flew the witch to safety.

The Herald then turns to look out upon the desolation of the Worldwound. “We believe they were headed to the Fort Clearwater outpost. We must meet them there. They will regret that they ever trifled with us!”

Mount up! The Worldwound awaits.



# 1-1C: GET TO FORT CLEARWATER

## Read the Following Aloud:

To Fort Clearwater you ride! This outpost on the edge of the Worldwound was once a gallant roadblock against the onrush of demons. Now all communication from Fort Clearwater has ceased, a situation that gravely concerns the Herald of Iomedae.

Fort Clearwater is one of the most important links in a line of defenses preventing the Worldwound's demon hordes from corrupting the lands of Ustalav, Numeria, and Mendev. Along the Moutray and West Sellen rivers, the champions of Iomedae have placed powerful wardstones that hold evil at bay. Should they break, the entire countryside would fall.

After your last foray against the cult of Baphomet, the Herald broke the news that the pitborn witch Faxon had escaped from the queen's custody. Giant bats descended upon the Watchtower that held him, and he rode skyward into the night. Normally, bats could not be expected to coordinate their actions in such a sinister manner. The demon hordes are obviously using the very forces of nature against you.

You must venture into the dark lands. First, you must march down the West Sellen. The fort was named after the river's once-clear waters, but demonic influence now befouls the river. No fish swim here, and no animals drink near the filth that washes up on its riverbanks. Next, you must steadily make your way through Storasta. Long ago, it was one of Sarkoris's mightiest cities, but giant bats have overrun it.

No other beings would dare inhabit the city... no other being save one, that is. The fiendish tree Carrock has marshaled the colony against the queen's crusaders. If you can break his control over the giant bats, you can clear a path to Fort Clearwater.

### DURING THIS SCENARIO

- Treat the villain Millorn as the villain Carrock.
- When a character defeats a barrier during an exploration, that character may immediately explore again.
- When a barrier is undefeated, discard the top card of the blessings deck.

VILLAIN 1

## CARROCK

**PLANT  
DEMON  
DRUID**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT

15



**POWERS**

Carrock is immune to the Mental and Poison traits. If the check to defeat has the Fire trait, add 1d8.

Before you act, Carrock deals 1 Ranged Combat damage to you.

After you act, Carrock deals 1 Ranged Combat damage to you.

Illustration by Anna Christenson © 2015 Paizo Inc.

### VILLAIN:



MILLORN

### HENCHMEN:



GIANT BATS

### PLAYERS

### LOCATIONS

1	CAVERN
1	CEMETERY
1	DARK FOREST
2	COLLAPSING BRIDGE
3	ABYSSAL RIVER
4	WOUNDED LANDS
5	CANYON
6	FORSAKEN CLOISTER

COHORT: ANEVIA TIRABADE, ARON KIR

## REWARD

Each player chooses armor or ally, then draws a random card of that type from the box.

## Development:

You've reached Fort Clearwater and banished the giant bats that threatened to overrun it. When you disrupted the druid Carrock's control over the colony, he fled into the darkness. With good fortune, he will trouble the denizens of the Worldwound no more.

Now a sterner task lies ahead. Fort Clearwater's crusaders, the Order of the Solar Lantern, are under assault. Their leader, the alchemist Ylyda Ssyn, has a plan to end the attacks on her fort, but her soldiers are resigned to their fate. Can you rally the crusaders to action?



# 1-1D: CRUSADERS ASSEMBLE!

### Read the Following Aloud:

**Y**ou've reached Fort Clearwater! The fort has seen vastly better days. Consistent forays by demons have weathered its walls, leaving its safety in question.

The safety of those inside is even more questionable. The fort is manned by a beleaguered band of crusaders from the Order of the Solar Lantern. Their numbers have thinned, and their morale is low. After so much pain, they could use some good news.

The leader of the crusaders is the alchemist Ylyda Svyn. While Ylyda earned great acclaim and the crusaders' allegiance by using her powers against the demons, her fascination with demonic physiology has driven her to extremes. She now dwells within the Worldwound itself to be closer to the subjects she studies. What's more, some merchants who have made the terrifying supply run out to the fort are whispering rumors. They claim her dedication to ending the demonic menace has led her to conduct obscene experiments on her own people.

You'll have to convince Ylyda and her soldiers to choose a different path. Her soldiers have not responded to your arrival positively. They're locked within its walls, and they're prepared to defend it against you. This is not how crusaders behave. You'll need to defeat them without killing them and then bring Ylyda to your side. By doing so, you can reclaim Fort Clearwater as a stalwart defense against the demons of the Worldwound.

Ylyda could be a great ally against evil, if you can rally her people to your side to help change her mind. First, you'll have to find her.

**VILLAIN: NONE**

**HENCHMEN:**



BRIMORAKS

**PLAYERS**

**LOCATIONS**

1-6

GUARDPOST

**COHORT: HORGUS GWERM, ANEVIA TIRABADE**

**YLYDA SVYN**  
**VILLAIN 1**  
**HUMAN ALCHEMIST**  
**TYPE: MONSTER**  
**CHECK TO DEFEAT: CHARISMA DIPLOMACY**  
**12**  
**THEN CRAFT: 12**  
**POWERS**  
 When Ylyda Svyn is evaded, each other character is dealt 1 Acid damage and 1 Fire damage.  
 Add the number of closed locations to your checks to defeat Ylyda Svyn.  
 "You'll not be allowed to disrupt my work. Therefore, I'm afraid you must die!" —Ylyda Svyn  
 Illustration by Cristian Chihala © 2015 Paizo Inc.

### DURING THIS SCENARIO

Using the deck list from Guardpost, build a number of Guardpost locations equal to the number of characters. When you close a location, do not flip the Guardpost card over.

Treat the henchman Brimorak as if it is the henchman Corrupted Soldier.

When you acquire a boon from a location deck, put it facedown in a boon pile next to the scenario. When you defeat a Corrupted Soldier henchman, draw a random armor or weapon from the box and put it in the boon pile. When you fail to permanently close a location or defeat a henchman, banish a random card from the boon pile; if the boon pile is empty, instead banish the top card of the blessings deck.

When you permanently close the last location, summon and build the location Laboratory, and shuffle Ylyda Svyn into its location deck. If Ylyda Svyn is undefeated, banish her; the next character summons and encounters Ylyda Svyn as the first exploration of his turn. To win the scenario, defeat Ylyda Svyn.

### REWARD

Each character may choose one of the boons in the boon pile and use it as a bonus deck upgrade.

### Development:

**Y**ou've fortified Fort Clearwater and brought the alchemist Ylyda Svyn back into the crusaders' fold. Grateful for your support, she has rededicated the fort to the battle against evil. She has also given you some useful intelligence.

"This pitborn witch you speak of? I know him," she says. "My scouts followed him through here. He has returned to his

dark environs to plot another day, but he did betray one secret in his carelessness. He is searching for a book that can seal the Worldwound. I know he has allies in this region: a coven of three demonic witches. If we can break these witches' hold on the region, we might learn the whereabouts of the book he seeks."



# 1-1E: LADIES WHO LUNCH... WITH DEMONS

## Read the Following Aloud:

The pitborn witch Faxon has betrayed his darkest plot. He is searching for a book that, if it fell into the wrong hands, could close the Worldwound forever. You are exactly the “wrong hands” he fears.

Faxon has gone deep into the Worldwound. You do not know his location, but your alliance with the commander at Fort Clearwater has gained you important knowledge. Faxon has a coven of witches as his allies, and their lair is somewhere nearby. Around Fort Clearwater, the broken remains of a military town lie useless after countless assaults from demons. The witches have taken up residence in the ruins, but you can roust them out.

After you sent word back to Kenabres, the Herald of Iomedae joined your quest. The discovery of the book is now his most critical task. Through his communication with the goddess, he has learned that the three women work in concert. The first is a conjurer who can bring demons to her side. The second is a resolute inquisitor who demands the worst from those conjured demons. The third is an oracle who divines where and when to strike at the crusaders’ weakest points. Defeating only one of these women will not be enough. You must capture them all so you can rein in their influence forever.

“We have also learned the name of the book Faxon seeks,” he says. “The *Lexicon of Paradox* is a powerful tome indeed. He seeks it, but we will claim it.”

With the Herald at your side, you cannot fail. Go forth and smite evil!

### DURING THIS SCENARIO

After building the location decks, shuffle the villains Sophini, Hosilla, and Jeslyn facedown into a villain pile.

When you would encounter a henchman from a location deck and the number of open locations is equal to or less than the number of cards in the villain pile, instead encounter the top card of the villain pile. If you do not defeat the villain, put it on the bottom of the villain pile and shuffle the henchman into your location deck. If the villain is defeated and would escape, put it on the bottom of the villain pile instead and close your location. If the villain is defeated and cannot escape, banish it. To win the scenario, close all of the locations.



VILLAIN: NONE

HENCHMEN:



CEUSTODAEMON



CULTISTS OF BAPHOMET

PLAYERS	LOCATIONS
1	ARMORY
1	CITADEL
1	LABORATORY
2	DARK FOREST
3	WATCHTOWER
4	OCCULT LIBRARY
5	SANCTUM
6	ABATTOIR

COHORT: HERALD OF IOMEDAE

Illustration by Fabio Gorla

## REWARD

For the rest of the Adventure Path, when setting up each scenario, 1 player may temporarily replace 1 item in her deck with the loot Sacred Prism. At the end of each scenario, return the loot to the game box.

## Development:

The coven has been broken! The three evil women are in the Herald’s command. The Herald of Iomedae is not one to leave a stone unturned.

After hours of strikingly quiet interrogation, the Herald emerges with news. “The *Lexicon of Paradox* has been discovered

in Raliscrad, a ruined city northeast of here. We will marshal our army and take this book back to Queen Galfrey.”

One of your companions mutters something under his breath. “This feels like a trap,” he says.

“It is,” the Herald replies, “so they won’t see our trap coming!”

Season of the Nine Moons

COHORT 1

# HERALD OF IOMEDAE

OUTSIDER



**POWERS**

Display this card next to the blessings deck; banish it at the end of the scenario.

While displayed, at the end of any character's turn, that character may shuffle 1d4+1 random cards from his discard pile into his deck; if he does, a character must either bury a blessing or discard the top of the blessings deck.

Illustration by Dallas Williams © 2015 Paizo Inc.

Season of the Nine Moons

VILLAIN 1

# YLYDA SVYN

HUMAN  
ALCHEMIST



TYPE  
MONSTER

CHECK TO DEFEAT  
CHARISMA  
DIPLOMACY

12

THEN  
CRAFT

12

**POWERS**

When Ylyda Svyn is evaded, each other character is dealt 1 Acid damage and 1 Fire damage.

Add the number of closed locations to your checks to defeat Ylyda Svyn.

*"You'll not be allowed to disrupt my work. Therefore, I'm afraid you must die!" —Ylyda Svyn*

Illustration by Cristian Chihala © 2015 Paizo Inc.



# Season of the Righteous

## Adventure 1: Herald's Chosen

\_\_\_\_\_ A.K.A. \_\_\_\_\_  
 Player Name Character Name Pathfinder Society # Character Class

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No				<input type="checkbox"/>
Taking Reward?	Tier				<input type="checkbox"/>
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Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
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Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
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Taking Reward?	Tier				<input type="checkbox"/>
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Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
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Taking Reward?	Tier				<input type="checkbox"/>
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Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
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Taking Reward?	Tier				<input type="checkbox"/>
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Notes:

Scenario:				Coordinator Initials and Pathfinder Society ID#	
Success?	Replaying?	Scenario Reward	Deck Upgrades		
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Taking Reward?	Tier				<input type="checkbox"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#	<input type="checkbox"/>			

Notes:

Die Bump Gained       Die Bump Used       Completed Adventure