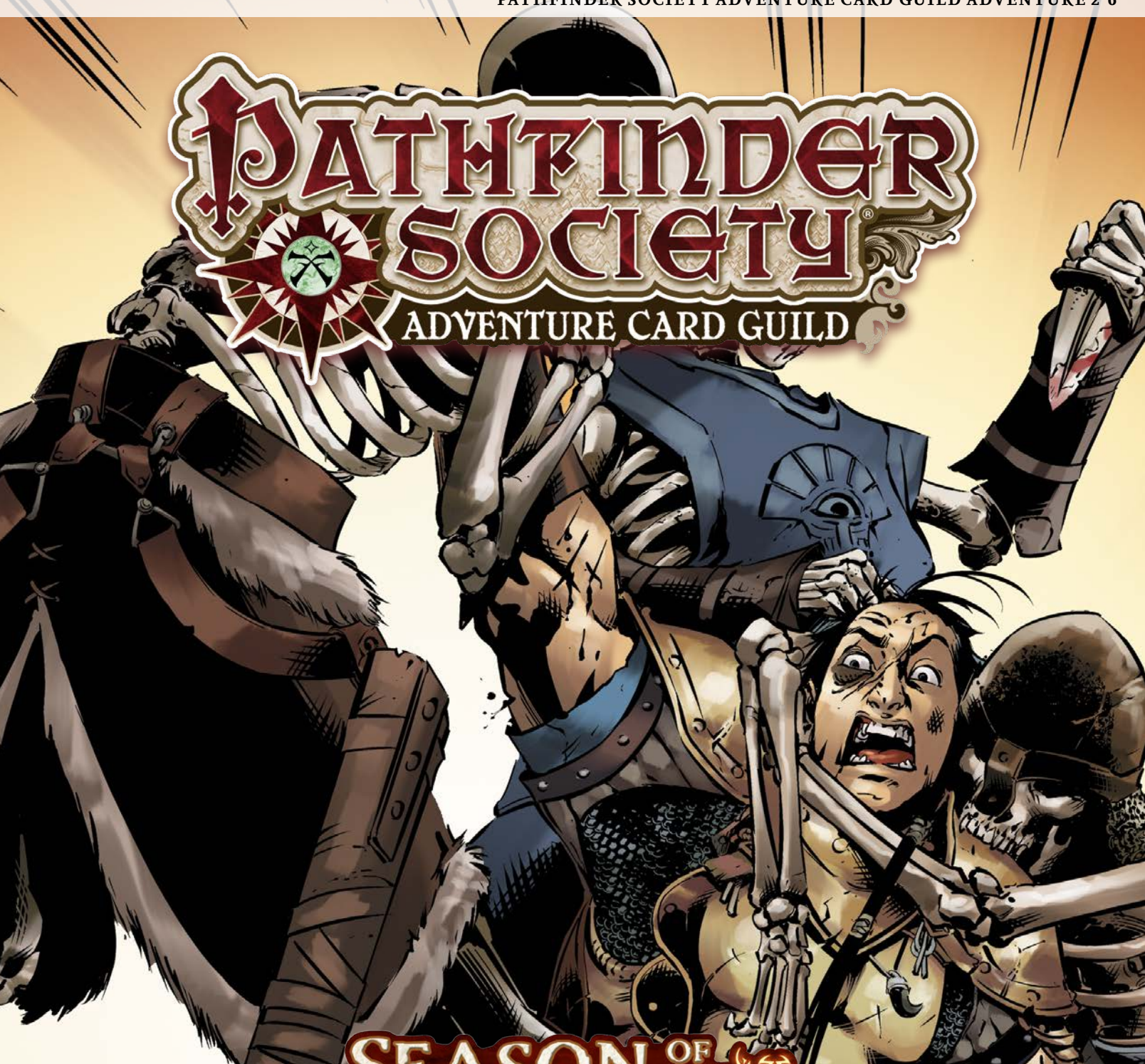


# PATHFINDER SOCIETY<sup>®</sup>

ADVENTURE CARD GUILD



## SEASON OF THE OF THE RUNELORDS

# THE SHATTERED BLADES OF ALAZNIST



# Adventure 2–6: The Shattered Blades of Alaznist

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# SEASON OF THE RUNELORDS

**W**ho hasn't heard of the Heroes of Sandpoint? Surely all of Varisia knows of the brave adventurers who ventured into the ruined heart of the Thassilonian Empire and slayed Karzoug, the Runelord of Greed. You've always thought it strange that those ancient folks wanted to worship at the altar of various sins, but since the ruins of their old nation-states litter the landscape even today, it must have worked for them.

But the whole "defeat a legendary power thought long dead" routine raises a few questions in your mind, and the muttering you've heard in tavern after tavern proves you're not the only ones wondering. How did Karzoug come back from the dead after thousands of years? Why did he come back from the dead after thousands of years? And the big one, the question that keeps you up sometimes at night...

Why do people think he's the only Runelord to come back?

### COMPLETE THESE ADVENTURES IN ANY ORDER:

1	Dark Waters Rising
2	City of Secrets
3	Into the Mountain
4	Wrathworks' Churning Heart
5	Bastion of the Waking Rune
6	The Shattered Blades of Alaznist

### DURING THIS ADVENTURE PATH

After you begin Adventure 3, when you would banish a bane that has the Basic trait, remove it from the game; when you would 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.



## REWARD

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



# THE SHATTERED BLADES OF ALAZNIST

### This Adventure Requires:

- The *Pathfinder Adventure Card Game: Rise of the Runelords Base Set*, including the *Burnt Offerings*, *The Skinsaw Murders*, *Hook Mountain Massacre*, *Fortress of the Stone Giants*, *Sins of the Saviors*, and *Spires of Xin-Shalast Adventure Decks*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Rise of the Runelords Character Add-On Deck* is also required.
- During this adventure, the game box should include only cards with set indicators of **B, C, P, 1, 2, 3, 4, 5, or 6**.

### Read the Following Aloud:

**C**hoking darkness, black as far as the eye can see, envelops you. Air comes in gasps, as if it's threadbare and thin, and the stone wall beside you vaults upward steeply. When you leapt through the shimmering portal in the Sihedron of Sloth, you expected the lush vista of a mountainside path to greet you on the other side. Instead, it feels like you've stepped back inside the mountain itself. What's more, from the dizzying effects you're experiencing, it seems you've landed somewhere near the peak.

Striking a torch alight, you shake the fog from your head. What manner of unholy chambers have you managed to stumble upon now? Stomach sinking, you realize that there's no exit in sight. There is only a narrow, roughly worked stone corridor ahead, and no hints of signposts or alternate routes. A bad feeling starts to sink in—until you recount all the heroics you've accomplished so far. You've conquered Xin-Bakrakhhan, survived Envy's mighty simulacrum, and stopped cultists from transferring the mind of Sloth into your flesh! You've faced all the horrors Hollow Mountain could throw your way, and you've not only survived—you've thrived, and you've claimed more than a few priceless treasures for your efforts. What's one little walk through the darkness in comparison?

Your heart full and optimism singing in your steps, you wind your way through the narrow corridor. You navigate so many twists and turns that you no longer have any sense of the direction you're headed, but the tunnel can't stretch much farther, you think.

Finally, the corridor widens into a cavern. A startling sight greets you. Illuminated with a row of flickering sconces is a great marble wall, and in its center is a round vault door. Carved prominently into the door is a symbol you recognize with bafflement: the ancient Thassilonian rune for Gluttony. Below the symbol is a sobering phrase: The Gravevault of Wrath.

Were the cavern unoccupied, a moment of panic may have set in. But there's no time for comparisons to the Wrathworks; slumped in front of the vault is a blanched-faced woman, her breastplate dinged and her shoulder bloodied. When she sees you, her eyes flare to life, and the panic on her face is evident.

Scrambling to her feet, she manages to blurt out in desperation. "You've got to help me! My wife's in there!"

### COMPLETE THESE SCENARIOS IN ANY ORDER:

- 2-6A: A Grim Contingency
- 2-6B: Feast of Famine
- 2-6C: The Opus Sundered
- 2-6D: Escape from the Gravevault
- 2-6E: Wrathful Blades Returned



### REWARD

Each player unlocks the ability to play Mavaro from the *Mummy's Mask Character Add-On Deck* using the *Inquisitor Class Deck*.

# 2-6A: A GRIM CONTINGENCY

## Read the Following Aloud:

Once the woman's initial panic ebbs, she takes a deep breath and holds her injured shoulder gingerly.

"Name's Mayala," she says, offering a polite nod in greeting. "I didn't mean to set upon you like that, it's just... I'm at a loss, if I'm being honest."

"My wife and I are adventurers from Kaer Maga. For years, Brynne has sat with some strange old stories she heard as a girl—their family is descended from some sort of powerful Thassilonian who was once an advisor to Zutha, the Runelord of Gluttony. According to family lore, Brynne's ancestor betrayed Zutha to the Runelord of Wrath. He stole a buncha Zutha's research and gave it to Alaznist, supposedly on promises of great power from his new mistress. But no one knows how it all turned out.

"Brynne was always desperate to find out the truth. So, I did some research, and found out about this facility. We traveled all the way to the mountain, fought a buncha horrifying things, and found some sorta teleportation ring to the vault here. Only as we tried to figure out the place, something happened to Brynne. It was like she became a golem—she walked forward, ignoring my yells, right through the stone vault! I tried to follow," she points at her bloodied shoulder, "but got only this for my effort!"

Panic again besets Mayala, but you do your best to calm her. Of course you'll help find Brynne, you assure her. And it takes you a while, but eventually the creaky vault door opens.

But Brynne's not inside. Instead, you've seemingly stumbled into a graveyard—only the plots are empty, and standing in front of you are rows of stinking, howling corpses, their bone-bows trained on you unerringly, jaws slathering with hunger.

Things just got a lot more complicated.



PLAYERS	LOCATIONS
1	DESECRATED VAULT
1	HEPTARIC LOCUS
1	RAVENOUS CRYPTS OF GLUTTONY
2	TREACHEROUS CAVE
3	CATACOMBS OF WRATH
4	VAULT OF GREED
5	THASSILONIAN DUNGEON
6	SHRINE TO LAMASHTU

### DURING THIS SCENARIO

Treat the villain Erylium as the villain Baykok Lord. Treat the henchman Bandit as the henchman Baykok.

Treat all monsters as if they have the Undead trait and the following additional power: "The monster is immune to the Mental and Poison traits."

#### VILLAIN:



ERYLIUM (PROXY FOR BAYKOK LORD)

#### HENCHMEN:



BANDITS (PROXIES FOR BAYKOKS)

## REWARD

Each character chooses weapon, spell, or item and adds a card of that type that has an adventure deck number of 5 or 6 from the game box to the cards acquired during this scenario.

Adventure Card Guild characters may choose a bonus deck upgrade.

### Development:

As the corpses slough to the floor, Mayala elicits a groan of dread. "It must be true," she whispers, all color gone from her face.

"The old tomes said that Alaznist created this place with information from Zutha's traitor servants. She supposedly used it to research extending her own life with necromancy, the way

Zutha did—but we never thought there'd still be anything here. And that means..."

Mayala unsheathes her blade, her jaw set with determination. "We can't let them get Brynne!"

As Mayala bravely dashes forward, you scramble to follow. There's no way Mayala should face more horrors alone!

# 2-6B: FEAST OF FAMINE

## Read the Following Aloud:

As you dash into the Gravevault's gloom beyond, Mayala stays one step ahead of you. The path narrows, and along the walls loom rows and rows of ossuaries, the bones in them brittle and dusty with age. The acrid smell of undeath stings your nostrils, but it doesn't seem to faze Mayala.

You stop to catch your breath, and Mayala pauses to look back.

"I thank you for your help, friend. And I don't mean to push. But Brynne may not have much time."

The quizzical expression on your face prompts her to elaborate.

"If what I've read is correct, this facility was more than just a place for Alaznist to dabble in Zutha's magic. It was a place to replicate it. Brynne and I always suspected that maybe her ancestor turned over the details of Zutha's Gluttonous Tome—his phylactery, I guess, that housed his soul.

"Legend goes that Zutha split it into three books, and that if those three books ever reunite, Zutha could return in the flesh. If Alaznist tried to copy that magic—if she was trying to find a way to create her own tome to store her soul—then who knows what could be in this vault. I can't let my wife face that alone!"

It's hard to argue with Mayala's logic or with her resolve. Your stomach rumbling strangely with a growing hunger, you press the journey anew.

Just as you become ravenous, you see a mighty table with a heaping feast standing in an open chamber. Exotic fruits, fragrant meats, and goblets of spiced wine overflow. Salivating, you rush forward to partake, even as you hear inhuman moans coming from underneath the food.

You've almost grabbed the first handful of food when you hear Mayala call out, "Don't eat that feast! It's gotta be a trap!"



PLAYERS	LOCATIONS
1	APOTHECARY
1	RAVENOUS CRYPTS OF GLUTTONY
1	RUSTY DRAGON INN
2	GLASSWORKS
3	VAULT OF GREED
4	VILLAGE HOUSE
5	COURTYARD
6	GENERAL STORE

VILLAIN: NONE

HENCHMEN:



CANNIBAL HAUNTS

## DURING THIS SCENARIO

When you acquire a boon, bury a card.

To win the scenario, close all locations.

## REWARD

Each character chooses armor, ally, or blessing and adds a card of that type that has an adventure deck number of 5 or 6 from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

## Development:

Between the enspelled food and the lurking ghosts, your journey to help Mayala and Brynne almost came to an end. Luckily, you were able to fend off the grotesque urges to eat the glamered feast—which fell to dust as soon as you touched it—and the ravenous creatures that followed.

You're down the hall, resting and nibbling on some dried rations when you hear Mayala's voice call out in clear, horrified tones.

"Let her go, you monsters! Brynne?! What have they done to you, Brynne?"

Without a second thought, you dash toward Mayala, ready to lend your strength however you can.



## 2-6C: THE OPUS SUNDERED

### Read the Following Aloud:

**A**drenaline pounding in your ears, you round the corner to a ghastly sight. Before you is a circle of gaunt-faced, long-toothed, crimson-robed creatures. In the center are three people: a blonde woman in scuffed leather armor; a fur-wearing woman with long black hair; and a red-haired man with dark tattoos running down his thick arms.

Mayala rushes toward the blonde woman and cries, “Brynne!” Seeing a feral-looking creature skulking toward you, though, you hold out an arm to stop her.

“Rush forward all you want,” the gaunt creature hisses between rat-like fangs, its skeletal fingers folding together with glee. “You’ll not stop us now, whoever you are.”

“What *are* you? What do you want with these people?” Mayala screams.

The creature cocks its head, a wicked smile spreading across its corpse-like face.

“People? I suppose they are people—at least for just a while longer.” It laughs maniacally. “No matter. I am Zervo, personal necromancer to Alaznist, mistress of all you see. In just a few moments these *people*, as you call them, will become the runelord’s glorious opus!”

The look on Mayala’s face must be as shocked as yours, because Zervo continues.

“Oh yes, Alaznist learned to create a tome that could bring her back to this world, just as her rival Zutha’s tome could prompt his return, too. Except Alaznist needed no fool books. Her magic can etch the incantations onto flesh, bringing her back into being with a single ritual.

“Those who betrayed Zutha for Alaznist were to have the honor of ushering her return after Earthfall—but they have tarried for so long. No matter. Now that we finally have all the honorees’ descendants, in just a few moments, the ritual will be complete.

“Now, cow before our might, and bow as a runelord returns!”

#### VILLAIN:



**ERYLIUM (PROXY FOR NOSFERATU)**

#### HENCHMEN:



**BANDITS (PROXIES FOR BAYKOKS)**



#### PLAYERS

#### LOCATIONS

1	CATACOMBS OF WRATH
1	RAVENOUS CRYPTS OF GLUTTONY
1	RUNEWELL
2	SHIMMERING VEILS OF PRIDE
3	FESTERING MAZE OF SLOTH
4	IRON CAGES OF LUST
5	HALLS OF WRATH
6	ABURANT HALLS OF ENVY

#### DURING THIS SCENARIO

Treat the villain Erylium as the villain Nosferatu. Treat the henchman Bandit as the henchman Baykok.

After setting out the locations, display the ally Conna the Wise next to the Runewell; display the ally Morgiv next to the Ravenous Crypts of Gluttony, and display the ally Shalelu Andosana next to the Catacombs of Wrath.

When you encounter a card at a location that has one of the listed allies displayed, you may display the ally next to your character. While you have a listed ally displayed next to your character, you may use its first power once per turn; do not banish, discard, or recharge it. For your give a card step, you may display the ally next to your location or next to another character at your location. If any of the named allies are displayed at the same location or are displayed next to characters that are at the same location, you lose the scenario.

### REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in her deck with the ally Morgiv. At the end of each scenario, return the ally to the game box.

### Development:

**Y**our chest heaves, sweat pours down your neck, and you slump over with fatigue. You’ve never fought so hard in your life, but you did it. You dispatched the fanatics and kept the kidnap victims from coalescing into a single entity. Ostensibly, you thwarted another runelord’s contingency plans to return to Golarion and wreak havoc.

As much as you take umbrage in that deed, you feel even better knowing that you’ve reunited Mayala and Brynne. The two adventurers are locked in a tight embrace, relieved beyond words. You turn your attention to the other two rescued people—but a violent rumbling overhead interrupts.



# 2-6D: ESCAPE FROM THE GRAVEVAULT

### Read the Following Aloud:

**I**'m no dwarf, but that doesn't sound good," says the red-haired man as the vault rumbles again, and the others nod.

It seems that all the kidnap victims are Varisian and, aside from being terrified and bewildered, they're relatively unhurt. Something about the strange magic in the Gravevault sustained them for months—years, in the man's case. But in all their time down here, they never had a clue about the fate Zervo planned for them. It was only until Brynne completed the trio that the crazed necromancers began the ritual, and then the victims gleaned the truth. It became obvious from the chanting and the Thassilonian runes appearing eerily on their skin, they said.

Oddly enough, you quickly learn that they all have similar stories. Vera, the woman, is a historian, and Rolf, the man, is a mercenary; like Brynne, they were drawn to the mountain for one reason or another and pulled into the vault. The magic Alaznist infused in the place was powerful indeed, it seems.

Before much more conversation can happen, the thunder above you turns into shaking. Enormous chunks of stone begin to fall from the ceiling.

"We've got to get out of here!" Mayala calls out. Brynne adds, "The whole place is coming down!"

You and the others need no more encouragement. The ritual chamber is a dead end, so you turn tail and rush back toward the vault doors.

Your feet pound heavily down the ossuary corridors as the vault shakes violently. Bones and burial shrouds fly wildly all around you, and here and there whole skeletons block your path. Rolf stumbles on one of them, but you and Vera pull him to safety just as a massive chunk of the ceiling barrels toward his head.

Finally, you reach the vault's door, only to see that it's not just the Gravevault that's collapsing—it's this whole section of the mountain, and if you want to survive, you'll have to escape to the surface!



### DURING THIS SCENARIO

Using the deck list from Ravenous Crypts of Gluttony, build a number of Ravenous Crypts of Gluttony locations equal to the number of characters plus 2. When you close a location, do not flip the Ravenous Crypts of Gluttony card over.

At the end of your turn, roll 1d10. If the result is less than or equal to the number of open locations, roll 1d6; banish that number of cards from your location deck and each character at your location is dealt that amount of Combat damage.

If you end your turn at an open location that has no cards in its location deck, it closes automatically.

To win the scenario, close all of the locations.

VILLAIN: NONE

HENCHMEN: NONE

PLAYERS

LOCATIONS

1-6

RAVENOUS CRYPTS OF GLUTTONY

### REWARD

Gain a skill feat.

### Development:

**F**inally stopping to catch your breath, you look back at the collapsed path behind you. A wide smile spreading across your face, you thank the gods above that you were able to find a passage outside.

And what a view! From this vantage point, you can almost see all of Rivenrake Island, and the primal majesty of its natural beauty is overwhelming.

"Judging from our location, we should be right above the face carved into the mountain," Vera says.

"Well, I suppose that means we better start hiking down," Mayala answers. Despite the view, given the dangers you've faced so far, you have to agree.





# 2-6E: WRATHFUL BLADES RETURNED

## Read the Following Aloud:

It's slow going, but you, Brynne, Mayala, and the others pick your way down the treacherous mountain. The path is pitted with fallen trees, enormous boulders, and unstable grades; the collapse of the peak's tunnels affected the outside of the mountain, too, it seems.

They're trying to be brave, but Rolf and Vera are lagging behind. The mercenary and historian aren't used to such strenuous hikes, and so when seasoned adventurers Brynne and Mayala offer to scout ahead, you thank them and tell the others you'll stay at their sides. You've all come this far; no way will you allow some natural hazards to defeat these hearty folks when the magic of Alaznist herself did not.

You meander downward a few hundred more feet when Mayala and Brynne appear again before you, this time looking alarmed.

"Three giants up ahead," Brynne says in a harsh whisper. "And I think they're looking for us."

Almost as if punctuating her warning, three long, reaching shadows appear around the bend. When the shadows' owners come into view, they nearly take away your breath.

There stand three hulking, enormous figures, each with fire-red hair, bright yellow eyes, and enraged expressions on their blocky faces. The tallest is a woman easily twice your height. She points purposefully at you and snarls.

"For millennia have we slumbered, knowing we would awaken once Runelord Alaznist has returned."

The giant cracks her massive neck, while the others clench their fists and seethe. The giants' next words flow in unison.

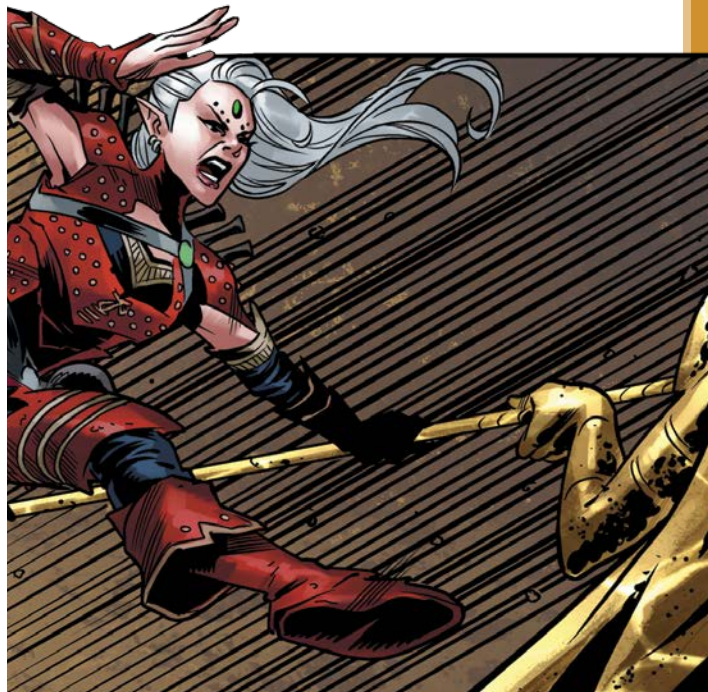
"We were created to sweep across Xin-Bakrakhan, our mistress on our shoulders, heralding her arrival and smiting her enemies. We were to be the three blades on her ransour of rebirth. And we know that her rebirth has failed because of you, heretics."

"Only your blood shall quench our wrath!"

### DURING THIS SCENARIO

Treat the villain Erylium as the villain Sharpened Blade, the villain Black Fang as the villain Vicious Blade, and the villain Pillbug Podiker as the villain Killing Blade. If a villain cannot escape to an open location, shuffle the villain into a random location, opening it.

To win the scenario, defeat any villain while all three villains are in the same location deck.



### VILLAIN:



ERYLIUM (PROXY FOR SHARPENED BLADE)



BLACK FANG (PROXY FOR VICIOUS BLADE)



PILLBUG PODIKER (PROXY FOR KILLING BLADE)

### HENCHMEN:



WARDEN OF RUNES

### PLAYERS

### LOCATIONS

1	DEATH ZONE
1	MOUNTAIN PEAK
1	RAVENOUS CRYPTS OF GLUTTONY
2	DEEPER DUNGEONS
3	TREACHEROUS CAVE
4	WARRENS
5	WOODS
6	THASSILONIAN DUNGEON

## REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Robes of Xin-Shalast. At the end of each scenario, return the loot to the game box.

## Development:

The Blades of Alaznist have fallen! You may have defeated them, but your group is still in a sore spot. Mayala and Brynne are exhausted, Rolf looks traumatized, and Vera keeps mumbling incoherently. You've got to get them off of Rivenrake Island, and your new friends seem nothing but pleased with that plan.

But you're far from leaving empty handed. The adventures you've had! The knowledge you've learned! The treasure you've grabbed! Even if it did almost kill you—multiple times—Hollow Mountain was all you expected and more. One day, perhaps you'll return; after all, you've survived the Runelord of Wrath's worst. The next challenge awaits!

SEASON OF THE VYR RUNELORDS VILLAIN 6

## BAYKOK LORD

UNDEAD

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

28

THEN  
COMBAT

28

**POWERS**

The Baykok Lord is immune to the Mental and Poison traits.

Before you act, each other character must succeed at a Wisdom 9 check or that character may not play cards or use powers during this encounter, and you must succeed at a Dexterity or Acrobatics 12 check or the Baykok Lord deals 1d4 Ranged Combat damage to you.

After you act, the Baykok Lord deals 1d4 Ranged Combat damage to you.

Illustration by Helge C. Balzer © 2016 Paizo Inc.

SEASON OF THE VYR RUNELORDS HENCHMAN 6

## BAYKOK

UNDEAD

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

24

**POWERS**

The Baykok is immune to the Mental and Poison traits. Before you act, each other character must succeed at a Wisdom 9 check or that character may not play cards or use powers during this encounter.

After you act, the Baykok deals 1d4 Ranged Combat damage to you.

If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Eric Belisle © 2016 Paizo Inc.

SEASON OF THE VYR RUNELORDS VILLAIN 6

## NOSFERATU

UNDEAD

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

25

THEN  
COMBAT

27

OR  
WISDOM DIVINE

19

**POWERS**

The Nosferatu is immune to the Mental and Poison traits.

If undefeated, you are dealt 1d6 Combat damage for each other character at your location.

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SEASON OF THE VYR RUNELORDS VILLAIN 6

## KILLING BLADE

GIANT

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

28

THEN  
COMBAT

30

**POWERS**

The Killing Blade is immune to the Cold and Electricity traits.

Before the encounter, each character at this location must succeed at a Constitution or Fortitude 12 check or be dealt 1d4 Fire damage.

Combat damage dealt by the Killing Blade is dealt to each character at this location.

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SEASON OF THE VYR RUNELORDS VILLAIN 6

## SHARPENED BLADE

GIANT

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

28

THEN  
COMBAT

30

**POWERS**

The Sharpened Blade is immune to the Cold and Electricity traits.

Before the encounter, each character at this location must succeed at a Constitution or Fortitude 12 check or be dealt 1d4 Electricity damage.

Combat damage dealt by the Sharpened Blade is dealt to each character at this location.

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SEASON OF THE VYR RUNELORDS VILLAIN 6

## VICIOUS BLADE

GIANT

TYPE  
MONSTER

CHECK TO DEFEAT  
COMBAT

28

THEN  
COMBAT

30

**POWERS**

The Vicious Blade is immune to the Cold and Electricity traits.

Before the encounter, each character at this location must succeed at a Constitution or Fortitude 12 check or be dealt 1d4 Cold damage.

Combat damage dealt by the Vicious Blade is dealt to each character at this location.

Illustration by Maichol Quinto © 2016 Paizo Inc.

SEASON OF THE VYR RUNELORDS LOOT P

## RUNEWELL'S ECHO

BLESSING DIVINE LISSALA

TYPE  
BLESSING



**POWERS**

Discard this card to add 1 die to any check.

Discard this card to add 1d12 to any non-combat check.

After playing this card, you may play another blessing on this check.

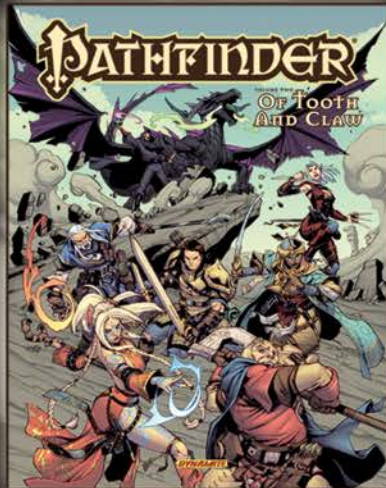
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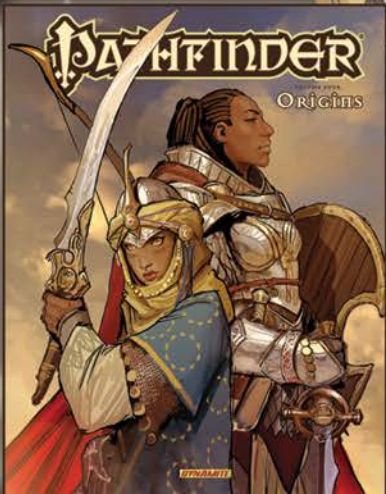
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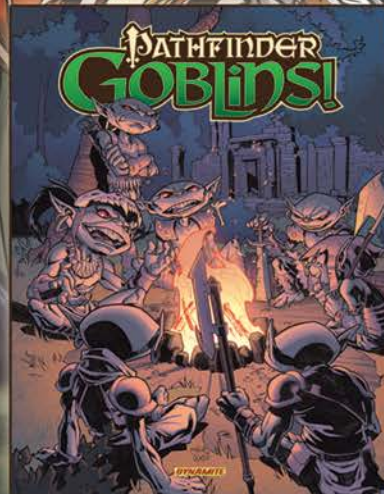
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# Season of the Runelords

## Adventure 6:

### The Shattered Blades of Alaznist

\_\_\_\_\_ 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"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>		

Notes:

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"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>		

Notes:

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"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>		

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:

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		
<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"/>
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>		

Notes:

Die Bump Gained       Die Bump Used       Completed Adventure