

# PATHFINDER SOCIETY

ADVENTURE CARD GUILD



SEASON OF THE GOBLINS!

WE BE GOBLINS!



# Adventure 2B-1: We Be Goblins!

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# SEASON OF THE GOBLINS

Everyone knows the tales of those stupid longshanks adventurers from the town of Sandpoint. But have you heard the exploits of the heroic goblins Reta, Poog, Mogmurch, and Chuffy? These names will go down in history (or until we forget them). These brave Licktoad goblins ventured far and wide... well, not too far... and actually kind of close by. They have fought giant creatures and evil longshanks. Their adventures are stuff of legend and awe. Before we tell you of these undertakings, let us pray to Lamashtu and see if she'll bless us with some mutations or other exciting things.

Nah, let's just sing.

*Goblins chew and goblins bite.  
Goblins cut and goblins fight.  
Stab the dog and cut the horse,  
Goblins eat and take by force!*

*Goblins race and goblins jump.  
Goblins slash and goblins bump.  
Burn the skin and mash the head,  
Goblins here and you be dead!*

*Chase the baby, catch the pup.  
Bonk the head to shut it up.  
Bones be cracked, flesh be stewed,  
We be goblins! You be food!*

### Goblins Burn! Goblins Fight!

While not required, the *Goblins Fight! Deck* and *Goblins Burn! Deck* are very helpful. During this season, you have permission and encouragement to shuffle all of the appropriate adventure deck number boons from those decks into the *Rise of the Runelords Base Set*. You may use multiple copies of these decks, but cannot selectively choose which boons you shuffle into the set.

#### COMPLETE THESE ADVENTURES IN ANY ORDER:

2B-1	We Be Goblins!
2B-2	We Be Goblins Too!

#### DURING THIS ADVENTURE PATH

You gain the Goblin trait.

### Wait, I'm Not a Goblin!

Every now and then, you have a strange memory that maybe you aren't a goblin. Maybe it's because your character card says "Human" or has a distinctly un-goblin name like Alahazra. It's almost like everything has been a horrible nightmare ever since you tangled with some cultists of Lamashtu and some awful mutating liquid.

Then you realize you're just a goblin, writing is scary, Lamashtu is great, and it's time to set things on fire.



## REWARD

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

# WE BE GOBLINS!

### This Adventure Requires:

- The *Pathfinder Adventure Card Game: Rise of the Runelords Base Set*, including the *Burnt Offerings Adventure Deck*.
- 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**, or **1**.

### Read the Following Aloud:

**Y**ou are goblins of the Licktoad tribe, living deep in Brinestump Marsh, south of the hated man-town called Sandpoint. Once, other goblins tried to burn Sandpoint down, and they would have been legends if they had succeeded. But they didn't bring enough fire, and got themselves killed as a result.

Yesterday, your tribe discovered that one of your own had been using forbidden arts and was engaged in one of the greatest of taboos—writing things down. In fact, rumor holds that what he was writing was a history of your tribe! There's no swifter way to bring about bad luck than stealing words out of your mind by writing them down, and so your tribe had no choice. You branded the goblin's face with letters to punish him, which is why everyone calls him Scribbleface now, and then you ran him out of town, took all of his stuff, and burned down his hut.

That's where things got interesting, because before you all burned down his hut, Chief Gutwad found a weird box within the building. Inside was a map and a lot of fireworks—fireworks that immediately came to use in burning the hut down. Then, this morning, Gutwad announced that tonight there would be a feast in order to drive out any lingering bad luck from Scribbleface's poor decisions. But perhaps even more exciting, all of you have been secretly invited to meet at Chief Gutwad's Moot House. Why would the chief want to speak to you? It can only mean that he's got an important mission for you all... one that the other goblins of the tribe couldn't pull off. This could be your chance to go down in Licktoad history!

By tradition, His Mighty Girthness Chief Rendwattle Gutwad does not speak directly to his subjects, so you are shocked when he addresses you directly in a deep, booming voice.

"You all be heroes. Each of you. You are best Licktoads but for me. And maybe but for Slorb. That you aren't fleeing in terror from mighty sound of my voice is all the proof you should need. Yet soon, all Licktoad goblins will know your might, for I have



picked you for a dangerous mission. You know about fireworks and map we found in Scribbleface's hut. Fireworks were fun. But map is more fun. It shows a route to a place near the coast where Scribbleface found fireworks. And it says there are more fireworks there! I want them for Licktoads. You all go get them tomorrow. Tonight we have big bonfire to burn bad luck away from you, and we play many games. Much fun. Tomorrow you fetch me fireworks. If you meet men, you make them dead. If you meet dogs, you make them dead. If you meet horses, you make them dead. If you meet Lotslegs Eat Goblin Babies Many, you maybe should run. And if you not find fireworks, you not come back or we feed you to Squealy Nord!"

### COMPLETE THESE SCENARIOS IN THIS ORDER:

- 2B-1A: The Big Bonfire
- 2B-1B: Into Brinestump
- 2B-1C: The Old Shipwreck
- 2B-1D: Revenge of the Longshanks

### DURING THIS ADVENTURE

You may evade banes you encounter that have the Goblin trait.

When you defeat a bane that has the Goblin trait, you may recharge a weapon, an item, or an ally from your discard pile.

### REWARD

You may add up to 2 of the following promo cards to your *Goblins Burn!* deck and up to 2 others to your *Goblins Fight!* Deck. Weapons: *Goblin Pegleg*, *Horsechopper +1*; spells: *Fire Sneeze*, *Vomit Twin*; armors: *Goblin Plate +1*, *Goblin Buckler Gun*, *Sweet Dragon Costume*; items: *Goblin Lockpick*, *Goblin Skull Bomb*; allies: *Chuffy Lickwound*, *Mogmurch*, *Poog of Zarongel*, *Reta Bigbad*; blessings: *Blessing of Zarongel*, *Blessing of Zogmugot*.

# 2B-1A: THE BIG BONFIRE

### Read the Following Aloud:

**Y**ou and the other goblins toil all afternoon to build a bonfire out of branches, twigs, and unburnt timbers taken from the ruins of Scribbleface's hut. As night falls, a group of four goblins struggles to carry out the 6-foot high Teeter Chair, with Chief Gutwad sitting atop, allowing Chief Gutwad to properly look down on his subjects. The chief lights the fire with a Desnan candle, signalling the start of an all-night celebration that features lots of good things to eat (snails, fish, and snakes) and gives you a chance to enjoy being a goblin. As the evening continues with feasting and dares, the chief brings out a barrel of fermenting cider apples and most goblins get drunk very quickly.

As the evening progresses, word that you are going on a special quest spreads, and the other goblins begin daring you to show off your heroics.

What harm could happen?

### DURING THIS SCENARIO

When building the location deck, deal twice the listed number of each card type into the location deck, then shuffle in a number of random barriers equal to twice the number of characters.

When you encounter a barrier from a location deck, roll 1d6. On 1-4, summon and encounter the following barrier instead. If you defeat it, display the original barrier next to your character deck; otherwise, shuffle the original barrier into the location deck it came from.

1. Eat the Fermented Apples
2. Eat a Bag of Slugs Real Quick
3. Hide or Get Clubbed
4. The Rusty Earbiter

When you defeat a barrier and would banish it, display it next to your character deck instead.

To win this scenario, close the location Licktoad Camp.



**VILLAIN: NONE**

**HENCHMEN: NONE**

PLAYERS	LOCATIONS
1-6	LICKTOAD CAMP

### REWARD

For each barrier displayed next to a character, that character may choose weapon, armor, item, or ally and add a card of that type from the game box to the cards acquired during this scenario.

Adventure Card Guild characters may choose a bonus deck upgrade.

For the rest of the Season of the Goblins, each character may temporarily replace 1 of his cards with a promo card of the same type from the following list: the weapon Horsechopper +1; the spell Fire Sneezes; the armors Goblin Plate +1 or Sweet Dragon Costume. At the end of each scenario, return the promo card.

### Development:

**T**he other goblins are amazed with your heroics and you are presented with many gifts! The feasting and party goes late into the night, but you are expected to set off into Brinestump

Marsh the next morning, lingering sickness from the previous night's party or not.

# 2B-1B: INTO BRINESTUMP

### Read the Following Aloud:

**Y**ou are brought before the chief again at dawn, whereupon he instructs you to “Get fireworks and bring them here to me.” Failing will get you fed to Squealy Nord, so you better succeed!

The journey to the fireworks stash is relatively short—a slog not quite a mile long through the swamp along the creek’s southern bank. The journey takes only an hour. The marsh itself is relatively difficult to navigate, with numerous stretches of deep water that must be skirted and thick tangles of stinging nettles, but you really should worry about the giant spider known as Lotslegs Eat Many Goblin Babies, or often simply “Lotslegs”.

Lotslegs has dwelt in central Brinestump for years, but only recently has she grown large enough to become a legitimate threat to the Licktoad goblins. The spider often lurks along creeks and other well-traveled routes, and her growing taste for goblins has evolved beyond eating goblin young. At about the halfway point on your journey, you stumble directly into Lotslegs’ territory. The spider herself is a web-spinning spider that lurks in the treetops, climbing down to attack unwary goblins who pass under her ambush.

Did you just hear something in the trees above?



#### VILLAIN:



**BLACK FANG (PROXY FOR LOTSLEGS)**

#### HENCHMEN:



**POISON TRAPS**

PLAYERS	LOCATIONS
1	WOODS
1	THE OLD LIGHT
1	WARRENS
2	TREACHEROUS CAVE
3	GARRISON
4	GUARD TOWER
5	MOUNTAIN PEAK
6	SHRINE TO LAMASHTU

#### DURING THIS SCENARIO

Treat the villain Black Fang as the villain Lotslegs.

After you encounter the henchman Poison Trap, summon and encounter the henchman Bandit.

The difficulty to defeat a bane that has the Human, Animal, or Vermin trait is increased by 2; when you defeat one during your exploration, you may discard a card to explore again.

### REWARD

Each character adds a blessing from the game box to the cards acquired during this scenario.

Adventure Card Guild characters may choose a bonus deck upgrade.

For the rest of Season of the Goblins, each character may temporarily replace 1 of her cards with a promo card of the same type from the following list: the weapon Goblin Pegleg; the spell Vomit Twin; the blessings Blessing of Zarongel or Blessing of Zogmugot. At the end of each scenario, return the promo card.

### Development:

**L**otslegs’ lair is not far from her ambush point. Scattered amid its trees are dozens of bodies, a few of which are humans, but some of which are goblins.

Your deeds will be known forever by the many goblin babies you have saved. Assuming you get the fireworks and aren’t fed to Squealy Nord.

# 2B-1C: THE OLD SHIPWRECK

### Read the Following Aloud:

The point indicated on Scribbleface's map isn't quite on the coast, but it's close enough to hear the faint susurrus of waves crashing on an unseen swampy shoreline. The site itself is obvious once you approach it—a large wrecked ship lodged in a shallow pool of swamp water. Driven aground decades ago during a particularly violent storm that flung the ship several hundred feet into the flooded swamp, the ship itself is a two-masted Chelish sailing vessel with strange, faded writing on its bow. The ship itself is quite old—it crashed here several decades ago.

The derelict leans toward its stern, held in place by the mud and sludge it now sits in and supported by thick growths of marsh gorse and other foliage. Unfortunately, the wreck is now the lair of the goblin cannibal Vorka.

As your party approaches the derelict, you can see its railings are decorated with goblin skulls and bits of bone—leftovers from Vorka's meals over the past several years. The horror surrounding Vorka goes beyond her dietary preference, for she also keeps a dog and even a horse as pets and guardians—creatures traditionally feared and hated by goblins.

As you get closer, your fears are justified by the sinister sounds of barking and neighing coming from large, frightening animals in the direction of the wreck.



#### VILLAIN: NONE

#### HENCHMEN:



BRUTHAZMUS (PROXY FOR STOMP)



TANGLETOOTH (PROXY FOR CUDDLES)

#### DURING THIS SCENARIO

Treat the henchman Bruthazmus as the henchman Stomp and the henchman Tangletooth as the henchman Cuddles.

After building the location decks, add a number of monsters equal to the number of characters to each.

When adding henchmen, shuffle Stomp into the Horse Pen and Cuddles into the Ship's Deck.

After permanently closing the Horse Pen and Ship's Deck, summon and build the location Ship's Cabin and shuffle Vorka into it.

To win the scenario, defeat Vorka.

#### PLAYERS

#### LOCATIONS

1-6

HORSE PEN

1-6

SHIP'S DECK

## REWARD

Once during Season of the Goblins, after you roll a check to defeat a bane, roll 2d4, 2d6, 2d8, 2d10, or 2d12. Add the value of 1 die to your result; you are dealt an amount of Fire damage equal to the value of the other die.

For the rest of Season of the Goblins, each character may temporarily replace 1 of her cards with a promo card of the same type from the following list: the armor Goblin Buckler Gun; the items Goblin Lockpick or Goblin Skull Bomb. At the end of each scenario, return the promo card.

### Development:

A red chest in Vorka's cabin is the object of your quest. It contains several fireworks—more than enough to satisfy the chief for at least a fewdays.

*See the fireworks, hear them boom.*

*Watch those longshanks feel their doom.*

*Tasty roasted dog and horse*

*Are the Licktoads' nextest course!*

# 2B-1D: REVENGE OF THE LONGSHANKS

### Read the Following Aloud:

**L**ongshanks adventurers, led by the meddling pointy-eared Shalelu think they can hunt down your tribe. But, you are mightiest goblins ever, bringers of fireworks and slayers of Lotslegs! It is time to slaughter the elf and save your tribe. And along the way you will sing a throatsome song!

*We be Licktoads! We make raid!  
Put the Longshanks to the blade!  
Burn them up from feet to head,  
Make them hurt, then make them dead!*

*Cut the parents into ham,  
Smush the babies into jam,  
All the rest in pot get stewed,  
We be Licktoads—you be food!*

#### VILLAIN:



**NUALIA (PROXY FOR SHALELU ANDOSANA)**

#### HENCHMEN:

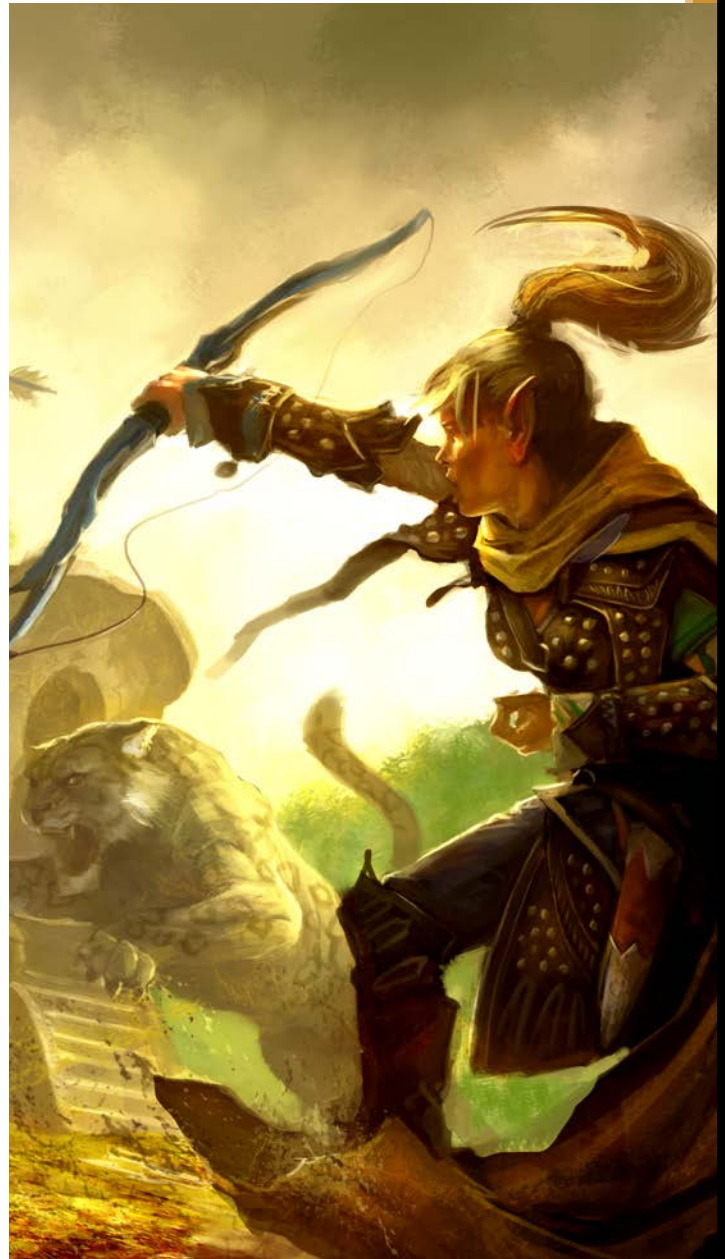


**ANCIENT SKELETONS  
(PROXY FOR LONGSHANKS ADVENTURERS)**

PLAYERS	LOCATIONS
1	DEEPER DUNGEONS
1	JUNK BEACH
1	WOODS
2	DESECRATED VAULT
3	FARMHOUSE
4	THASSILONIAN DUNGEON
5	THE OLD LIGHT
6	VILLAGE HOUSE

#### DURING THIS SCENARIO

Treat the villain Nualia as the villain Shalelu Andosana. Treat the henchman Ancient Skeleton as the henchman Longshanks Adventurers. When you would encounter an ally that has the Elf or Human trait, banish it and summon and encounter the henchman Bandit instead. At the start of first turn, set a timer for 50 minutes plus 10 minutes per character. For every 10 minutes elapsed, the difficulty of checks to defeat banes that have the Human or Elf trait is increased by 1. If you do not complete the scenario before the timer runs out, you lose the scenario.



### REWARD

Each character adds a random ally that has an adventure deck number of 1 from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade. For the rest of Season of the Goblins, each character may temporarily replace 1 of his allies with a promo ally from the following list: Chuffy Lickwound, Mogmurch, Poog of Zarongel, or Reta Bigbad. At the end of each scenario, return the promo card.

### Development:

**H**is Mighty Girthness Chief Rendwattle Gutwad gives you prominent tribe positions such as Head Village Watcher, Overseer of Village Stabbings, Master of the Pig Pit, and even

Boss of Big Fire. His fearsomely corpulent and ferociously lusty daughter Gupy Wartbits declares you best goblins that ever goblinded. Soon, other tribes will hear of your magnificence.



SEASON OF GOBLINS! LOCATION 1

## LICKTOAD CAMP



DECK LIST	
MONSTER	1
BARRIER	2
WEAPON	1
SPELL	1
ARMOR	1
ITEM	1
ALLY	1
BLESSING	1

**AT THIS LOCATION**  
You may bury an ally to add 1d6 to your check to defeat a bane.

**WHEN CLOSING**  
Either succeed at a Charisma or Diplomacy 6 check or banish an item.

**WHEN PERMANENTLY CLOSED**  
Add 1d8 to checks to defeat banes that have the Human, Half-Elf, or Elf trait by characters at all locations.

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SEASON OF GOBLINS! LOCATION 1

## LICKTOAD CAMP



Goblins are fickle creatures, and when they're not killing dogs, eating anything that resembles food, or sleeping, they need to be entertained. Entertainment for goblins can involve anything from laughing at someone who falls down, to laughing at someone who gets smacked in the head, to laughing at someone who gets his head chopped clean off.

**WHEN PERMANENTLY CLOSED**  
Add 1d8 to checks to defeat banes that have the Human, Half-Elf, or Elf trait by characters at all locations.

SEASON OF GOBLINS! BARRIER 1

## EAT THE FERMENTED APPLES



**DARE TASK**

**CHECK TO DEFEAT**  
CONSTITUTION  
FORTITUDE  
**8**

**POWERS**

If undefeated, recharge 2 random cards.

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SEASON OF GOBLINS! BARRIER 1

## EAT A BAG OF SLUGS REAL QUICK



**DARE TASK**  
VERMIN

**CHECK TO DEFEAT**  
CONSTITUTION  
FORTITUDE  
**5**

**THEN**  
CONSTITUTION  
FORTITUDE  
**5**

**POWERS**

If undefeated, bury the top card of your deck.  
If defeated, recharge a card from your discard pile.

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SEASON OF GOBLINS! BARRIER 1

## HIDE OR GET CLUBBED



**DARE TASK**  
SKIRMISH

**CHECK TO DEFEAT**  
DEXTERITY  
STEALTH  
**8**

**POWERS**

If undefeated, you are dealt 1d4-1 Combat damage.  
If defeated, you may explore your location.

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SEASON OF GOBLINS! BARRIER 1

## THE RUSTY EARBITER



**DARE TASK**  
OBSTACLE

**CHECK TO DEFEAT**  
DEXTERITY  
ACROBATICS  
**7**

**OR**  
BURY AN ARMOR


**POWERS**

If undefeated, you are dealt 1d4-2 Combat damage, then 1 Poison damage.

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SEASON OF GOBLINS! VILLAIN 1

## LOTSLEGS



**VERMIN**

**TYPE**  
MONSTER

**CHECK TO DEFEAT**  
COMBAT  
**14**

**OR**  
STEALTH  
**11**

**POWERS**

Before you act, succeed at a Dexterity or Acrobatics 8 check or discard the top card of your deck.  
After you act, succeed at a Constitution or Fortitude 8 check or discard the top card of your deck.

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SEASON OF GOBLINS! LOCATION 1

## HORSE PEN



DECK LIST	
MONSTER	3
BARRIER	1
WEAPON	2
SPELL	0
ARMOR	1
ITEM	2
ALLY	0
BLESSING	0

**AT THIS LOCATION**  
The difficulty to defeat banes you encounter that have the Animal trait is increased by 2.

**WHEN CLOSING**  
Succeed at a Dexterity or Acrobatics 7 check.

**WHEN PERMANENTLY CLOSED**  
No effect.

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SEASON OF GOBLINS! LOCATION 1


## HORSE PEN



A two-masted ship lies mired in the mud, its rigging thick with moss and decorated with lanterns and windchimes made from goblin skulls and bones. Strange writing is faintly visible along the ship's prow, while the soggy, swampy "yard" that surrounds the wreck is encircled by a rickety wooden fence. A thin curl of smoke wafts up from a chimney that protrudes from an unusual box-like structure near the ship's bow. A filthy, dark gray stallion has churned the region within the fenced area into a thick morass of mud.

SEASON OF GOBLINS! LOCATION 1

## SHIP'S DECK



DECK LIST	
MONSTER	4
BARRIER	2
WEAPON	1
SPELL	1
ARMOR	0
ITEM	1
ALLY	0
BLESSING	0

**AT THIS LOCATION**  
Add 1d6 to any check that has the Swashbuckling trait.


**WHEN CLOSING**  
Either reveal a card that has the Swashbuckling trait or bury 2 cards.

**WHEN PERMANENTLY CLOSED**  
No effect.

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SEASON OF GOBLINS! LOCATION 1

## SHIP'S DECK



The main deck of the shipwreck is cluttered with objects both natural and artificial. Thick swaths of leafy vines grow over the deck, and shiny green patches of algae and moss grow where the vines do not. The central cabin's roof has a wide edge, creating a canopied walkway along the ship's sides. A flight of steps leads up to the roof of the ship's main cabin, the entrance to which is blocked by a door decorated by a large number of rodent and bird skulls. A smoking stovepipe chimney extends up from the ship's highest point above.

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SEASON OF GOBLINS! LOCATION 1

## SHIP'S CABIN



DECK LIST	
MONSTER	2
BARRIER	0
WEAPON	1
SPELL	2
ARMOR	1
ITEM	2
ALLY	0
BLESSING	1

**AT THIS LOCATION**  
After you play a card that has the Fire trait, you are dealt 1d4 Fire damage.

**WHEN CLOSING**  
Either succeed at a Strength 9 check or discard a spell that has the Fire trait.

**WHEN PERMANENTLY CLOSED**  
No effect.

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SEASON OF GOBLINS! LOCATION 1

## SHIP'S CABIN



The air in this cabin is thick and close, stinking of swamp and sweat, with a thick, glistening layer of mud on the floor and swaths of oily fungus clinging to the walls. Even more dangling decorations of goblin bone and animal-part fetishes hang from the ceiling on lengths of sinew here, and what appears to be a nest made of rags, sticks, mud, and castoff bits of clothing lies against the westernmost wall. But scattered amid the filth and clutter are several exotic-looking man-made objects—including a tantalizing red chest.

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SEASON OF GOBLINS! VILLAIN 1

## VORKA



**GOBLIN RANGER**

TYPE	MONSTER
CHECK TO DEFEAT	COMBAT
	15
THEN	COMBAT
	12

**POWERS**  
Before you act, succeed at a Dexterity or Acrobatics 7 check or you are dealt 1d4 Combat damage.  
If Vorka would be defeated and there are other cards in the location deck she came from, she is evaded instead; put her on the bottom of that location deck.  
*"Vorka think you taste real good, Vorka cook you just like food. If you fight, then you might sweat, But in Vorka's belly you will get!"*  
—Vorka's song

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SEASON OF GOBLINS! HENCHMAN 1

## STOMP



**ANIMAL**

TYPE	MONSTER
CHECK TO DEFEAT	COMBAT
	12

**POWERS**  
Before you act, Stomp deals 1d4 Combat damage to each character at your location.  
If defeated, you may immediately attempt to close the location this henchman came from.

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SEASON OF GOBLINS! HENCHMAN 1

## CUDDLES



**ANIMAL**

TYPE	MONSTER
CHECK TO DEFEAT	COMBAT
	10

**POWERS**  
If undefeated, immediately end your turn.  
If defeated, you may immediately attempt to close the location this henchman came from.

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SEASON OF GOBLINS! VILLAIN 1

## SHALELU ANDOSANA



**ELF RANGER**

TYPE	MONSTER
CHECK TO DEFEAT	COMBAT
	10
THEN	COMBAT
	12

**POWERS**  
If undefeated, you are dealt 1d4 Ranged Combat damage and a random character at another location is dealt 1d4 Ranged Combat damage.  
If defeated, draw a random non-Basic weapon that has the Ranged trait from the box.

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SEASON OF GOBLINS! HENCHMAN 1

## LONGSHANKS ADVENTURERS



**DWARF ELF HUMAN ARMY SKIRMISH**

TYPE	BARRIER
CHECK TO DEFEAT	ACROBATICS DISABLE FORTITUDE PERCEPTION STEALTH SURVIVAL
	8

**POWERS**  
Each character chooses a different check to defeat. Each character who fails a check to defeat must attempt a Combat 13 check. If any character fails both checks, the barrier is undefeated; otherwise, it is defeated.  
If undefeated, you are dealt 1d4+1 Combat damage.  
If defeated, you may automatically close the location this henchman came from.

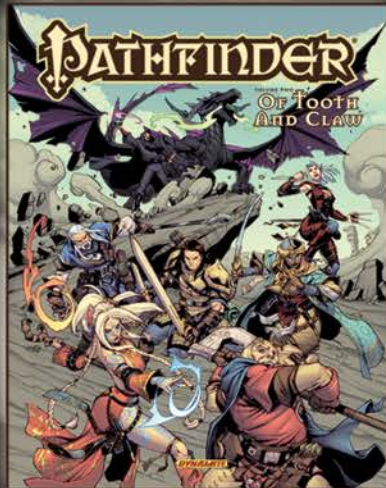
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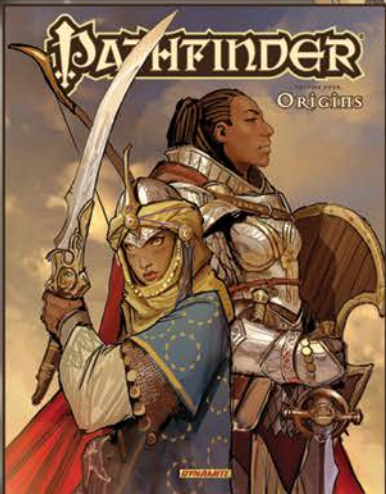
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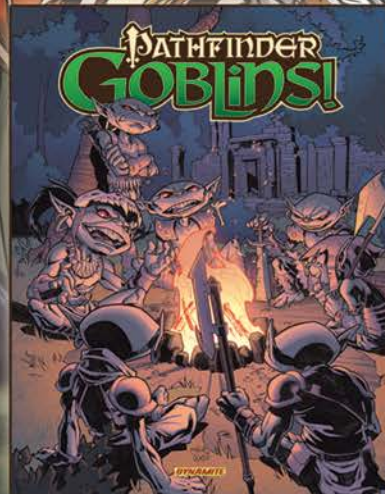
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# Season of the Goblins

## Adventure 1: We Be Goblins!

\_\_\_\_\_ 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		
<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"/>
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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