PATHFINDER ADVENTURE: CROWN OF THE KOBOLD KING

PATHFINDER SOCIETY

PATHFINDER ADVENTURES

Crown of the Kobold King can be run or played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventures have variable playtimes. They don't contain specific faction-related elements, nor are they designed for play by characters over a wide range of levels. They sometimes include pregenerated characters tailored and themed to the adventure. While not required, we recommend using the provided characters, as they strengthen players' immersion in the story.

Thematically, Pathfinder Adventures don't assume the characters are members of the Pathfinder Society. Crown of the Kobold King is therefore offered outside of the standard Organized Play environment; characters don't need to conform to the standard Organized Play requirements laid out in the Guide to Organized Play: Pathfinder Society, and they do not receive the school benefits from Pathfinder Training listed in the Additional Character Options section of the Guide.

KEEPSAKES

Chronicle Sheets 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 doesn't 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 can't purchase more than one copy of a keepsake item, unless that keepsake is a consumable item.

APPLYING CREDIT

Players who play through *Crown of the Kobold King*, as well as GMs who run the adventure, can apply the adventure's Chronicle Sheets to any of their Pathfinder Society Organized Play characters. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. Each Chronicle Sheet gives 12 Experience Point(s), 12 Reputation with one faction, and 30 Treasure Bundles appropriate to a character of their level, applied in batches of 10 Treasure Bundles at each 4 XP interval. It also grants 24 days of Downtime. This adventure is not repeatable, therefore an individual may earn a Chronicle Sheet once as player and once as GM for the adventure.

Players earn access to the items and options listed on the Chronicle Sheet through their actions during the adventure. If the PCs don't 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 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.

ABOUT THE PATHFINDER SOCIETY

The Pathfinder Society is a worldwide fantasy living 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, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play

PATHFINDER SOCIETY ADVENTURE

programs, including Pathfinder Society and Starfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers and GMs in more than 36 countries on six continents.

Participants in the Pathfinder Society can take their characters to any public Pathfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different pre-made adventures. It's a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Pathfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's homepage at pathfindersociety.club.



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GM Org Play #:			-2	GM Name:		GM Faction:	
Adventure #:				Adventure	Name:		
Reporting Codes: (check when in	structed, line through all if n	o condition	s to report)	□ A	□ B □ C □ D	Fame Earned:
Bonus Faction Goal Achieved:	☐ Yes	□ No	□ N/A	Scenario-b	ased Infamy earned?	☐ Yes ☐ No ☐ N/A	
						Faction:	
Character Name:					☐ Grand Archive ☐ Radiant Oath	☐ Envoy's Alliance ☐ Horizon Hunters	☐ Slow Track
Org Play #:			-2	Level	☐ Vigilant Seal	☐ Verdant Wheel	☐ Dead☐ Infamy
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Pathfinder Adventure: Crown of the Kobold King, Part 1 (Chapters 1 & 2)

		2					
Character Name	Organized Play	# Character #					
You arrived in the town of Falcon's Hollow pursuing a personal quest, only to find that the town was suffering a number of seemingly disparate problems. As you investigated, you made your way through Darkmoon Vale to a set of ruins known as Droskar's Crucible. You made your way through, and then beneath, these ruins to defeat a group of cultists and explore the kobold warrens.							
_							
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions. GP Gained							
		ur damed					
Reputation Gained							
Items flying talon (level 1, 6 gp; Crown of the Kobold King 115); this weapon is an	Purchases						
Keepsakes heartripper blade (level 5, 160 gp; Crown of the Kobold King 115) ring of Torag (level 3, 60 gp; Crown of the Kobold King 116)	TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box Items Bought / Conditions C						
Notes	Downtime						
FOR GM EVENT	ONLY EVENT CODE DATE	GM Organized Play #					

Chronicle Code: IMXV



Pathfinder Adventure: Crown of the Kobold King, Part 2 (Chapters 3 & 4)

		2					
Character Name	Organized Play	# Character #					
A surge of necromantic energy from beneath Droskar's Crucible result You repelled this force before delving further into the underground ruin lead to the cleansing of this area and the defeat of a powerful necron deepest depths of the ruins, you battled a kobold monarch under the i	ed in a horde of undead attacking the to as, where you encountered all manner of nancer, as well as the shattering of a my	evil forces. Your efforts					
Boons		Rewards					
Congratulations on completing the adventure! You've earned P Achievement Points, a currency that can be redeemed on our websit boons, such as access to rare or uncommon ancestries, feats, and r Points, go to paizo.com/organizedPlay/myAccount and click on the E created a paizo.com account and registered a character before you catransactions.	e at paizo.com for special character nore! To redeem your Achievement toons tab. Note that you must have	XP Gained					
		GP Gained					
Reputation Gained							
None Items	Purchases Items Sold / Conditions G						
Keepsakes Crown of the Kobold King (level 9, 700 gp; Crown of the Kobold King 114) shard of the Third Seal (level 9, 600 gp; Crown of the Kobold King 117)	TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box Items Bought / Conditions						
	TOTAL COST OF ITEMS BOUGHT						
Notes	Downtime						
FOR GM (ONLY EVENT CODE DATE	GM Organized Play #					

Chronicle Code: 1YI5