Pathfinder Game Night: Dawn of the Frogs

Pathfinder Adventures

Pathfinder Game Night: Dawn of the Frogs can be played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure 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. *Dawn of the Frogs* 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*.

Applying Credit

Players who play through *Dawn of the Frogs*, as well as GMs who run the adventure, can apply the adventure's Chronicle Sheet 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 4 Experience Point(s), 4 Reputation with one faction, and 10 Treasure Bundles appropriate to a character of their level. It also grants 8 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 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**.

Event Reporting Form

Date_____ Event Code:_____

Location_____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			

Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D	Reputation Earned:
Bonus Faction Goal Achieved: ☐ Envoy's Alliance ☐ Grand Archive ☐ Horizon Hunters ☐ Radiant Oath ☐ Verdant Wheel ☐ Vigilant Seal		

Faction:

Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead? ☐
		☐ Grand Archive	☐ Verdant Wheel	Infamy ☐
Org Play #: -2	Level	☐ Horizon Hunters	☐ Vigilant Seal	Replay Used ☐

Faction:

Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead? ☐
		☐ Grand Archive	☐ Verdant Wheel	Infamy ☐
Org Play #: -2	Level	☐ Horizon Hunters	☐ Vigilant Seal	Replay Used ☐

Faction:

Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead? ☐
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Character Name:		☐ Envoy's Alliance	☐ Radiant Oath	Dead? ☐
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Customer Service Representatives • Summer Foerch and James Oakes
Director of Operations • Jeff Strand
Warehouse Manager • Matt Byrd
Logistics Coordinator • Kevin Underwood
Warehouse Distribution Lead • Heather Payne
Warehouse Team • Katie Butterworth, Danielle Cavanagh, Alexander Crain, Zavier Hooppaw, and Dave Spalione

PATHFINDER SOCIETY

Pathfinder Adventure:
Mystery at the Old Mill
(Dawn of the Frogs Part 1)

Character Chronicle #

_____

Character Name

	2
Organized Play #	**Character #**

Adventure Summary

You explored an old mill in a swamp called Dunmire, battling the local wildlife and rescuing trapped villagers from their boggard captors. When you awoke the next morning, you discovered that the rescued villagers had lost all their memories!

Boons

Rewards

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that 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.

Experience

Starting XP

XP Gained

Total XP

Items

None

Notes

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Gold

Starting GP

GP Gained

GP Spent

Total GP

Reputation/Infamy

_____
_____
_____

FOR GM ONLY

EVENT	EVENT CODE	DATE	GM Organized Play #

Chronicle Code: HIVT

	2
	Character #

_____

Character Name   **Organized Play #**

Adventure Summary

You searched a local swamp for potion ingredients to restore lost memories. You were able to find the ingredients you needed, battled the local wildlife to claim them, and fended off a foul slurk before returning to town. The shimmering golden brew worked, but you discovered that a sinister boggard plot awaits the town!

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that 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.

Rewards

Experience

Starting XP
XP Gained
Total XP

Gold

Starting GP
GP Gained
GP Spent
Total GP

Items

None

Notes

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Reputation/Infamy

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_____

FOR GM ONLY

EVENT	**EVENT CODE**	**DATE**	**GM Organized Play #**

Chronicle Code: FLWT

Pathfinder Adventure:
A Dirge for Dunmire
(Dawn of the Frogs Part 3)

Character Chronicle #

_____

Character Name

	2
Organized Play #	**Character #**

Adventure Summary

Scouts reported the construction of a dam in the swamp, which threatened to drown the nearby town in fetid waters. You made your way into the boggard encampment to stop their foul plan, defeated their leader, and destroyed the makeshift dam. A festival was thrown in honor of the town's newest heroes!

Boons

Rewards

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Experience

Starting XP

XP Gained

Total XP

Items

None

Notes

_____

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Gold

Starting GP

GP Gained

GP Spent

Total GP

Reputation/Infamy

_____

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FOR GM ONLY

EVENT	**EVENT CODE**	**DATE**	**GM Organized Play #**

Chronicle Code: YRDN