

Pathfinder Adventure: The Dragon's Crown

PATHFINDER SOCIETY

Pathfinder Adventures

The Dragon's Crown can be run or played to gain specific benefits for the Pathfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventures & Adventure Paths have variable playtimes and aren't 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 & Adventure Paths don't assume the characters are members of the Pathfinder Society. These adventures are 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 *The Dragon's Crown*, 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. The Chronicle Sheet gives 4 Experience Point(s), 4 Reputation with one faction, and gold appropriate to a character of their level per the attached table. It also grants 8 days of Downtime. This adventure is repeatable, therefore an individual may earn a Chronicle Sheet each time they play or GM the adventure.

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

Character Level	Gold
1	14 gp
2	22 gp
3	38 gp
4	64 gp
5	100 gp
6	150 gp
7	220 gp
8	300 gp
9	440 gp
10	600 gp
11	860 gp
12	1240 gp
13	1880 gp
14	2740 gp
15	4080 gp
16	6200 gp
17	9600 gp
18	15600 gp
19	26600 gp
20	36800 gp

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.

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PATHFINDER SOCIETY ADVENTURE



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)			Reputation Earned:
☐ A ☐ B ☐ C ☐ D			
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? ☐
Org Play #:	-2	Level	☐ Grand Archive	☐ Verdant Wheel
			☐ Horizon Hunters	☐ Vigilant Seal
				Infamy ☐

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



Pathfinder Adventure: Shingle Scramble (The Dragon's Crown, Part 1)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

LEVEL

LEVEL

While exploring Old Korvosa, a house drake named Plumwing sought your help in defeating an imp who had taken over their home. Climbing to the drake's nest, you gave chase to the imp, expelling them and recovering a map of Korvoa's sewers.

Boons

EXPERIENCE

Starting XP

+

XP Gained (GM ONLY)

=

Final XP Total

Items

Notes

GOLD

Starting Gold

+

Gold Gained (GM ONLY)

-

Gold Spent

=

Total

Reputation/Infamy**FOR GM ONLY**

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: R3G4

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club



Pathfinder Adventure: The Old Korvosa Slum Crawl (The Dragon's Crown, Part 2)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

LEVEL

LEVEL

Eager to explore the sewers under Old Korvosa, you began to decode a map of the passageways. You had encounters, friendly and otherwise, with a number of the local residents, found a key to the sewer entrance, cleared out a gang of ysoki, and fought a shark before encountering an imp once again.

Boons

EXPERIENCE

Starting XP

+

XP Gained (GM ONLY)

=

Final XP Total

Items

Notes

GOLD

Starting Gold

+

Gold Gained (GM ONLY)

-

Gold Spent

=

Total

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: R2YB

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club



Pathfinder Adventure: Down with King Stankus! (The Dragon's Crown, Part 3)

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

Ready to recover the dragon's crown from King Stankus, you descended into Korvosa's sewers. With the aid of your decoded map, you made your way through numerous hazards before defeating King Stankus and his pet alligator, Poppy. Plumwing's crown was restored to his head, and further adventures may await you in Korvosa and beyond!

LEVEL

LEVEL

-

-

-

-

Boons

EXPERIENCE

+

Starting XP

XP Gained (GM ONLY)

=

Final XP Total

Items

Notes

GOLD

+

Starting Gold

Gold Gained (GM ONLY)

-

Gold Spent

=

Total

Reputation/Infamy**FOR GM ONLY**

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: JLSX

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club