

Pathfinder Games

Go to www.warhorn.net/celesticon for more information and to sign up for these games before the convention.

Friday

Slot 1: 2:00 PM – 6:00 PM in Salon 4

PFS#0-00 'Classic' (Tiers 1-5)

By Varies. Classic tables will be run for drop-in convention traffic for beginning players, and will pull from our supply of Season 0 and 1 modules. The module can be updated prior to the date when a Judge is assigned, or may be determined at the table by committee at the convention. NO PREREG PLAYERS will be accepted. We've turned down the number to '1', but we will seat a 6-person table at the Con only.

PFS 2-23: Shadow's Last Stand, Pt 1 (1-7)

By Steven Robert . The Shadow Lodge's assault on the Pathfinder Society has come to a head in the Andoren city of Almas, where renegade Shadow Pathfinders have taken over the Grand Cathedral of Aroden, holding the Pathfinders and Venture-Captain stationed there hostage. You must gain entry into the overrun Pathfinder lodge and put an end to the open warfare within the Society. Levels 1 to 7.

PFS 2-25: You Only Die Twice (5-9)

By Hiram Savage. The Pathfinder Society sends you into the undead-ruled nation of Geb for an undercover mission, not disguised as undead, but temporarily transformed into a shambling, zombie version of yourself. Can you survive the ordeal to return to the land of the living, or will your final grave be among Geb's bones? Levels 5 to 9.

PFS Intro 1: First Steps (lvl 1 only)

By Adam Daigle. In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge. Level 1 characters only.

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Slot 2: 7:00 PM – 11:00 PM in Salon 4

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PFS 2-24:Shadow's Last Stand, Pt 2(1-7)

By Patrick Renie. The mastermind behind the Shadow Lodge incursion on the Pathfinder Society has been revealed—a mysterious figure known only as The Spider. Your journey to discover the traitor's whereabouts and identities will take you throughout the streets and underground of Almas, even to the floor of the People's Council itself. Levels 1 to 7.

PFS 3-02:Sewer Dragons of Absalom (3-7)

By Dennis Baker (BAPS member!). Written by Ogre (local BAPS player!) Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation. Levels 3 to 7.

PFS Intro 2: First Steps 2 (lvl 1 only)

By Stephen Radney-MacFarland. You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder. Level 1 only.

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Saturday

Slot 3: 9:00 AM – 1:00 PM in Salon 4

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PFS 2-06: The Heresy of Man I (5-9)

By Greg A. Vaughan and Kevin J. Wright. For more than 2 millennia, the nation of Rahadoum has lived under the Laws of Man that decreed "let no man be beholden to a god." While this has led to relative peace without religious strife, it has left the nation devoid of divine healing and magical methods to provide succor to those ravaged by disease or injury. When a new and mysterious plague begins ravaging the coastal villages of Rahadoum, you are sent by the Pathfinder Society to escort a cleric of Sarenrae into the heart of the plague in order to protect a secret Pathfinder research project. Getting there means smuggling the cleric in as contraband and when the Pure Legion, Rahadoum's defense against religion, get wind of your arrival, you must fight not only to protect the cleric, but to keep yourselves from being executed for violating the First Heresy. This product is a Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5-6 and 8-9).

PFS 2-VC: The Midnight Mauler (1-7)

By Crystal Frasier. Tasked by the Society to look into the fate of Absalom's former Master of Blades Vonran Vilik, you must travel to the former crown jewel of Ustalav's royal courts, the decaying city of Ardis. Your explorations will uncover a murder, a haunted past and a tragic love story. Can you discover the identity of the Midnight Mauler before it kills again? For character levels 1 to 7.

PFS Intro 3: First Steps 3 (lvl 1 only)

By Larry Wilhelm. Dispatched on an envoy mission overland from Absalom to port city Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society. Level 1 only.

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Slot 4: 2:00 PM – 6:00 PM in Salon 4

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PFS 2-07: The Heresy of Man 2 (5-9)

By Greg A. Vaughan and Kevin J. Wright. When a Pathfinder team in the godless nation of Rahadoum disappears, the Pathfinder Society sends the PCs to investigate. Deep beneath the sands of the small village of Wadi al-Hesr, a long imprisoned evil—responsible in part for the destruction of an ancient empire—now stirs and threatens the entire region with a deadly plague. Can the Pathfinders survive a sinister game of cat-and-mouse and escape with their lives? Where Dark Things Sleep is the second scenario in the The Heresy of Man campaign arc. This product is a Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5-6 and 8-9).

PFS 3-01: FrostFur Captives (1-5)

By Jim Groves. Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but themselves. Levels 1 to 5.

PFS Intro 1: First Steps (lvl 1 only)

By Adam Daigle. In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge. Level 1 characters only.

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PFS 2-09: The Heresy of Man 3 (5-9)

By Greg A. Vaughan and Kevin J. Wright. Beneath the desolate deserts of godless Rahadoum, the Pathfinder Society races against time to beat the traitorous Shadow Lodge to an ancient Jistkan citadel. But their rivals aren't the only obstacle in the PCs' way: the long-lost ruins teem with terrible outsiders set on manipulation and destruction, including a self-proclaimed avatar of the div god Ahriman. Beneath Forgotten Sands brings the three-part Heresy of Man series to a stunning conclusion. Beneath Forgotten Sands is the third and final scenario in the The Heresy of Man campaign arc. This product is a Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5-6 and 8-9).

PFS Intro 2: First Steps 2 (lvl 1 only)

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PFS SM-F: We Be Goblins (1)

By Richard Pett. The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors.... We Be Goblins! is an adventure for 1st-level characters in which the PCs play a horde of malicious and murderous goblins (pre-gens). We Be Goblins! is sanctioned for use in Pathfinder Society Organized Play. Link to rules and chronicle sheet: <http://paizo.com/download/pathfinder/PZO9500-5-PFSRules.zip>

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PFS 3-03: Ghenett Manor Gauntlet (5-9)

By Mike Shel. When the Pathfinder Society failed to obtain a valuable artifact from a wealthy Druman noble using diplomatic means, the eccentric collector challenged them to take it through skill from one of his well-guarded manors throughout the world. You are sent to Ghenett Manor in Katapesh with the hopes of surviving long enough to return with the prize—assuming it's there at all. Levels 5 to 9.

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PFS: Core Special GenCon Interactive

Join us for the West Coast convention premiere of the PFS Special GenCon Interactive. All table interactive for all levels.

Monday

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PFS 2-21 Dalsine Affair (1-7)

By Alex Greenshields. Your mission takes you to the Taldan capital city of Oppara where the intricate web of political intrigue and ages-old religious conflicts threaten the Pathfinder Society's presence in the land. When Baron Jacquo Dalsine's cousin is implicated in a recent attack on Society allies, the situation becomes even tighter for the Pathfinders, and at the end of the day some members of the Dalsine family may not get out unscathed. Levels 5 to 9.

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