



SECONDARY SUCCESS CONDITIONS

At the beginning of Season 5 of the Pathfinder Society Organized Play campaign, the means by which a PC earns Prestige Points and Fame changed. Before, a PC earned Prestige Points by completing faction missions (short missions assigned by the respective head of the faction) and by completing the scenario's main mission. With few exceptions, these faction missions are no longer tied to earning Prestige Points, but the players may opt to receive and perform these missions for Season 0–4 scenarios for no special benefit. In those few cases where the scenario still uses the faction missions, treat members of the Grand Lodge faction as though they were members of the Osirion faction, treat members of the Sczarni faction as though they were members of the Taldor faction, and treat members of the Silver Crusade faction as though they were members of the Andoran faction.

In Season 5, a scenario's individual faction missions have been replaced by a secondary success condition, which typically ties into exceeding the goal established in the mission briefing, finding an additional boon, securing a long-term ally, not damaging the reputation of the Pathfinder Society, or generally exceling at the tasks set before them. Whereas the primary success condition is the task assigned by a venture-captain at the beginning of the scenario, the secondary success condition is not explicitly told to the players or PCs; each of the latter is intended to be realistically achievable by an attentive group despite being a "secret" objective.

The primary and secondary success conditions for each active scenario published prior to Season 5 is included below in order of publication. A group that fulfills the primary success condition earns 1 Prestige Point. A group that fulfills the secondary success condition earns an additional Prestige Point. Several secondary success conditions are labeled "Individual," in which case each PC must meet the condition independently to earn the Prestige Point.

SEASON 0

#1: Silent Tide

Primary: The PCs recover the Silent Tide codebook.

Secondary: The PCs both save all four of the captives in Act 1 and open at least four of the five chests in Act 3.

#2: The Hydra's Fang Incident

Primary: The PCs recover the four Azlanti tablets and return them to a venture-captain.

Secondary: The PCs defeat the *Hydra's Fang* and provide positive evidence of Du Moire's defeat.

#3: Murder on the Silken Caravan

Primary: The PCs escort the remains of the Pathfinder Targos from Lopal to Katheer.

Secondary: The PCs either defeat the goblins and hobgoblins in Act 3 within 2 rounds or else take particularly heroic or resourceful measures to protect Hokama and his drovers from harm (such as intercepting all such attackers before they can move adjacent to the NPCs); alternatively, the PCs capture Gaspar Du Mer alive

so that he can be questioned by Qadiran authorities and help to avoid an international incident.

#4: The Frozen Fingers of Midnight

Primary: The PCs remove Skelg's curse.

Secondary: The PCs recover the *Flame of the North* and deliver it to a venture-captain.

#5: Mists of Mwangi

Primary: The PCs end the curse of the Tik Taan.

Secondary: The PCs do not kill Nigel and kill no more than one of the following: Kadarnik, Yannis, and Maldroog.

#6: Black Waters

Primary: The PCs recover the ruby salamander ring and deliver it to Venture-Captain Dreng.

Secondary: Succeeding at the primary mission also counts as succeeding at the secondary mission.

#7: Among the Living

Primary: The PCs defeat Fel Bustrani and end the undead attack.

SECONDARY SUCCESS CONDITIONS

Secondary: The PCs find Wuthers's body and return it and the Pathfinder's letter and journals to Venture-Captain Eliza Petulengro.

#8: Slave Pits of Absalom

Primary: The PCs rescue Lady Anilah and prevent her from being sold into slavery.

Secondary: The Token Guard never identifies the PCs as criminals during Act 2.

#13: The Prince of Augustana

Primary: The PCs explore the emporium in Act 5 to confirm the existence of a portal.

Secondary: The PCs either slay Randalan and at least half of the Steel Wyvern Thugs in Act 4 or allow them to go free only after ensuring they never again threaten the Almsman and his sanctuary (such as with a successful DC 17 Intimidate check [DC 20 in Subtier 4–5] to scare them away for good).

#14: The Many Fortunes of Grandmaster Torch

Primary: The PCs recover all four statues and returns them to Venture-Captain Yasmin Kal'al.

Secondary: The PCs neither activate any of the statues nor set fire to the refinery in Act 4. Viraj Arpani's accidental activation in Act 3 does not count against this goal.

#16: To Scale the Dragon

Primary: The PCs retrieve Amao's Bones and return them to Osprey.

Secondary: The PCs prevent the way station from being destroyed.

#17: Perils of the Pirate Pact

Primary: The PCs acquire *The Memoirs of the Silver Brotherhood* and return it to the Pathfinder Society.

Secondary: The PCs rescue the surviving pirates in Act 4 and return them to Deadbridge.

#20: King Xeros of Old Azlant

Primary: The PCs kill the xenophage creeper and escape the ship.

Secondary: The PCs successfully remove the xill eggs from the captives.

#22: Fingerprints of the Fiend

Primary: The PCs explore Rachikan and defeat the Aspis Consortium agents in Act 5.

Secondary: The PCs recover the body of Eldis Grone and return it to Benton.

#23: Tide of Morning

Primary: Recover the undamaged *lorestone* and deliver it to the Pathfinder Society.

Secondary: The PCs prevent the fire in Hemzel's hut from spreading to the nearby woods and resolve the encounter with gnomes without resorting to violence.

#24: Decline of Glory

Primary: The PCs convince Becher to convert his distillery into a Pathfinder lodge or secure a similar agreement from Grald.

Secondary: The PCs ensure that the ghoul threat has been ended permanently by destroying all of the ghouls and doing one of the following: burning/blessing the bodies of the fallen or providing assistance to those injured in the ghoul attack (the PCs have five chances to make three successful DC 13 Heal checks). The GM should be sure to describe visual aftermath of the final encounter (e.g. bite wounds on survivors, chewed corpses, etc.) to provide the PCs sufficient context to perform this secondary mission.

#26: Lost at Bitter End

Primary: The PCs recover all four of Rijana's journals and return them to the Grand Lodge.

Secondary: The PCs also recover Rijana's body and return it to the Grand Lodge.

#27: Our Lady of Silver

Primary: The PCs recover the stolen items and save the wedding of Farendir and Lujine.

Secondary: The PCs minimize the damage caused by the chaos in Act 1 by calming, slaying, or subduing the elephant and lions within 3 combat rounds. If the PCs also make an exceptional effort to aid the guests or calm other animals during the combat, grant them an additional combat round in which to resolve the chaos.

#28: Lyrics of Extinction

Primary: The PCs recover the *Song of Extinction*.

Secondary: The PCs avoid combat with Nanju and kill no more than one Wild Elf Guard during the scenario.

SEASON 1

#29: The Devil We Know, Part 1: Shipyard Rats

Primary: The PCs find and rescue the Pathfinder Cestis.

Secondary: The PCs learn of the derro threat either by capturing and questioning Lusclia or by recognizing the creatures described by the prisoners in Act 6 with a DC 13 Knowledge (local) check. This increases to DC 18 in Subtier 6–7 due to conflicting and vague reports by the prisoners.

#30: The Devil We Know, Part 2: Cassomir's Locker

Primary: The PCs recover the *jet rat* and deliver it to Venture-Captain Hestia Themis.

Secondary: Succeeding at the primary mission also counts as succeeding at the secondary mission.

#31: Sniper in the Deep

Primary: The PCs recover *The Sniper*.

Secondary: The PCs find the remains of Airk Jarigan in Act 2 and return his *wayfinder* to Venture-Captain Adril Hestram.

#32: Drow of the Darklands Pyramid

Primary: The PCs slay or drive off Jevana, the driders, and the other drow.

Secondary: The PCs slay Jevana, preventing her from fleeing and later plotting against the society.

SECONDARY SUCCESS CONDITIONS

#33: Assault on the Kingdom of the Impossible

Primary: The PCs defeat the self-styled bandit lord Zamir (whether this is by killing him, negotiating a truce, or causing him to flee).

Secondary: The PCs convince Zamir to join the Pathfinder Society, earning the organization a capable ally in the area.

#34: Encounter at the Drowning Stones

Primary: The PCs defeat the skum guarding the Drowning Stones.

Secondary: The PCs either close off the temple in Act 5 forever or extract all 1,000 pounds of the stones to return to Osprey.

#35: Voice in the Void

Primary: The PCs end the threat to the Blakros Museum by destroying the sorcerer Kubburum Ishmedagan.

Secondary: The PCs complete their mission without killing Imrizade.

#36: Echoes of the Everwar, Part 1: The Prisoner of Skull Hill

Primary: The PCs recover Akila's ring.

Secondary: The PCs find Heral's body, determine his cause of death, and find his hidden message in area B11.

#37: The Beggar's Pearl

Primary: The PCs clear the Hall of Wonders of derro, nightmare creatures, and other threats.

Secondary: The PCs rescue all three of the prisoners in area 9 and heal Lyrehawk's blindness.

#38: No Plunder, No Pay

Primary: The PCs recover the *defiled disks of Urgathoa* from the shipwreck.

Secondary: The PCs ensure that Caradoc Alazario survives to pay for his crimes in Egorian.

#39: The Citadel of Flame

Primary: The PCs recover the idol of Moloch.

Secondary: The PCs not only close the portal to Malebolge but also destroy the nearby obsidian relief. If one of the PCs is an active worshipper of Moloch, the PCs succeed at the secondary mission even if they do not destroy the relief.

#40: Hall of Drunken Heroes

Primary: The PCs discover the archive beneath Cayden's Hall.

Secondary: The PCs defeat the primordial demon.

#41: The Devil We Know, Part 3: Crypt of Fools

Primary: The PCs explore the Crypt of Fools and defeat Dalirio Teppish.

Secondary: The PCs find both the manuscript of Dalirio's plans and the switch that rotates the room in area B5.

#42: Echoes of the Everwar, Part 2: The Watcher of Ages

Primary: The PCs recover the corpse of Meskhenet.

Secondary: The PCs recover the maps and correspondence in area 5 that detail a smuggling route that the Pathfinder Society might use to access Chelixa (see the Andoran faction mission).

#43: The Pallid Plague

Primary: The PCs recover *Isandrea's Basin* and find a cure for palepox.

Secondary: The PCs help Laurel develop a cure as quickly as possible, ensuring that they can stop the plague before it spreads too far. In Act 3, the PCs must reduce Laurel's skill check penalty to 0 by making no more than 5 skill checks per PC (increase this threshold to 6 skill checks for a party of 4 PCs).

#44: Echoes of the Everwar, Part 3: Terror at Whistledown

Primary: The PCs recover the body, ring, and sword of Kamilah.

Secondary: The PCs destroy Vanyth, sparing Whistledown his continued attacks.

#45: Delirium's Tangle

Primary: The PCs recover *Izryen's Hourglass* and deliver it to the Pathfinder Society.

Secondary: The PCs rescue a live Nuar Spiritskin and lead him out of the maze.

#46: Eyes of the Ten, Part 1: Requiem for the Red Raven

Primary: The PCs complete the adventure.

Secondary (individual): The PC earns 4 or more Campaign Points.

#47: The Darkest Vengeance

Primary: The PCs rid Miregroid Manor of the squatters and dark folk that inhabit it.

Secondary: The PCs rescue Skeldon Miregroid, ensuring that he answers to the Decemvirate.

#48: The Devil We Know, Part 4: Rules of the Swift

Primary: The PCs end the derro threat beneath Swift Prison.

Secondary: The PCs confirm the magical (combining *detect magic* and a successful DC 18 Spellcraft check) or historic (with a successful DC 18 Knowledge [history] check) nature of the *bell of obedience*.

#49: Among the Dead

Primary: The PCs defeat Baillaset and the remainder of Oppara's cultists of Zyphus.

Secondary: The PCs trigger and are damaged by traps no more than twice during the adventure.

#50: Fortune's Blight

Primary: The PCs defeat Tylaca and deliver the sword *Passion's Edge* to Absalom.

Secondary: The PCs do not kill Parke Rangston or deal lethal damage to him in excess of half his maximum hit point total.

#51: City of Strangers, Part 1: The Shadow Gambit

Primary: The PCs find and defeat the rogue Shadow Lodge member Wymund Pratt.

Secondary: The PCs quickly track down the Shadow Lodge elements in Kaer Maga, discovering as many clues as they can without further sully the Pathfinders' name. The PCs accomplish two of the following three

SECONDARY SUCCESS CONDITIONS

conditions: find Besel Ardoc within 30 hours during Act 3, avoid angering Dakar by discovering his true identity in Act 4 (performing the Taldor faction mission does not count toward this condition), or question Wymund Pratt about other cities with active Shadow Lodge cells in Act 6.

#52: City of Strangers, Part 2: The Twofold Demise

Primary: The PCs defeat all seven Shadow Lodge agents in Acts 2 and 3.

Secondary: The PCs gather essential intelligence about the Shadow Lodge's operations in other regions. They can accomplish this either by capturing and questioning Guarin or Kanna or by finding the Shadow Lodge missives in both areas 4 and 6.

#53: Echoes of the Everwar, Part 4: The Faithless Dead

Primary: The PCs disrupt Zuberi's ritual and help the three spirits find rest.

Secondary: The PCs ensure the safety of their fellow Pathfinders and official records and identify future threats to the society. The PCs accomplish two of the following three conditions: prevent Venture-Captain Norden Balentiir from being reduced to 0 hp or less, prevent the destruction of the records in area 5 in Act 1, or identify the wizard in area 7 in Act 3 (members of any faction may attempt the Perception check).

#54: Eyes of the Ten, Part 2: The Maze of the Open Road

Primary: The PCs defeat Chorkak and rescue Kyalla.

Secondary (individual): The PC earns 2 or more Campaign Points.

#55: The Infernal Vault

Primary: The PCs secure the documents in area A6 and defeat Celeena Deckland.

Secondary: Succeeding at the primary mission also counts as succeeding at the secondary mission.

#56: The Jester's Fraud

Primary: The PCs recover the *alabaster urn* and return it to House Bourtze.

Secondary: The PCs not only fulfill Makarius Bourtze's request but also do so without instigating further conflict between the Bourtzes and their rivals, House Disaren. The PCs accomplish two of the following three conditions: defeat Wager without killing him in Act 2, defeat Baran without killing him in area 4D, or recover the three cursed items without triggering any of their curses.

SEASON 2

#2-01: Before the Dawn, Part 1: The Bloodcove Disguise

Primary: The PCs defeat Xeanja the Wood Witch and end the scenario with possession of the key.

Secondary: The party generates less than 8 Awareness (with 4 or less players) or 10 Awareness (with 5 or more players).

#2-02: Before the Dawn, Part 2: Rescue at Azlant Ridge

Primary: The PCs defend Azlant Ridge from the attacks of the charau-ka.

Secondary: The PCs minimize the damage dealt to the archaeological camp by the charau-ka by striking quickly, recruiting allies, and defeating the Anghazhani Champion as quickly as possible. The PCs perform two of the following three conditions: allow the Aspis Consortium agents to enter the camp, defeat the first two waves in seven rounds or less, and use the Azlanti Monolith only to fight the Anghazhani Champion (with the exception of any charau-ka the monolith might kill as flavor-based collateral damage as it engages the Anghazhani Champion).

#2-03: The Rebel's Ransom

Primary: The PCs explore the tomb and find the Crypt of the Merchant Prince.

Secondary: The PCs solve the puzzles in areas 4 and 7, failing no more than three times at each.

#2-04: Shadows Fall on Absalom

Primary: The PCs prevent the Prospectus of Artifacts from falling into Shadow Lodge hands.

Secondary: The PCs avoid killing any Pathfinders during Act 1 and prevent Nordris Kalm from escaping in Act 3.

#2-05: Eyes of the Ten, Part 3: Red Revolution

Primary: The PCs end the tyrant usurper's reign and rescue Princess Verrish.

Secondary: The PCs earn 2 or more Campaign Points.

#2-06: The Heresy of Man, Part 1: The First Heresy

Primary: The PCs successfully transport Agosa Agion to Wadi al-Hesr

Secondary: The PCs identify Amenopheus as the traitor. This requires finding the signet ring in area 2M, and succeeding at a DC 20 Knowledge (local or nobility) check. Osirion faction members may instead attempt a DC 12 Intelligence check.

#2-07: The Heresy of Man, Part 2: Where Dark Things Sleep

Primary: The PCs defeat Verdizaam Charad and then recover the Immolated Mirzah's tome.

Secondary: The PCs successfully answer Hetepheres's riddle in Act 6 and break the chain that binds her, earning either her servitude (if the PCs accept her service) or her gratitude (if they instead release her from their service). Hetepheres contributes considerable knowledge to the society in the PCs' names.

#2-08: The Sarkorian Prophecy

Primary: The PCs recover the *Sarkorian Prophecy* and return it to Venture-Captain Thurl.

Secondary: Succeeding at the primary mission also counts as succeeding at the secondary mission.

#2-09: The Heresy of Man, Part 3: Beneath Forgotten Sands

Primary: The PCs acquire the *Ring of the Weary Sky*.

Secondary: The PCs avoid combat with the mercenaries in Act 2 and Act 3. Following the scenario, the mercenaries thank the PCs and repay them for their respectful treatment and rescue.

SECONDARY SUCCESS CONDITIONS

#2-10: Fury of the Fiend

Primary: The PCs find and rescue the Pathfinder Benton Grone.

Secondary: The PCs avoid being discovered while infiltrating the Hellknight encampment, making it easier to deal with the Hellknights in the future.

#2-11: The Penumbral Accords

Primary: The PCs successfully rescue the Blakros daughters.

Secondary: The PCs also succeed in deactivating or destroying the *Wightir Conjunction*.

#2-12: Below the Silver Tarn

Primary: The PCs successfully reinforce Nicoroux's prison by performing the ritual in Act 5.

Secondary: The PCs rescue at least 20 of the 29 residents in Act 2. Each faction consists of 5 to 6 people, determined randomly.

#2-13: Murder on the Throaty Mermaid

Primary: The PCs successfully clear their names, finding the true murderer.

Secondary: Provide the PCs with the printed faction missions, and inform the players that these faction missions are exceptions to the rule that faction missions are for flavor only.

#2-14: The Chasm of Screams

Primary: The PCs successfully save Eya from the night hag Cailleach.

Secondary: The PCs do not let Cailleach flee during the final encounter.

#2-15: Shades of Ice, Part 1: Written in Blood

Primary: The PCs defeat Hjort and his crew.

Secondary: While gathering information during Act 2, the PCs learn the location of the fake Hjort within 24 hours. This limits the amount of time the Shadow Lodge agents have to prepare contingencies and alert nearby allies.

#2-16: The Flesh Collector

Primary: The PCs recover the *Fleshforge Manuscript*.

Secondary: The PCs successfully lay to rest Jathyl's spirit, granting her peace and preventing her from continuing to steal from the Pathfinder Society.

#2-17: Shades of Ice, Part 2: Exiles of Winter

Primary: The PCs rescue the scholar Rognvald Skagni and return his chest of possessions to him.

Secondary: The PCs defeat Aralantrix.

#2-18: The Forbidden Furnace of Forgotten Koor

Primary: The PCs rescue Zahra and return her to Katheer alive, even if they do not cure her of her insanity.

Secondary: The PCs use their own abilities and resources to cure Zahra's insanity within two weeks of her rescue.

#2-19: Shades of Ice, Part 3: Keep of the Huscarl King

Primary: The PCs prevent Melkorka Skur and the Shadow Lodge from escaping with *Jedrek's Shard*.

Secondary: Succeeding at the primary mission also counts as succeeding at the secondary mission.

#2-20: Wrath of the Accursed

Primary: The PCs thwart the Shadow Lodge in Sothis by defeating Hondo Heru.

Secondary: The PCs do an exceptional job of handling the cursed items and their effects. The PCs accomplish two of the following three conditions: Prevent Kaphiri from killing any innocent bystanders, subdue rather than kill Uspia so that she might be cured, or successfully avoid being arrested while investigating Tarik's home.

#2-21: The Dalsine Affair

Primary: The PCs defeat Chalfon and recover the items taken during the earlier raid.

Secondary (individual): The PC avoids exacerbating the local governments' perception of the Pathfinder Society by not dealing lethal damage to any member of the Porthmos Militia

#2-22: Eyes of the Ten, Part 4: Nothing Ventured, Nothing Gained

Primary: The PCs defeat their rival in area 23, ending his threat to the Pathfinder Society.

Secondary (individual): Provide the PCs with faction missions in area 9, and inform the players that these faction missions are exceptions to the rule that faction missions are for flavor only. A PC succeeds at the secondary objective if he or she earns 3 Campaign Points. When calculating this total (but not the total Campaign Points earned when assigning boons), treat the PC as having earned a Campaign Point for each of the two faction mission objects he or she attempted and fulfilled.

#2-23: Shadow's Last Stand, Part 1: At Shadow's Door

Primary: The PCs defeat Hagla before sunset and ensure that Venture-Captain Brackett survives the scenario.

Secondary: The PCs prevent Hagla from killing any of the hostages in area 9. Never encountering Hagla counts as failing the secondary mission.

#2-24: Shadow's Last Stand, Part 2: Web of Corruption

Primary: The PCs unveil Dorianna Ouidda corruption and defeat her in her personal quarters.

Secondary: The PCs capture Dorianna Ouidda alive.

#2-25: You Only Die Twice

Primary: The PCs return the *Testament of Geb* to Absalom.

Secondary: The PCs maintain a low profile, avoid angering the church of Pharamasma, and set the spirit of a fallen comrade to rest. The PCs accomplish two of the following three conditions: avoid Corvalos (or successfully talk their way out of the encounter), convince Kuryn Jexel to parley without killing any of the Pharamsin acolytes, or destroy Joktan's Haunt (the GM should allow a PC to discover how to destroy it with a successful Knowledge [religion] check equal to the Perception DC required to notice the haunt).

SECONDARY SUCCESS CONDITIONS

#2-26: The Mantis Prey:

Primary: The PCs eliminate the Red Mantis cell threatening Grandmaster Torch's life

Secondary: The PCs confront Grandmaster Torch regarding his involvement in the Shadow Lodge and then save him from Kissparu's assassination attempt. If the optional encounter is skipped, the PCs fulfill the secondary mission objective only if they either successfully exposed all four of the relics as fakes in Act 1 or exposed three relics as fakes and prompted Torch to applaud at least once.

SEASON 3

#3-01: The Frostfur Captives

Primary: The PCs deliver at least half of their goblins alive to the extraction team (rounded up).

Secondary: The PCs deliver all or all but one of the goblins alive to the extraction team.

#3-02: Sewer Dragons of Absalom

Primary: The PCs ensure the safe passage of the important shipment coming through the tunnel system on the fourth day, as instructed by Drandle Dreng.

Secondary: The PCs successfully negotiate a truce with Yiddlepode at the end of Act 3.

#3-03: The Ghenett Manor Gauntlet

Primary: The PCs return a living, breathing Harmidio Besai and the real *Mutani Manual* to Farseer Tower.

Secondary (individual): The PC did not steal from the manor or get arrested for attempting to cash the deposit slips.

#3-04: The Kortos Envoy

Primary: The PCs get Nashota to the tournament on time by convincing her to leave for Diobel.

Secondary: The PCs earned at least 10 Favor Points over the course of the adventure.

#3-05: Tide of Twilight

Primary: The PCs defeat the Briar Henge druids, end the artifact's ritual before sundown on the second day, and return the *Atavistic Splinter* to Venture-Captain Brackett in Almas.

Secondary: The PCs prevented more than 20 squares of Falbin's garden and house from catching fire.

#3-06: Song of the Sea Witch

Primary: The PCs end the *Celestial Song* ritual and reunite the book with its foil in the *Infernal Incantation*, thus resealing the devil hosts within.

Secondary: The PCs secure the cooperation of Ollysta Zadrian as quickly as possible by helping her to close a deal with the gillman merchant (see the Silver Crusade faction mission).

#3-07: Echoes of the Overwatched

Primary: The PCs recover the key to Ralzeros's Ineffable Pattern and discover what befell Anumet.

Secondary: The PCs recover Anumet's remains in area 1B as well as the remains of Daling's Delvers in areas 3C and 3E, allowing the society to grant each proper burial.

#3-08: Among the Gods

Primary: The PCs retrieve the Azlanti scepter from Lord Tulwin's tomb and return it to a venture-captain.

Secondary: The PCs expertly foil Harvestman Quint's carefully planned "accidents" by avoiding the secondary conditions of the traps in areas A and C; the PCs must either avoid the pheromone or find a way to mask it, and no PC can take falling damage by being swept off the ledge by the rockfall trap.

#3-09: Quest for Perfection, Part 1: The Edge of Heaven

Primary: The PCs recover the *Braid of a Hundred Masters* and return it to Amara Li at the Lantern Lodge in Goka.

Secondary: The PC must both slay Shang Xu, whose death improves the local perception of the Pathfinder Society, and learn from Jiang Dan how to restore power to the *Braid of a Hundred Masters*.

#3-10: The Immortal Conundrum

Primary: The PCs return the auction histories (or copies thereof) found in the Hall of Records to Kreighton Shaine in the Grand Lodge.

Secondary: The PCs impress Ofarah both in word and in deed. The PCs must ensure that Ofarah survives the assassination attempt against her. In addition, the PCs must impress Ofarah with the answers they provided to her questions during at least four of the six courses—based on Ofarah's interests and GM discretion.

#3-11: Quest for Perfection, Part 2: On Hostile Waters

Primary: The PCs successfully reach Shokuro with both the *Braid of a Hundred Masters* and the crates of incense they received from Ogokai.

Secondary: The PCs preserve the Pathfinder Society's reputation in the area by acquiring the incense from Ogokai without violence and by avoiding combat with Sun Cheyeng. In the event that the PCs fight Sun Cheyeng, at the GM's discretion, they may still succeed at the secondary success condition if they took considerable steps to disguise their identities, eliminate evidence of their fight, modify Sun Cheyeng's memory of the incident, or a similar tactic.

#3-12: Wonders in the Weave, Part 1: The Dog Pharaoh's Tomb

Primary: The PCs fully explore the Dog Pharaoh's Tomb and recover its treasures.

Secondary: The PCs discover the secret passage to area B1, and they confront and defeat Gerban Lanier.

#3-13: Quest for Perfection, Part 3: Defenders of Nesting Swallow

Primary: The PCs defeat Kwankhonu, save Nesting Swallow, and ensure that Je Tsun reactivates the *Braid of a Hundred Masters*.

SECONDARY SUCCESS CONDITIONS

Secondary: The PCs earn at least 18 Defense Points over the course of Act 2.

#3-14: Wonders in the Weave, Part 2: Snakes in the Fold

Primary: The PCs recover the note in area A4 and Durra's response in area A7, providing the society more information about the Aspis Consortium's resources in the demiplane and how the organization gained access to the demiplane.

Secondary: The PCs forge a new alliance with the Muckmouth tribe as detailed in the Conclusion.

#3-15: The Haunting of Hinojai

Primary: The PCs drive Minasako away from Hinojai and identify the cause of the hauntings—either by recovering her journal or by encountering and observing all four haunts).

Secondary: The PCs recover the Way of the Kirin records and roster in area A7 (see the Lantern Lodge faction mission).

#3-16: The Midnight Mauler

Primary: The PCs prevent the former Master of Blades' identity from being discovered.

Secondary: The PCs cure Vilk of lycanthropy and save Rutowski from being slain.

#3-17: Red Harvest

Primary: The PCs recover the *Lotus Annals* and do not tarnish the Pathfinder Society's name by spilling needless blood.

Secondary: The PCs remove the opposing naga's allies without further bloodshed that would alienate the nagaji of Nibung or the nagas of Zom Kullan. Depending on whom they chose as their ally, the PCs can accomplish this either by convincing Iltame to leave without a fight or by successfully drugging Avinash. At the GM's discretion other particularly clever means of quietly neutralizing one of these allies can also fulfill the secondary mission's objective.

#3-18: The God's Market Gamble

Primary: The PCs capture or kill Parani Akar and prove her guilt to the Graycloaks.

Secondary: The PCs capture Parani and prove her guilt without killing her in the process.

#3-19: The Icebound Outpost

Primary: The PCs defeat all of the Aspis Consortium agents in the temple.

Secondary: The PCs successfully capture Leska, Momota, or Tzizzan and question them about the Aspis Consortium's plans and operations in the *Hao Jin Tapestry*.

#3-20: The Rats of Round Mountain, Part 1: The Sundered Path

Primary: The PCs reach the end of the Sundered Path and get past Xiangnuer.

Secondary: The PCs kill Xiangnuer, earning the respect of the ratfolk.

#3-21: The Temple of Empyrean Enlightenment

Primary: The PCs provide an overview of the temple with detailed reports of the four key locations: the meditation room, the library, the temple gardens, and the crypt's sarcophagi.

Secondary: The PCs unmask and destroy Dakang, earning the friendship of the remaining worshippers at the Temple of Empyrean Enlightenment.

#3-22: The Rats of Round Mountain, Part 2: Pagoda of the Rat

Primary: The PCs disrupt the Aspis Consortium's dealings with Durriya, either by slaying or chasing off the latter.

Secondary: The PCs befriend Krella, enabling the Pathfinder Society to negotiate further with the ratfolk in the *Hao Jin tapestry*.

#3-23: The Goblinblood Dead

Primary: The PCs defeat the hobgoblins in Telda's lair then return to the Sczarni caravan.

Secondary: The PCs guarantee the safety of the Sczarni caravan by ensuring Camon and Jandri survive the initial ambush in Act 1 and one of the following: ensuring that both Alik and Kazrin also survive the ambush or securing the caravan campsite by setting the defensive traps correctly (see the Sczarni faction mission).

#3-24: The Golden Serpent

Primary: The PCs recover Syrdathiel's collection of maps and lore for authentication.

Secondary: The PCs save Syrdathiel in area C5, securing his goodwill and aid at a later date. Alternatively, a PC can succeed at the secondary mission by receiving the Sendeli Foxglove's Favor boon (individual award).

#3-25: Storming the Diamond Gate

Primary: The PCs secure and activate the *Diamond Gate* and defeat Aglorn Desimire.

Secondary: The PCs rescue the Pathfinder Besnik in area B7. In addition, the PCs learn of and preserve as much of the temple's history and architecture as possible by doing at least two of these four things: improving Teenoch's attitude to helpful, not triggering the *explosive runes* trap, bypassing the graven guardians without a fight, or not triggering the shocking dial trap.

#3-26: Portal of the Sacred Rune

Primary: The PCs kill, capture, or drive off all opposition within the Well of Tainted Virtue.

Secondary: The PCs learn the full extent of the Aspis activities in the Tapestry by performing two of the following three tasks: capture and interrogate Lyone, find the ledger in area C, or successfully question the Aspis Consortium agents in area G after dispelling their charm effects. Recovering the stolen *wayfinder* carried by Lyone meets with approval and may be substituted for one of the above tasks.

SEASON 4

#4-01: Rise of the Goblin Guild

Primary: The PCs eliminate or capture Inoklar

Secondary: The PCs recover the gold Aspis Consortium badge in area A9.

#4-02: In Wrath's Shadow

Primary: The PCs recover all four parts of the *acrimony veil* and return the assembled mask to Heidmarch Manor.

Secondary: The PCs see to it that Pel and Saala are healed and escorted out of the undertemple.

#4-03: The Golemworks Incident

Primary: The PCs defeat Black and locate his dossier, providing sufficient evidence to identify the Aspis Consortium as the cause of the attack on the lodge.

Secondary: The PCs rescue and revive all six of the captive Pathfinders in area D3 (see the Lantern Lodge faction mission).

#4-04: King of the Storval Stairs

Primary: The PCs defeat Formoch and either kill or drive away Lareecan before the caravan arrives, thus allowing the establishment of a long-term Pathfinder way station.

Secondary: The PCs capture Taho alive, allowing others within the society to question him about Aspis Consortium secrets.

#4-05: The Sanos Abduction

Primary: The PCs kill Marigana and safely return Dijjit to Ignizi's cottage.

Secondary: The PCs ensure that Riddywipple survives until the end of the scenario.

#4-06: The Green Market

Primary: The PCs defeat Galdron Greenheart's ghost and lay his spirit to rest to ensure Zeeva Foxglove's problems are truly ended.

Secondary: Zeeva does not take more than 12 points of damage—lethal or non-lethal in any combination.

#4-07: Severing Ties

Primary: The PCs perform at least one significant act of sabotage and leave evidence that the Aspis Consortium was behind the sabotage.

Secondary: The PCs perform three or more significant acts of sabotage.

#4-08: The Cultist's Kiss

Primary: The PCs recover the cache of correspondence from the inner sanctum and learn of the cult's plot to resurrect Krune.

Secondary: The PCs destroy all of the coffins in area H7, preventing the vampires from rejuvenating.

#4-09: The Blakros Matrimony

Primary: The PCs gained influence over 3 or more guests by the conclusion of the wedding.

Secondary: The PCs gained influence over 5 or more guests by the conclusion of the wedding.

#4-10: Feast of Sigils

Primary: The PCs discover the basement temple and defeat or drive off the cultists.

Secondary: The PCs prevent Kesoulla from escaping with the *sigil wafers*.

#4-11: The Disappeared

Primary: The PCs acquire the necessary evidence and information to identify Zarta Dralneen's whereabouts and confirm her being framed.

Secondary: The PCs complete the scenario without having the guards called (see the sidebar on page 6).

#4-12: The Refuge of Time

Primary: The PCs obtain 10 or more *refuge* tokens from the statue of Lissala and recover the letter from Naroth.

Secondary: The PCs accomplish one of the following: negotiate safe passage past the conjured deva, destroy the graveknight's armor (or bring it to a venture-captain to request help in destroying the armor), or secure all 25 *refuge* tokens.

#4-13: Fortress of the Nail

Primary: The PCs rescue Paracountess Zarta Dralneen, keep her alive, and escort her back to Korvosa—all without engaging in combat with the Hellknights of Citadel Vraid (Maralictor Ganden Heriphis excluded).

Secondary: The PCs free former Pathfinder Sascha Antif'Arach and improve her odds of escape by providing her some form of magical invisibility (see the Qadira faction mission)

#4-14: My Enemy's Enemy

Primary: The PCs retrieve the evidence detailing the Shadow Lodge instigators' plans in area D7, specifically the letter from the Spider.

Secondary: The PCs either recover the *wayfinder* from Mrs. Soap or further win the trust of the Twincandles by rescuing the youths in area D5 (ensuring each has at least 8 hit points by the end of the scenario).

#4-15: The Cyphermage Dilemma

Primary: The PCs either rescue Gurukaza or put an end to Alejia's piracy.

Secondary: The PCs both rescue Gurukaza and put an end to Alejia's piracy.

#4-16: The Fabric of Reality

Primary: The PCs successfully complete the reattunement ritual.

Secondary: The PCs achieve a resounding success when performing the reattunement ritual.

#4-17: Tower of the Ironwood Watch

Primary: The PCs defeat Inexora and recover the books that detail the tower's construction and history.

Secondary: The PCs gain an excellent understanding of the ruins and strengthen ties between the local elves and the Pathfinder Society by performing two of the following three tasks: recover or accurately diagram

SECONDARY SUCCESS CONDITIONS

the tapestry in area **A4** (see the Grand Lodge faction mission), create a good map of the tower with a successful DC 15 Knowledge (engineering) check, or rescue the elf Caldion in area **B3**.

#4-18: The Veteran's Vault

Primary: The PCs reach the vault and recover Sascha Antif'Arah's locket.

Secondary: The PCs recover and decipher key passages from Mifra's journal of Thassilonian lore (see the Osirion faction mission).

#4-19: The Night March of Kalkamedes

Primary: The PCs keep Kalkamedes alive and remove his sleepwalking affliction.

Secondary: The PCs ensure that Sulianna survives until the end of the scenario.

#4-20: Words of the Ancients

Primary: The PCs recover the genuine rune plates and return them to Sheila Heidmarch.

Secondary: The PCs complete their primary mission without ever fighting Zonaladin.

#4-21: Way of the Kirin

Primary: The PCs reach the ritual cave and fight Shimazi to defend Iko Tsuneo and Amara Li.

Secondary: The PCs defeat Shimazi and his allies. On an individual basis, a PC can fail this mission if he was exceptionally rude or discourteous to Iko Tsuneo during the tea ceremony.

#4-22: Glories of the Past, Part 1: Halls of Dwarven Lore

Primary: The PCs discover the fate of Sandricaan's expedition and uncover the Stele.

Secondary: The PCs find and recover the missive that Beetle carries in area **F2**. Beetle now keeps the letter concealed in a secret pocket in his jacket, and a PC must

succeed at a DC 18 Perception check to find it. If Beetle was destroyed or fell prone in area **F2**, the writing smudges, and a PC must also succeed at a DC 15 Linguistics check or DC 25 Perception check to read the writing.

#4-23: Rivalry's End

Primary: The PCs subdue and return Ouidda to Cypher Lodge alive.

Secondary: Succeeding at the primary mission also counts as succeeding at the secondary mission.

#4-24: Glories of the Past, Part 2: The Price of Friendship

Primary: The PCs win the freedom of the orc guide Gulros and lead him out of Urglin.

Secondary: The PCs win acclaim by delivering a live, healthy bulette to Ploog.

#4-25: Glories of the Past, Part 3: The Secrets Stones Keep

Primary: The PCs interact with Koldukar's stele and identify the location of Jormurdun.

Secondary: The PCs avoid extensively damaging to the ruins, such as breaking walls, smashing doors, or allowing the Anything But That combat option (page 18) to occur more than once.

#4-26: The Waking Rune

Primary: The PCs defeat and slay the runelord Krune and recover his two artifacts.

Secondary: Succeeding at the primary mission also counts as succeeding at the secondary mission.

#4-EX: Day of the Demon

Primary: The PCs clear Ostergarde of threats by defeating Vaga Underbough and her minions and by destroying or learning the pass phrase for the gargoyles.

Secondary: Succeeding at the primary mission also counts as succeeding at the secondary mission.

SECONDARY SUCCESS CONDITIONS

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