

## Description

### PFS 10-10: The Shattered Shield (Tier 1-5)

A Pathfinder Society Scenario designed for levels 1-5.

When news arrives that one of the shards of the holy relic known as the Shattered Shield of Arnisant have been put up for sale in a Rahadoui auction, the Pathfinder Society is highly skeptical, particularly since all the shards of the shield are safely accounted for, enshrined in the nation of Lastwall's capital city, Vigil. However, the Society's sources have confirmed that the seller does indeed seem to have a powerful magical relic identical to one of the shards, so the Pathfinders have sent a team to investigate. What secrets might be uncovered in this nation where religion is banned? And who besides the Pathfinder Society and their allies in Lastwall might be seeking the purported relic?

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| Game Length: 5 hrs   | Rating: Everyone        | Rules Knowledge: None         | Special Track:                     |
| Game Type: RPG       | Game System: Pathfinder | GM: PATHFINDER SOCIETY SYSTEM | Sponsor: <i>Pathfinder Society</i> |

## Description

### PFS 10-11: The Hao Jin Hierophant (Tier 5-9)

A Pathfinder Society Scenario designed for levels 5-9.

Seven years ago, the Pathfinder Society acquired the Hao Jin Tapestry, a powerful artifact and gateway to a wondrous yet slowly disintegrating museum-like demiplane. Despite the sacrifices made to preserve the Hao-Jin Tapestry by one of the Pathfinder Society's most influential members, the realm's collapse seems inevitable. The Society has dispatched teams to high-value sites to salvage what they can of the historical treasures and knowledge, and the PCs are one of these first groups. However, their study of an ancient Tian site becomes far more complex thanks to not one but two burgeoning religions. It's up to the PCs to navigate this landscape riddled with hazards both extraplanar and political.

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A Starfinder Society Scenario designed for levels 1-4.

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A Pathfinder Society Scenario designed for 10th-level PCs.

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Game Start: SAT 1300      Location: STK-01      Players: 12      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track:  
Game Type: RPG      Game System: Starfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Description

### SFS 1-29 Honorbound Emissaries (Tier 7-10)

A Starfinder Society Scenario designed for levels 7-10.

The Society learns of a potential connection to the Scoured Stars from a mysterious relic that ended up in the claws of an Absalom Station pawnbroker. The PCs must travel to a distant star system aboard the salvage vessel that first uncovered the relic. In the depths of the Vast, the legacy of the Scoured Stars unfolds as the PCs find themselves right in the middle of an interstellar war!

Game Start: SAT 1300      Location: STK-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: Advanced      Special Track:  
Game Type: RPG      Game System: Starfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Title & Description

### SFS 1-30 Survivor's Salvation (1-4)

A Starfinder Society Scenario designed for levels 1-4.

When a recently returned Exo-Guardian goes missing from their regular meetings at a survivor's clinic, the PCs get called in to assist. What begins as a routine investigation quickly leads into the depths of Absalom Station, where the PCs learn that there's much more than criminals to be afraid of.

Game Start: SAT 1300      Location: STK-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track:  
Game Type: RPG      Game System: Starfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Title & Description

### SFS 1-31 Treading History's Folly (3-6)

A Starfinder Society Scenario designed for levels 3-6.

A renowned Starfinder leader sends the PCs into the Vast to explore a site of utmost importance: the planetoid that led the Society to its disastrous first mission into the Scoured Stars. Retracing the steps of First Seeker Jadrura, the PCs uncover a hidden repository that could hold crucial information to understanding the growing threat with

Game Start: SAT 1300      Location: STK-01      Players: 12      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track:  
Game Type: RPG      Game System: Starfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*



## Description

### PFS 8-99d: The Solstice Scar (Tier 10-11)

A Pathfinder Society Special designed for levels 1-11.

The world-renowned Blakros Museum has outdone itself, gathering an unrivaled collection of relics from the Shining Crusade, a holy coalition that felled the greatest lich to threaten Golarion. When trouble befalls the exhibit mere days before its debut, the Pathfinders intervene, only to discover that one of the relics is key to averting a far

|                      |   |                               |                     |
|----------------------|---|-------------------------------|---------------------|
| Game Start: SAT 1900 | Location: STK-01                            | Players: 30                   | Materials: Everyone |
| Game Length: 5 hrs   | Rating: Minnesota Paizo Organized PlayRules | Knowledge: None               | Special Track:      |
| Game Type: RPG       | Game System: Pathfinder                     | GM: PATHFINDER SOCIETY SYSTEM |                     |

Sponsor: *Pathfinder Society*

## Description

### PFS 8-99d: The Solstice Scar (Tier 1-2)

A Pathfinder Society Special designed for levels 1-11.

The world-renowned Blakros Museum has outdone itself, gathering an unrivaled collection of relics from the Shining Crusade, a holy coalition that felled the greatest lich to threaten Golarion. When trouble befalls the exhibit mere days before its debut, the Pathfinders intervene, only to discover that one of the relics is key to averting a far

|                      |   |                               |                     |
|----------------------|---|-------------------------------|---------------------|
| Game Start: SAT 1900 | Location: STK-01                            | Players: 30                   | Materials: Everyone |
| Game Length: 5 hrs   | Rating: Minnesota Paizo Organized PlayRules | Knowledge: None               | Special Track:      |
| Game Type: RPG       | Game System: Pathfinder                     | GM: PATHFINDER SOCIETY SYSTEM |                     |

Sponsor: *Pathfinder Society*

## Description

### PFS 8-99d: The Solstice Scar (Tier 3-4)

A Pathfinder Society Special designed for levels 1-11.

The world-renowned Blakros Museum has outdone itself, gathering an unrivaled collection of relics from the Shining Crusade, a holy coalition that felled the greatest lich to threaten Golarion. When trouble befalls the exhibit mere days before its debut, the Pathfinders intervene, only to discover that one of the relics is key to averting a far

|                      |   |                               |                     |
|----------------------|---|-------------------------------|---------------------|
| Game Start: SAT 1900 | Location: STK-01                            | Players: 18                   | Materials: Everyone |
| Game Length: 5 hrs   | Rating: Minnesota Paizo Organized PlayRules | Knowledge: None               | Special Track:      |
| Game Type: RPG       | Game System: Pathfinder                     | GM: PATHFINDER SOCIETY SYSTEM |                     |

Sponsor: *Pathfinder Society*

## Description

### PFS 8-99d: The Solstice Scar (Tier 5-6)

A Pathfinder Society Special designed for levels 1-11.

The world-renowned Blakros Museum has outdone itself, gathering an unrivaled collection of relics from the Shining Crusade, a holy coalition that felled the greatest lich to threaten Golarion. When trouble befalls the exhibit mere days before its debut, the Pathfinders intervene, only to discover that one of the relics is key to averting a far

|                      |   |                               |                     |
|----------------------|---|-------------------------------|---------------------|
| Game Start: SAT 1900 | Location: STK-01                            | Players: 24                   | Materials: Everyone |
| Game Length: 5 hrs   | Rating: Minnesota Paizo Organized PlayRules | Knowledge: None               | Special Track:      |
| Game Type: RPG       | Game System: Pathfinder                     | GM: PATHFINDER SOCIETY SYSTEM |                     |

Sponsor: *Pathfinder Society*

## Description

### PFS 8-99d: The Solstice Scar (Tier 7-8)

A Pathfinder Society Special designed for levels 1-11.

The world-renowned Blakros Museum has outdone itself, gathering an unrivaled collection of relics from the Shining Crusade, a holy coalition that felled the greatest lich to threaten Golarion. When trouble befalls the exhibit mere days before its debut, the Pathfinders intervene, only to discover that one of the relics is key to averting a far

|                      |   |                               |                     |
|----------------------|---|-------------------------------|---------------------|
| Game Start: SAT 1900 | Location: STK-01                            | Players: 36                   | Materials: Everyone |
| Game Length: 5 hrs   | Rating: Minnesota Paizo Organized PlayRules | Knowledge: None               | Special Track:      |
| Game Type: RPG       | Game System: Pathfinder                     | GM: PATHFINDER SOCIETY SYSTEM |                     |

Sponsor: *Pathfinder Society*

## # of Players

### PFS Pathfinder 2.0: The Frozen Oath (Level 10)

A Pathfinder Society Scenario designed for 10th-level PCs.

The Pathfinder Society has hired several teams of goblins to explore far-flung regions, and the sole survivor of a Frostfur goblin expedition recently returned from the icy Crown of the World with part of a stone tablet, a crude map, and incredible tales. However, the surviving goblin's story and souvenirs point not only to the deeds of legendary Aganhei—the Tien explorer famous for having forged a trail across the arctic from Tian Xia to the Inner Sea region—but also to the mighty frost giant god Thremyr. The PCs are to retrace the goblins' steps and document a strange site that is crucial to understanding the northerly region's history.

|                    |                                      |                                 |                                    |
|--------------------|--------------------------------------|---------------------------------|------------------------------------|
| Game Start: FRI 19 | Location: Pathfinder HQ              | Players: 6                      | Materials: None                    |
| Game Length: 5 hrs | Rating: Everyone                     | Rules Knowledge: Some           | Special Track: No                  |
| Game Type: RPG     | Game System: Pathfinder 2.0 playtest | GM: PSS-MN Paizo Organized Play | Sponsor: <i>Pathfinder Society</i> |

## Description

### PFS 10-10: The Shattered Shield (Tier 1-5)

A Pathfinder Society Scenario designed for levels 1-5.

When news arrives that one of the shards of the holy relic known as the Shattered Shield of Arnisant have been put up for sale in a Rahadoumi auction, the Pathfinder Society is highly skeptical, particularly since all the shards of the shield are safely accounted for, enshrined in the nation of Lastwall's capital city, Vigil. However, the Society's sources have confirmed that the seller does indeed seem to have a powerful magical relic identical to one of the shards, so the Pathfinders have sent a team to investigate. What secrets might be uncovered in this nation where religion is banned? And who besides the Pathfinder Society and their allies in Lastwall might be seeking the purported relic?

|                     |                         |                               |                                    |
|---------------------|-------------------------|-------------------------------|------------------------------------|
| Game Start: SUN 900 | Location: STK-01        | Players: 12                   | Materials: None                    |
| Game Length: 5 hrs  | Rating: Everyone        | Rules Knowledge: None         | Special Track:                     |
| Game Type: RPG      | Game System: Pathfinder | GM: PATHFINDER SOCIETY SYSTEM | Sponsor: <i>Pathfinder Society</i> |

## Description

### PFS 10-11: The Hao Jin Hierophant (Tier 5-9)

A Pathfinder Society Scenario designed for levels 5-9.

Seven years ago, the Pathfinder Society acquired the Hao Jin Tapestry, a powerful artifact and gateway to a wondrous yet slowly disintegrating museum-like demiplane. Despite the sacrifices made to preserve the Hao-Jin Tapestry by one of the Pathfinder Society's most influential members, the realm's collapse seems inevitable. The Society has dispatched teams to high-value sites to salvage what they can of the historical treasures and knowledge, and the PCs are one of these first groups. However, their study of an ancient Tian site becomes far more complex thanks to not one but two burgeoning religions. It's up to the PCs to navigate this landscape riddled with hazards both extraplanar and political.

|                     |                         |                               |                                    |
|---------------------|-------------------------|-------------------------------|------------------------------------|
| Game Start: SUN 900 | Location: STK-01        | Players: 12                   | Materials: None                    |
| Game Length: 5 hrs  | Rating: Everyone        | Rules Knowledge: Some         | Special Track:                     |
| Game Type: RPG      | Game System: Pathfinder | GM: PATHFINDER SOCIETY SYSTEM | Sponsor: <i>Pathfinder Society</i> |

## Title & Description

### PFS 10-12 Breath of the Dragonskull (1-5)

A Pathfinder Society Scenario designed for levels 1-5.

What began as a straightforward mission to escort the displaced Farheaven Clan back to their original homeland in Sarkoris is quickly beset with misfortune. The forest where the Farheavens live is burning, and they need urgent aid. But the Farheavens aren't the only ones in danger, and tensions and blame between the locals have almost risen to open violence. Meanwhile, the inferno's source rages unchecked. Can the Pathfinder Society diffuse this volatile situation and restore peace and safety to the region?

|                     |                         |                               |                                    |
|---------------------|-------------------------|-------------------------------|------------------------------------|
| Game Start: SUN 900 | Location: STK-01        | Players: 12                   | Materials: None                    |
| Game Length: 5 hrs  | Rating: Everyone        | Rules Knowledge: None         | Special Track:                     |
| Game Type: RPG      | Game System: Pathfinder | GM: PATHFINDER SOCIETY SYSTEM | Sponsor: <i>Pathfinder Society</i> |

## Title & Description

### PFS 10-13 Fragments of Antiquity (5-9)

A Pathfinder Society Scenario designed for levels 5-9.

After creating her spectacular museum demiplane, the legendary sorcerer Hao Jin departed without a forwarding address. However, the Pathfinder Society has recently discovered her last known whereabouts on the Material Plane: a Tian Shu library that she later transported to her demiplane to spare it local dangers. Not only could this site shed

Game Start: SUN 900      Location: STK-01      Players: 12      Materials: Everyone  
Game Length: 5 hrs      Rating: Minnesota Paizo Organized Play      Rules Knowledge: None      Special Track:  
Game Type: RPG      Game System: Pathfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Description

### SFS 1-28 It Rests Beneath (Tier 1-4)

A Starfinder Society Scenario designed for levels 1-4.

Dispatched by the Wayfinders' faction leader to a Near Space world, the PCs have orders to assist a local Starfinder research outpost. The outpost's head researcher sends the PCs on a mission to explore a strange calcified region, which soon reveals that there's more happening on this world than first appears.

Game Start: SUN 900      Location: STK-01      Players: 12      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track:  
Game Type: RPG      Game System: Starfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Description

### SFS 1-29 Honorbound Emissaries (Tier 7-10)

A Starfinder Society Scenario designed for levels 7-10.

The Society learns of a potential connection to the Scoured Stars from a mysterious relic that ended up in the claws of an Absalom Station pawnbroker. The PCs must travel to a distant star system aboard the salvage vessel that first uncovered the relic. In the depths of the Vast, the legacy of the Scoured Stars unfolds as the PCs find themselves right in the middle of an interstellar war!

Game Start: SUN 900      Location: STK-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: Advanced      Special Track:  
Game Type: RPG      Game System: Starfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Title & Description

### SFS 1-30 Survivor's Salvation (1-4)

A Starfinder Society Scenario designed for levels 1-4.

When a recently returned Exo-Guardian goes missing from their regular meetings at a survivor's clinic, the PCs get called in to assist. What begins as a routine investigation quickly leads into the depths of Absalom Station, where the PCs learn that there's much more than criminals to be afraid of.

Game Start: SUN 900      Location: STK-01      Players: 6      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track:  
Game Type: RPG      Game System: Starfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Title & Description

### SFS 1-31 Treading History's Folly (3-6)

A Starfinder Society Scenario designed for levels 3-6.

A renowned Starfinder leader sends the PCs into the Vast to explore a site of utmost importance: the planetoid that led the Society to its disastrous first mission into the Scoured Stars. Retracing the steps of First Seeker Jadnura, the PCs uncover a hidden repository that could hold crucial information to understanding the growing threat with

Game Start: SUN 900      Location: STK-01      Players: 12      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track:  
Game Type: RPG      Game System: Starfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Description

### PFS 10-10: The Shattered Shield (Tier 1-5)

A Pathfinder Society Scenario designed for levels 1-5.

When news arrives that one of the shards of the holy relic known as the Shattered Shield of Arnisant have been put up for sale in a Rahadoumi auction, the Pathfinder Society is highly skeptical, particularly since all the shards of the shield are safely accounted for, enshrined in the nation of Lastwall's capital city, Vigil. However, the Society's sources have confirmed that the seller does indeed seem to have a powerful magical relic identical to one of the shards, so the Pathfinders have sent a team to investigate. What secrets might be uncovered in this nation where religion is banned? And who besides the Pathfinder Society and their allies in Lastwall might be seeking the purported relic?

Game Start: SUN 1400      Location: STK-01      Players: 12      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track:  
Game Type: RPG      Game System: Pathfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Description

### PFS 10-11: The Hao Jin Hierophant (Tier 5-9)

A Pathfinder Society Scenario designed for levels 5-9.

Seven years ago, the Pathfinder Society acquired the Hao Jin Tapestry, a powerful artifact and gateway to a wondrous yet slowly disintegrating museum-like demiplane. Despite the sacrifices made to preserve the Hao-Jin Tapestry by one of the Pathfinder Society's most influential members, the realm's collapse seems inevitable. The Society has dispatched teams to high-value sites to salvage what they can of the historical treasures and knowledge, and the PCs are one of these first groups. However, their study of an ancient Tian site becomes far more complex thanks to not one but two burgeoning religions. It's up to the PCs to navigate this landscape riddled with hazards both extraplanar and political.

Game Start: SUN 1400      Location: STK-01      Players: 12      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: Some      Special Track:  
Game Type: RPG      Game System: Pathfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Title & Description

### PFS 10-12 Breath of the Dragonskull (1-5)

A Pathfinder Society Scenario designed for levels 1-5.

What began as a straightforward mission to escort the displaced Farheaven Clan back to their original homeland in Sarkoris is quickly beset with misfortune. The forest where the Farheavens live is burning, and they need urgent aid. But the Farheavens aren't the only ones in danger, and tensions and blame between the locals have almost risen to open violence. Meanwhile, the inferno's source rages unchecked. Can the Pathfinder Society diffuse this volatile situation and restore peace and safety to the region?

Game Start: SUN 1400      Location: STK-01      Players: 12      Materials: None  
Game Length: 5 hrs      Rating: Everyone      Rules Knowledge: None      Special Track:  
Game Type: RPG      Game System: Pathfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Title & Description

### PFS 10-13 Fragments of Antiquity (5-9)

A Pathfinder Society Scenario designed for levels 5-9.

After creating her spectacular museum demiplane, the legendary sorcerer Hao Jin departed without a forwarding address. However, the Pathfinder Society has recently discovered her last known whereabouts on the Material Plane: a Tian Shu library that she later transported to her demiplane to spare it local dangers. Not only could this site shed

Game Start: SUN 1400      Location: STK-01      Players: 12      Materials: Everyone  
Game Length: 5 hrs      Rating: Minnesota Paizo Organized PlayRules Knowledge: None      Special Track:  
Game Type: RPG      Game System: Pathfinder      GM: PATHFINDER SOCIETY SYSTEM  
Sponsor: *Pathfinder Society*

## Description

### SFS 1-28 It Rests Beneath (Tier 1-4)

A Starfinder Society Scenario designed for levels 1-4.

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|                      |                         |                               |                                    |
|----------------------|-------------------------|-------------------------------|------------------------------------|
| Game Start: SUN 1400 | Location: STK-01        | Players: 12                   | Materials: None                    |
| Game Length: 5 hrs   | Rating: Everyone        | Rules Knowledge: None         | Special Track:                     |
| Game Type: RPG       | Game System: Starfinder | GM: PATHFINDER SOCIETY SYSTEM | Sponsor: <i>Pathfinder Society</i> |

## Description

### SFS 1-29 Honorbound Emissaries (Tier 7-10)

A Starfinder Society Scenario designed for levels 7-10.

The Society learns of a potential connection to the Scoured Stars from a mysterious relic that ended up in the claws of an Absalom Station pawnbroker. The PCs must travel to a distant star system aboard the salvage vessel that first uncovered the relic. In the depths of the Vast, the legacy of the Scoured Stars unfolds as the PCs find themselves right in the middle of an interstellar war!

|                      |                         |                               |                                    |
|----------------------|-------------------------|-------------------------------|------------------------------------|
| Game Start: SUN 1400 | Location: STK-01        | Players: 6                    | Materials: None                    |
| Game Length: 5 hrs   | Rating: Everyone        | Rules Knowledge: Advanced     | Special Track:                     |
| Game Type: RPG       | Game System: Starfinder | GM: PATHFINDER SOCIETY SYSTEM | Sponsor: <i>Pathfinder Society</i> |

## Title & Description

### SFS 1-30 Survivor's Salvation (1-4)

A Starfinder Society Scenario designed for levels 1-4.

When a recently returned Exo-Guardian goes missing from their regular meetings at a survivor's clinic, the PCs get called in to assist. What begins as a routine investigation quickly leads into the depths of Absalom Station, where the PCs learn that there's much more than criminals to be afraid of.

|                      |                         |                               |                                    |
|----------------------|-------------------------|-------------------------------|------------------------------------|
| Game Start: SUN 1400 | Location: STK-01        | Players: 6                    | Materials: None                    |
| Game Length: 5 hrs   | Rating: Everyone        | Rules Knowledge: None         | Special Track:                     |
| Game Type: RPG       | Game System: Starfinder | GM: PATHFINDER SOCIETY SYSTEM | Sponsor: <i>Pathfinder Society</i> |

## Title & Description

### SFS 1-31 Treading History's Folly (3-6)

A Starfinder Society Scenario designed for levels 3-6.

A renowned Starfinder leader sends the PCs into the Vast to explore a site of utmost importance: the planetoid that led the Society to its disastrous first mission into the Scoured Stars. Retracing the steps of First Seeker Jadnura, the PCs uncover a hidden repository that could hold crucial information to understanding the growing threat with

|                      |                         |                               |                                    |
|----------------------|-------------------------|-------------------------------|------------------------------------|
| Game Start: SUN 1400 | Location: STK-01        | Players: 6                    | Materials: None                    |
| Game Length: 5 hrs   | Rating: Everyone        | Rules Knowledge: None         | Special Track:                     |
| Game Type: RPG       | Game System: Starfinder | GM: PATHFINDER SOCIETY SYSTEM | Sponsor: <i>Pathfinder Society</i> |