

Alex's changes to Scenario #2-11, The Pathfinder Trials. Additions are made in red.

Page 3, section "Getting Started," 4th paragraph, insert new section into dialogue from Venture-Captain Ambrus Valsin:

"You'll want to go see each of the deans at your convenience. In case you've forgotten, that would be: Kreighton Shaine, the master of Scrolls; Sorrina Westyr, the master of spells; and Marcos Farabellus, the master of swords. I warn you, from here on out be prepared for anything. The deans will be testing your skills, your perception, your preparedness, and your ability to adapt to the unexpected. Anything could happen, anything could be a test. I place you in their capable hands, and may fortune be with you all." With his delivery complete, Valsin makes way for the exit.

Page 11, section "Event 3", 1st paragraph, insert new dialogue after introducing party to plush dragon and challenge:

"This is meant to test your ability to avoid notice. Anything which might help you pass unnoticed in the real world, even spells which reduce visibility such as darkness, or invisibility, will aid you here. Get creative."

Page 14/15, section "Event 5: Second Wave Option #1", as brooms enter the field insert new dialogue:

"Those of you who pay attention to your studies will know that constructs such as these are immune to non-lethal. Not to worry! These have been altered so your weapons will affect them normally. This fight is meant to test your skills, not to put you into an unwinnable situation."

Page 15, section "Completing the Trial":

Do not return PCs weapons after final arena fight, instead hustle PCs out of arena and back to Lodge. If the PCs ask about getting their weapons back act evasive and say they will be returned to them later.

Page 15, section "Rest at Caryg Manor," first part with Venture-Captain Valsin:

If PCs ask Venture-Captain Valsin about getting their weapons back continue to be evasive, the paperwork mix-up with their lodging also included their weapons and they will be returned in the morning.

Page 15, section "Rest at Caryg Manor," second part, with Solvatar Caryg:

After Solvatar Caryg leaves, or when PCs go to bed, allow PCs perception or sense motive check to realize that their weapons were never returned and they still have weapons which do non-lethal.

Page 18, section C4 "Testing Betrayal," second paragraph replace Solvatar Caryg's dialogue with the following:

"Well done fellow Pathfinders! In the field danger may come at any time, in any place, and in any guise. Even from those you believe to be your allies. Defend yourselves!" With that, Solvatar Caryg draws his blade and attacks.