

## PFS - Silent Tide

Posted by Thod - 2012/01/14 13:52

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This was a game with my 'junior league'. I tried to make it interesting for them. This is the very first scenario of the Pathfinder Society. You can check them out at Link: Pathfinder Scenarios

The first encounter is on a cliff next to the sea. The adventurers have to rescue an old man who is about to be thrown into the sea - shackled to a few friends. I used several different bits from the cavern sets to build it up in a way that looks challenging.

The whirlpool is strictly not part of the description - but it makes it even more dramatic.

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## Re:PFS - Silent Tide

Posted by Thod - 2012/01/14 13:56

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Encounter number 2 is at the corn storage of Absalom. The heroes have to rescue the city by preventing everything being poisoned by some undead skeletons in dark robes. The Otherworld Shadows seemed like good models for them.

I did use some birds food for the grain to show difficult terrain. Adding something non-sticky is pretty easy and clean-up is not too bad. It instantly gives a room a different feel.

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## Re:PFS - Silent Tide

Posted by Thod - 2012/01/14 13:58

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Encounter 3 is a riddle. 5 different boxes need to be opened and the group meets up with Grandmaster Torch. Strictly speaking - there isn't any build-up necessary. But I felt I would add 2 rooms in a way I envision the encounter to add to the immersion.

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## Re:PFS - Silent Tide

Posted by Thod - 2012/01/14 14:01

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Encounter 4 is in a big defunct Cathedral of Adabar. This is the most difficult to build up one as a gigantic organ plays center stage to this encounter. I mimicked the organ using pedestals and columns.

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## Re:PFS - Silent Tide

Posted by Thod - 2012/01/14 14:07

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The last encounter is in a derelict strong tower - the headquarter of the thugs of act 1.

I use the 6 inch diameter Hirst Arts Fieldstone Tower as the center and build some DF around it. Once the group went inside I used some self-made tower pieces to replace the tower and show the inside.

I've now played this twice with younger participants and this is a killer for young adventurers. Outside the tower is a guard dog. It seems for unknown reasons that children always like to befriend the dog / like to pet the dog.

This gets them into an ambush and makes the whole act a LOT more dangerous. Luckily the group had enough HP to survive it.

Oh - and at the end I called them in one after each other - if they dared to drink from the 'mystery cup'. A special boon only available for a short time. It is actually mango juice with some blue food colouring.

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## Re:PFS - Silent Tide

Posted by erc1971 - 2012/01/15 08:15

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Great setups. I especially loved the seaside cliffs - original use of the pieces.

Eric

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