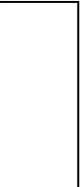


# Welcome To BASHCon 37



# BASHCON 37

## In Memorandum

It is with great sadness that we inform you of the passing of Wes Shaarschmidt. He was one of the founders for BASHCon. He has been a constant supporter of BASHCon for 36 years and a positive impact on the local gaming community.

# BASHCON 37

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Contents	
<b>Special Thanks</b> .....	4
<b>General Information</b> .....	6
<b>Convention Hours</b> .....	6
<b>Fees</b> .....	7
<b>Open Gaming</b> .....	8
<b>Vendors</b> .....	10
<b>Local Gaming Scene</b> .....	11
<b>Guests</b> .....	13

# BASHCON 37

## Fueled By

### *Phoenicia Cuisine*

Greek, Lebanese, and American food

Student Union 4th floor

419.530.2151

- |                      |                |
|----------------------|----------------|
| *Gyros               | *Hummus        |
| *Greek Salad         | *Grape Leaves  |
| *Burgers & Fries     | *Philly Steaks |
| *Motz. Sticks        | *Onion rings   |
| *Fried Pickles       | *Falafels      |
| *Baklava/Cheesecakes | *Beer and wine |

Weekend Hours: Friday 10am-10pm

Saturday: 11am-10pm

Sunday: 11am-3pm



# BASHCON 37



## **3 Happiness**

*Chinese food*

Available at

**845 S McCord Rd,**

**Holland, OH 43528**

**419-867-2100**

Visit their website at <https://www.3happinessoh.com/>

**Or find them on DoorDash at The name:  
Three Happiness Chinese Food Delivery & Dine in**

# BASHCON 37

## Special Thanks

It has been a wild few years. We are currently trying to keep providing the convention to all those that enjoy it. Every year UT-BASH honors some that have shown “exceptional dedication to BASH and BashCon“. We would like to thank them for everything they have done for the organization. This list thus far, to the best of our knowledge, is as followed: Michael Uhl, Mike Knak, Jon Pearce, Bob titan, Alex Yaeger, Ron Magden, Mike Monoco, Steven Loenzan, Ruby McKenzie, Condessa Croniger , John Ughirm, James Micheal Frisby, Wesley Schaarschmidt, Ernie Cummings, Steve Jackson, Will Neibling, Paul Csurgo, Shelly Cassidy, Tom Trimble, Tom Pellitieri, Su Pellitieri, Tim Muszynski, Douglas Friess, Geni Hofhauer, Brenda Young, Ruby Wise, Laura Craigs Kelson Craigs, Nik Olan Abigail Humphreys, Jacquelyn, Chaput, James Ferguson, Darren Todd, Jason Kahn, Sarah Ash, and Keneth Solo.

We also thank all who worked with us to make this happen.

1. James Chaput—*Executive Coordinator*
2. LaShawn Osborn—*Exhibitors Coordinator*
3. Instagram@VostokLucini on & LaShawn Osborn—*Artists*
4. Nathaniel Behr—*Social Media coordinator*
5. Tyler Bomia—*Safety Head*
6. Mason Goshe—*Website designer*

I would also like to take this page to thank the many people who make this convention possible every year. Many of these people are the university’s staff and the Vendors.

# BASHCON 37

## General Information

### **Convention Hours**

Friday 5pm – 11pm

Saturday 9am – 11:30 pm

Sunday 9am – 7pm

### **Dealers Hours**

Friday 5pm – 8pm

Saturday 9am – 8pm

Sunday 9am – 4pm

## **Admission**

General admission includes access to Exhibitor's Hall, most game demos, open gaming, most seminars and panels, and the Games Bazaar. Other events may carry an additional fee. Purchasing a badge constitutes acceptance of these policies.

Lost badges CANNOT be remade by the registration volunteers. Damaged, illegible, or blank badges cannot be used to gain entrance into events. If you have a damaged badge, it must be surrendered to the Registration Center to receive a new badge.

### **Rates**

One-day General Admission: \$10

Weekend General Admission: \$15 (free with valid University of Toledo ID)

Weekend Special Admission: \$25 (\$15 with valid University of Toledo ID)

- Includes: BASHCon 37 commemorative six-sided die, free passes to \$1 events, and a commemorative T-shirt.

University of Toledo students, faculty, and staff members will receive a Weekend Badge for free upon presentation of a valid University of Toledo identification card.

Students, faculty, and staff from other schools (including high schools) receive a Friday One-day pass for free, and a \$5 discount on all other badges upon presentation of a valid identification card from the school. Children 13 years of age or younger are admitted for free with a paid admission.

(All commemorative items available while supplies last.)

# BASHCON 37

## Fees

When you register for an event you, you will receive an Event ticket. Treat this ticket as you Admission to said event., and make sure to hand it to your GM before you begin to play if you lose your Event Ticket, we will not give you another.

The base Price for all games is \$1. There is no charge beyond admission for entrance to the Exhibitor's Hall, Most seminars, panels demos the arcade, open video games, and the games Bazar. Panels and workshops may be free to participate in, unless the host has set a fee for the materials.

- Some games may only require a fee for entry into the first round. Check with the Registration Desk for details
- Fees are non-refundable unless the event in question cancels the event. Any questions about registration should be directed to the Registration desk staff, not the event's host.
- Badges are Non-refundable.
- Badge upgrades are available at the cost of the difference between the 2 prices of the badge.

# BASHCON 37

## **General Guidelines**

The BASHCon executive staff may adjust their policies as needed. If such changes will be posted at the Information Center for attendees to review.

- Be considerate. Misconduct is grounds for ejection from BASHCon without a refund.
- Do not run in any convention areas.
- Spectators are tolerated at most events, but don't disturb the play or block walkways or doorways. GMs have the right to ask inconsiderate spectators (including unsolicited kibitzers) to leave the table or private room.
- Some tournament sponsors offer prizes to the winner(s). To allow our sponsors to cover the cost of these prizes, a minimum number of participants may be required. If this minimum is not met, the tournament may still run, but with a reduced prize, or with no prize at all.
- The University of Toledo prohibits smoking on campus.
- Alcohol is prohibited except in the Phoenicia Cuisine restaurant.
- Food and drinks are permitted in the main convention area, but Vendors may forbid food or drinks at their events.
- Weapon replicas are not permitted at the convention unless sold in the Exhibitor's Hall by a registered vendor or checked by convention security. Such replicas must be peace-locked, safely wrapped and secured and removed from the premises immediately upon obtaining. Anyone possessing a weapon replica on premises will be asked to do so, or else arrested and ejected from the convention without refund if the situation warrants.
- BASHCon, UT-BASH, The University of Toledo, and all related subsidiaries are not responsible for injuries or damages to persons or property while attending BASHCon, and shall not be held liable for loss or theft.

## **Open Gaming**

Open gaming is encouraged at any open table. However, you may be asked to relocate by a GM or BASHCon staff due to a scheduled event.

### **Walk-up Game Masters/Referees**

All are encouraged to run games at BASHCon, and we will happily accommodate walk-up GMs if adequate space is available. Check with the Registration Center if you would like to run a game.

### **Lost and Found**

Items found should be turned into the Information Center. UT-BASH and The University of Toledo are not responsible for any lost or stolen items during BASHCon, including items missing from coat racks or bag checks. Any items left unclaimed after the convention closes on Sunday become donations to UT-BASH.

# BASHCON 37

If you claim an item, your name and contact information will be logged at the time of retrieval.

## **Age-related Policies**

We ID everyone who looks under the age of 30 at the discretion of our registration staff. If you do not have a government-issued ID and our registration staff considers you young enough, the “Under 18?” tab will be torn off of your badge. Any minor caught at an 18+ event without a parent or legal guardian will be ejected from the convention without refund.

## **Event Registration**

An abundance of games will occur over the weekend. Visit the Registration Center during the convention to check for updates and to view the convention schedule or visit [bashcon.com](http://bashcon.com).

## **Entry Fee Returns**

- Event hosts who charge special fees for their events must present the Event Ticket that each participant is given at the Registration Center on the same day of the event to collect any entry fee returns. No entry fee returns will be disbursed without Event Tickets, nor on a different day than the event was run (unless it is our fault that you were not able to collect). You will be awarded the fee amount minus %1 per Event Ticket returned.

## **Badge Reimbursements**

- Event hosts who run FOUR HOURS’ worth of events each day receive \$5 on the day the quota is reached. Those who purchased the “Weekend Special Badge” receive \$10. Note that the total reimbursement amount cannot exceed the amount you paid for your badge (so \$25 is the limit for full-paid Weekend Special Badge holders). The reimbursement must be collected at the Registration Center on the same day the quota is reached. We will not reimburse for previous days’ quotas (unless it is our fault that you were not reimbursed).

# BASHCON 37

## Vendors

Smog Games

Dice N'Slice

Light Trading Co.

Checkmate Games

Mystic Waboose

Pixelbump

Impassable Creations

Journals By Jane

Jestertastic Creations LLC

Rosefarmer Art

Loading Crew Crafts

Pawstar

# BASHCON 37

## Local Gaming Scene



6725 W. Central Ave. (Somerset  
Plaza) Toledo, OH 419.720.6901

**Checkmate Games and Hobbies** is one of our Exhibitor's here at the convention! So check out their table, and see what their local store has to offer!

### **The Game Room**

3001 W. Sylvania Ave, Toledo, OH  
419.475.3775

### **Old School Gaming**

1403 Bernath Pkwy Toledo, OH  
567.343.4980

### **Replay**

3816 W. Alexis Rd.  
419.720.4359

### **Reset (Adult Barcade 21+)**

5305 Monroe St  
419.593.0073

### **Dragon's Roost Coffee and Games**

6600 W Sylvania Ave STE 3C,  
Sylvania, OH  
419.517.8454

# BASHCON 37

Convention Food Places			
	Friday	Saturday	Sunday
Subway	10:30 am - 3:00 pm		
Tu Taco	10:30am - 3:00 pm		
True Bruger	10:30 am - 4:00 pm		12:00 pm - 5:00 pm
Chick fil a	10:30 am - 7:00 pm	11:00 am - 5:00 pm	
Frogtown Cafe	8:00 am - 5:00 pm	9:00 am - 5:00 pm	9:00 am - 5:00 pm
Rocket Market	11:00 am - 3:00 pm	11:00 am - 3:00 pm	
The Eatery	8:00 am - 2:00 pm		
Phoenicia	10:00 am - 9:00 pm	12:00 pm - 8:00 pm	12:00 pm - 8:00 pm

# BASHCON 37

## Guests



Kdogs Arcade has returned once again with classics like DanceDance Revolution, Initial D, Jubeat, and much

more!

Check them out in the Trimble Lounge on the second floor!

# BASHCON 37

## Tournaments

### Sunday

**(E#1) Smash-** Free

3pm to 5pm. Room 2591

Bring your own setup recommended but not necessary for this free smash tournament.

## Panels

### Saturday

**Games Bazaar-**

3pm to 6/7 pm- room 2592

Come buy or sell your old games in support of UToledo BASH!

### Sunday

**Mason's Extravaganza-** Free

11a-12pm. Room 2562

"The panel of random, come on down for manga, video games, and memeing fun." (18+)

**End of convention panel-**Free

Room 2591

Let's see how we can make next one better. Sunday 5pm to 6pm

## Demos

**(E#2) Santa's Toy Box-**\$1

Vendors hall.

# BASHCON 37

Come play a variety of card and board games from Santa's Toy Box! This game library includes many classic titles, plus nearly two dozen new games to try. Each player will need an event ticket, which is good for the entire weekend. Children 14 and under must be accompanied by an adult. Games may not be checked out during the last hour of the event.

## **Friday**

**(E#3) Seabound play table!** Free

5 PM Vendors Hall

Seabound is a high paced, casual board game that takes you on an adventure to the high seas in search of new lands, daring crew, and untold fortune. Seabound will have you set sail on a feverish 30-60 minute quest with 3-6 explorers, providing you with excitement and drama from start to finish. Come play with us to learn about the newest kickstarter coming out of your very own Toledo, Ohio!

**(E#4) Canvas Eagles:**

6 PM Vendors Hall

Learn to play and dogfight in this tabletop multiplayer Aerial combat game!

**(E#47) Spirit Island**

7pm in the vendors hall

Learn to play the cult favorite cooperative settler-destruction board game. Seats up to six players. In this game you take on the role of an almost Lovecraftian spirit of nature, slowly awakening as humans despoil your island. Repel them with fang and fear, and by understanding the ecosystem of your island well enough that even the smallest of your interventions in the natural order can have immense impact. This game is content appropriate for most ages but may be too difficult for younger players. This is not an official event; I am just a fan.

## **Saturday**

# BASHCON 37

## **(E#5) Canvas Eagles:**

1 PM and 5pm Vendors Hall

Learn to play and dogfight in this tabletop multiplayer Aerial combat game!

## **(E#6) Blood on the clocktower- Free**

1pm to 3pm and 6pm to 8pm Room 3016

Come enjoy this social deduction game in room 3016 with up to 15 players involved!

## **(E#48) Spirit Island**

10am and 6pm in the vendors hall

Learn to play the cult favorite cooperative settler-destruction board game. Seats up to six players. In this game you take on the role of an almost Lovecraftian spirit of nature, slowly awakening as humans despoil your island. Repel them with fang and fear, and by understanding the ecosystem of your island well enough that even the smallest of your interventions in the natural order can have immense impact. This game is content appropriate for most ages but may be too difficult for younger players. This is not an official event; I am just a fan.

## **(E#7) Clash at Rook's Point--Learn to Play! Free**

12-1pm , 3-4pm , 5-6pm Vendors Hall

Learn to play the hot new card game, Clash at Rook's Point! A fast, furious game for 2-4 players, experience infinite combos, affiliations, and possibilities, all within about 10-15 minutes."

# BASHCON 37

## Sunday

### **(E#49) Spirit Island**

10am in the vendors hall

Learn to play the cult favorite cooperative settler-destruction board game. Seats up to six players. In this game you take on the role of an almost Lovecraftian spirit of nature, slowly awakening as humans despoil your island. Repel them with fang and fear, and by understanding the ecosystem of your island well enough that even the smallest of your interventions in the natural order can have immense impact. This game is content appropriate for most ages but may be too difficult for younger players. This is not an official event; I am just a fan.

### **(E#8) Cardfight Vanguard Showcase- Free**

12pm to 3pm Room 3016

2 to 4 players learning the 1v1 format of Cardfight vanguard using supplied decks.

### **(E#9) Kafe Quatsch Showcase- Free**

3pm to 5pm Room 3016

Learn how to play an interesting deck building game developed by a BASH member!

# BASHCON 37

## RPGs

All Rpgs by Gpad are in room 2579,  
are \$4, will require no Experience  
Necessary to participate, and have  
readymade characters

### **GPAD:**

#### **Friday**

- |      |                                      |                         |
|------|--------------------------------------|-------------------------|
| 5 PM | <b>(E#10)</b> Mutants & Masterminds  | Patrol of Pitstown      |
| 7 PM | <b>(E#11)</b> The Expanse RPG        | Swim in the Churn       |
| 9 PM | <b>(E#12)</b> Vampire the Masquerade | Hunt, Hunting, Hunters! |

#### **Saturday**

- |       |                                      |   |
|-------|--------------------------------------|---|
| 9 AM  | <b>(E#13)</b> D20Modern/3.5 HB       | Modern Military<br>Weapons &<br>Mystical Monsters |
| 11 AM | <b>(E#14)</b> Mutants & Masterminds  | Patrol of Pitstown                                |
| 1 PM  | <b>(E#15)</b> The Expanse RPG        | Swim in the Churn                                 |
| 3 PM  | <b>(E#16)</b> Scion                  | Always Knew I<br>Was Different                    |
| 5 PM  | <b>(E#17)</b> Mutants & Masterminds  | Patrol of Pitstown                                |
| 7 PM  | <b>(E#18)</b> The Expanse RPG        | Swim in the Churn                                 |
| 9 PM  | <b>(E#19)</b> Vampire the Masquerade | Hunt, Hunting,<br>Hunters!                        |

#### **D20Modern/3.5 HomeBrew (HB)**

Modern Military Weapons & Mystical Monsters... A modern day Greek mechanized infantry unit finds itself in a land full of mythical creatures who wield swords and sorcery. Relieve some

# BASHCON 37

stress with auto fire, explosives, and rocket weapons to obliterate fantasy foes. D20Modern/3.5 HB with Ready-made characters and dice, no experience necessary.

## **Mutants & Masterminds – Patrol of Pitstown.**

Heroes, Villains, Allies and Henchmen ready-made, which will you choose and fight... Ready-made characters, no experience necessary.

## **Scion – Always Knew I Was Different...**

At adulthood, you found yourself a powerful offspring of a mythic god, with power comes enemies, responsibilities, and allies. Ready-made characters and dice, no experience necessary.

## **The Expanse RPG... Swim in the Churn...**

Be you Belta Lodah or an Inner see if you can survive and thrive in the Void and swim in the churn. The Expanse RPG ready made characters and dice, no experience necessary.

## **Vampire the Masquerade... Hunt, Hunting, Hunters!?!...**

Which will or are you? Unexplained disappearances, new players in town?, or old intrigues? Vampire the Masquerade ready-made characters and dice, no experience necessary.

## **Pathfinder/Starfinder Society**

All Rpgs by Pathfinder are in room 2582/84, 1 Hour events are \$1, 4-Hour Events are \$5,
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### **Friday, March 3, 6:00pm – 10:00pm**

#### **(E#20) Pathfinder Society Scenario #3-17: Dreams of a Dustbound Isle**

A Pathfinder Society Scenario designed for 5th- through 8th-level characters.

Pathfinders stationed at the Grand Lodge have been experiencing strange, shared dreams. The dreams reveal a mysterious island surrounded by dust and shadows. In the

# BASHCON 37

dreams, someone is trapped. They're calling for help. And someone—or something—doesn't want them to leave.

Investigating the dreams, the Society has learned a way for its agents to enter the strange, shadowy, dreamlike landscape. Fearing the dreams may represent a larger threat, and with no time to lose, the Society sends an experienced group to investigate.

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## **(E#21) Pathfinder Society Scenario #4-02: Return to the Grave**

A Pathfinder Society Scenario designed for 1st- through 4th-level characters.

Following the desolation of Lastwall at the hands of the Whispering Tyrant, untold horrors wander the woods and roads of the region now known as the Gravelands. Many small refugee settlements are scattered throughout the area, their citizens either helplessly trapped behind enemy lines, or stubbornly hoping that they won't be noticed by Tar-Baphon's undead armies.

One such settlement became a new home for a Pathfinder agent—a dedicated member of the Radiant Oath faction—who had been traveling in Lastwall when the nation fell. The agent decided to help those in need rather than flee the Gravelands, and they've managed to keep the settlement protected... so far.

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## **(E#22) Starfinder Society Scenario #4-04: Mission Not Found**

A Starfinder Society Scenario designed for 3rd- through 6th-level characters.

At the request of the Dataphiles faction leader, a team of Starfinders travels to Verces to recruit a mysterious hacktivist who has attempted to contact the Society on multiple

# BASHCON 37

occasions, hoping that their expertise can help solve the mystery surrounding the ongoing Data Scourge digital attacks. Another wave of digital interference forces the PCs' ship to crash-land on the planet's dangerous Darkside. The PCs trek across an inhospitable, frozen landscape toward civilization, hoping there's still time to complete their mission...

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**Saturday, March 4, 9:00am – 1:00pm**

## **(E#23)Pathfinder Society Scenario #3-10: Delve the Pallid Depths**

A Pathfinder Society Scenario designed for 1st- through 4th-level characters.

After a group of prospectors discovered an ancient, abandoned dwarven ruin within the mountain known as Droskar's Crag, they reported their finding to the Pathfinder Society. The Society sent a group to enter the peak and explore the sprawling complex within. In the process, they made some new allies, recovered some lost relics, and discovered multiple entrances leading deeper into the ruined site.

What else lies within the depths of Droskar's Crag? Venture-Captain Luna Aldred has sent out a call for Pathfinders to delve the ruins once more in search of treasure and knowledge that might otherwise be lost to the ages, but there is no telling what dangers might lie in wait...

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## **(E#24)Pathfinder Society #4-01 Intro: Year of Boundless Wonder**

A Pathfinder Society Scenario designed for 1st- through 4th-level characters.

Wonder abounds! The Pathfinder Society's vaults have suddenly recieved a huge treasure trove of precious items

# BASHCON 37

from around the world and beyond. Much remains mysterious about these objects, from their origins to the reason the trove's original owner was so desperate to be rid of it. A group of novice agents has the opportunity to explore the troves' wonders for themselves, but not all is as it seems. After being drawn into an otherworldly realm, they must use their wits and fight to escape with their lives!

---

## **(E#25)Starfinder Society #5-01 Intro: Year of Redemption's Rise**

A repeatable Starfinder Society Scenario designed for 1st-through 4th-level characters.

In the aftermath of the Data Scourge, the Starfinder Society fractures along faction lines! Faced with the past mistakes of the Society, the betrayal and heinous crimes of former Starfinders, the grievances of active agents, and the weakening of external alliances, First Seeker Ehu Hadif embarks on a year of change, opening the floor to all agents, and giving them a platform through which to voice concerns, plans, ambitions, and lobby for change.

Amid this turmoil, Ehu Hadif tasks a team of Starfinders with assisting three minor factions he believes are integral to the future of the Starfinder Society: the longstanding Manifold Host and the newly formed Advocates and Cognates factions, led by well-respected Starfinders Zigvigix and Royo. Take the first steps toward a brighter future in the Year of Redemption's Rise!

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**Saturday, March 4, 9:00am – 10:00am**

## **(E#26)Pathfinder Society Bounty #13: The Blackwood Abundance**

A Pathfinder Bounty designed for Level 1 characters.

# BASHCON 37

A recent rescue mission led to the discovery of many ruined sites from an ancient civilization. Some of the ruins contain an abundance of strange mushrooms, and a curious explorer asks the PCs to help collect and identify them.

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**Saturday, March 4, 10:00am – 11:00am**

**(E#27)Pathfinder Society Bounty #14: The Blackwood Truce**

A Pathfinder Bounty designed for Level 1 characters.

The PCs are sent into the sewers connected to an ancient ruin the Pathfinder Society has been exploring. An enemy agent is trapped there after fleeing when the Society caught them spying on their activities. The leader of the Radiant Oath faction wants the PCs to negotiate with the agent on behalf of the Society and bring them to safety.

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**Saturday, March 4, 11:00am – 12:00pm**

**(E#28)Pathfinder Society Bounty #15: Treasure off the Coast**

A Pathfinder Bounty designed for Level 1 characters.

A former slave seeks to reclaim a life's worth of pay from her former captors. Luckily for her, a ship containing the misbegotten wealth of her masters is just off the coast of the city of Kintargo. A group of heroes steps in to assist and claim whatever goods remain on the wreck, but not everything is calm beneath the waves.

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**Saturday, March 4, 12:00pm – 1:00pm**

**(E#29)Pathfinder Society Bounty #16: Boom Town Betrayal**

A Pathfinder Bounty designed for Level 1 characters.

A citizen is in search of heroes! His parents recently found themselves swindled by a nefarious noble from distant Taldor. Needing adventurers to come in and assist, the man offers a hefty reward for any assistance that can be provided.

# BASHCON 37

Of course, not everything is as it appears on the mean streets of Absalom.

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**Saturday, March 4, 2:00pm – 6:00pm**

## **(E#30)Pathfinder Society Scenario #3-11: No Time for Treason**

A Pathfinder Society Scenario designed for 3rd- through 6th-level characters.

The Pathfinder Society has sent the PCs to the city of Oppara, for a clandestine meeting with Gloriana Morilla, a trusted ally who bears dire news. She reports that Venture-Captain Muesello has gone into hiding following a strange series of crimes during which the perpetrators used wayfinders, the magical compasses that are among the Pathfinders' most iconic tools.

With the crime spree steadily escalating and Muesello suspiciously evading her agents at every turn, Gloriana Morilla needs a group of skilled Pathfinders to investigate the recent crimes and track down the wayward venture-captain.

No Time for Treason is the first scenario in a two-part arc featuring the nation of Taldor.

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## **(E#31)Pathfinder Society Scenario #4-05: The Arclord Who Never Was**

A Pathfinder Society Scenario designed for 1st- through 4th-level characters.

A skull with glowing eyes was among the many objects which recently turned up in the Pathfinder Society's vaults, and none of the other objects are quite so talkative as this one! In fact, the skull isn't an object at all, but a person. The Society isn't sure who, or what, they are, and the skull seems to have lost their memories. Nonetheless, the skulls requests—no,

# BASHCON 37

insists—that the Society return them to their former glory at once!

Grand Archivist Zarta Dralneen has determined that the skull is from Quantum, the magic-filled capital of Nex. She dispatches a group of Pathfinders to conduct a simple research mission and guide the skull around the city, hoping to jar the skull's memories and learn the truth.

---

## **(E#32) Pathfinder Society #4-01 Intro: Year of Boundless Wonder**

A Pathfinder Society Scenario designed for 1st- through 4th-level characters.

Wonder abounds! The Pathfinder Society's vaults have suddenly received a huge treasure trove of precious items from around the world and beyond. Much remains mysterious about these objects, from their origins to the reason the trove's original owner was so desperate to be rid of it. A group of novice agents has the opportunity to explore the trove's wonders for themselves, but not all is as it seems. After being drawn into an otherworldly realm, they must use their wits and fight to escape with their lives!

---

## **(E#33) Starfinder Society Scenario #5-06: Tarnished Legacy: Historia's Holdout**

A Starfinder Society Scenario designed for 1st- through 4th-level characters.

For months the Starfinder Society has sifted through the wreckage of Historia-Prime's life, working to put an end to any of Historia-Prime's remaining schemes and to make reparations for his many crimes. When Celita discovers record of a hidden complex on Absalom Station owned by Historia-Prime, she and Ixthia dispatch a team of Starfinders

# BASHCON 37

to investigate the complex, uncover its purpose, and shut the site down for good.

This is the first scenario in the two-part Tarnished Legacy story arc.

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## **(E#34)Starfinder Society Scenario #4-12: A Festive Operation**

A Starfinder Society Scenario designed for 3rd- through 6th-level characters.

Regarded by many as the cultural center of the Pact Worlds, Absalom Station plays host to hundreds of different holiday traditions each year, shared by the hundreds of diverse species who live and work there. But while holidays are normally a time for celebration, not everyone's feeling particularly festive.

A whimsical raxilite appears to a group of fledgling Starfinders and asks them for help in spreading cheer. The Starfinders are tasked with doing a few good deeds for Station residents and experiencing three different Pact World holidays.

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**Saturday, March 5, 2:00pm – 3:00pm**

## **(E#35)Pathfinder Bounty #18: From Family Lost**

A Pathfinder Bounty designed for 3rd-level characters.

When the Fifth Mendevian Crusade ended, the hamlet of Bulviss was one of many casualties on the Mendevian side of the border. Overrun by demons and their allies, the hamlet hasn't been touched since a band of crusaders cleared out the demonic influence that lingered. Now, contracted by an interested party, a group of adventurers must head into the ruins of Bulviss to find a missing deed and any other surviving treasures. Have the demons truly been removed, or are there other, darker secrets waiting in the ruins?

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# BASHCON 37

## **(E#36)Starfinder Bounty #1: The Cantina Job**

A Starfinder Bounty designed for 1st-level characters.

A desperate scam artist prowls the bars of Drifter’s End, fleeing the tourists and starship crews of Absalom Station out of their hard-earned credits with a chunk of fake horacalcum and the chance to invest in their newly discovered starmetal vein. It’s up to the PCs to track down this fake miner, and haul them back to pay their dues!

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**Saturday, March 5, 3:00pm – 4:00pm**

## **(E#37)Pathfinder Bounty #19: Grim Tidings**

A Pathfinder Bounty designed for 3rd-level characters.

The heads of missing villagers from a small Irriseni village have started appearing on the edge of the Hoarwood Forest. Desperately needing to access the trees to survive Irrisen’s eternal winter, the people of the village seek adventurers to find the source of the murders and excise it from their land. Exactly who or what is responsible for the grim murders remains unknown, and it’s up to the PCs to track the murders back to their source and then venture into the Hoarwood to confront the threat.

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## **(E#38)Starfinder Bounty #3: A Green Place**

A Starfinder Bounty designed for 1st-level characters.

The Ring of Nations is a sprawling line of 27 nations encircling the planet Verces that’s home to some of the most advanced technology in the Pact Worlds. When an automated power plant in the newly developed but ever-expanding city of Thamal goes offline, casting swaths of the city in darkness, the government deploys repair and scouting drones to investigate. None have returned. Armed with a few aerial images of the power plant, now mysteriously overgrown with

# BASHCON 37

local flora, the PCs are dispatched to bring the power plant back online!

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**Saturday, March 5, 4:00pm – 5:00pm**

**(E#39)Pathfinder Bounty #20: Burden in Bloodcove**

A Pathfinder Bounty designed for 3rd-level characters.

A member of the Aspis Consortium is tasked with inspecting all incoming shipments to the port of Bloodcove. The job is too much for one person, and she calls in skilled adventurers to assist with the inspections. Of course, not all is as it seems, and the Consortium's many enemies have snuck dangers into several of the incoming shipments. It's up to the hired help to figure out what's good for transport and what needs a more 'thorough' inspection.

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**(E#40)Starfinder Bounty #4: Poacher's Prize**

A Starfinder Bounty designed for 1st-level characters.

After years of work, Akrikaus Labs has genetically re-engineered an extinct animal species and are scheduled to re-introduce the species into a nearby nature preserve. When opportunistic poachers steal these once-extinct creatures, Arkrikaus Labs hires the PCs to retrieve the valuable animals before they're lost forever.

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**Saturday, March 5, 5:00pm – 6:00pm**

**(E#41)Pathfinder Bounty #21: Against the Unliving**

A Pathfinder Bounty designed for 3rd-level characters.

The squire of a long-dead knight asks for the help of heroes in investigating the site of their master's death. A bleak island awaits the heroes, now inhabited by the dead and undead alike. It's up to the PCs to retrieve mementos of lost knights and lay to rest any lingering spirits on the island.

# BASHCON 37

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## **(E#42)Starfinder Bounty #5: Echoes of Woe**

A Starfinder Bounty designed for 1st-level characters.

A century ago, tragedy claimed the lives of the patients and staff at a rural Castrovelian hospital. Now, thanks to a profitable land deal, investors from the nearby city of Qabarat have given the town a means to demolish the dilapidated building and build a brand new laboratory in its place. All that remains is to enter the hospital and clear it for demolition. There's just one catch: the hospital is haunted and no one in town dares to enter...

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**Saturday, March 4, 7:00pm – 11:00pm**

## **(E#43)Pathfinder Society Scenario #3-16: Escape from Oppara**

A Pathfinder Society Scenario designed for 3rd- through 6th-level characters.

In the city of Oppara, the Pathfinder Society has been investigating a recent crime spree that targeted the assets and allies of Grand Princess Eutropia, Taldor's new monarch who came to power following the War for the Crown. The Society has learned of the group responsible for these crimes, but it has more work to do if it's going to untangle the web of deception and get to the heart of the treasonous conspiracy.

Escape from Oppara is the second scenario in a two-part arc featuring the nation of Taldor.

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## **(E#44)Pathfinder Society Scenario #3-08: Foundation's Price**

A Pathfinder Society Scenario designed for 1st- through 4th-level characters.

Following their recent successes in aiding the government of Qadira with apprehending an errant genie-binder, the

# BASHCON 37

Pathfinder Society earned the right to establish a new lodge in the port city of Sedeq! With the construction of the site complete, the Society sent a group to formally begin operations from the new edifice. They never arrived.

With city officials threatening to auction off the new building should the Pathfinder Society neglect to occupy it, the Society sends a backup group of Pathfinders to investigate the lodge. Finding the brand new structure in a state of alarming disrepair, the Pathfinders have little time to search for answers before a booming voice greets them. If they wish to have their lodge, they'll have to complete three tasks...

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## **(E#45)Starfinder Society Scenario #5-08: Tarnished Legacy: Star Sugar Superstar!!!**

A Starfinder Society Scenario designed for 1st- through 4th-level characters.

Welcome to Star Sugar Superstar!!! This fast-paced battle of the bands is sure to excite fans of all musical genres! Expertly judged by celebrity musicians, including Abysshead, Strawberry Machine Cake, and Lita Starr, the winners of Star Sugar Superstar!!! will earn bragging rights and opening billing at the Drift Crisis Revue, a weekend-long music festival hosted by the Starfinder Society to raise funds for those displaced by the Drift Crisis!

Take on the role of Starfinders tasked with ensuring Star Sugar Superstar!!! goes off without a hitch! Manage the newly renovated theater, handle crowds and obsessive fans, tame raging egos, and mingle with music idols! Keep a sharp eye; this competition's killer!

This is the second scenario in the two-part Tarnished Legacy story arc.

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# BASHCON 37

## **(E#46)Starfinder Society Scenario #1-09: Live Exploration Extreme!**

A Starfinder Society Scenario designed for 1st- through 4th-level characters.

Although the Society was unaware of what existed within the false moon *Salvation's End* when it obtained exploration rights, Starfinders have since identified a vast, uncharted megacomplex within. The Society's ready to launch its first major expedition into the interior, yet there is one slight complication: in order to fund its initial survey missions, the Society accepted a grant that requires this first mission be televised by an Eoxian reality show.

What is already be a momentous mission for the Society is only exacerbated by the mandatory presence of an unliving camera crew—not to mention the interference of the live studio audience in orbit! Can the PCs uncover the secrets of *Salvation's End* while upholding the Society's publicity deal (perhaps becoming celebrities in the process)?

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