



PATHFINDER SOCIETY ORGANIZED PLAY

ARCHERFEAST 4712 AR BOON

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER			
—	—	—	—
SUBTIER			
—	—	—	—

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			
Faction			

EXPERIENCE

Starting XP	
+	—
XP Gained (GM ONLY)	
Final XP Total	

FAME

Initial Fame	Initial Prestige
+	—
Prestige Gained (GM ONLY)	
—	
Prestige Spent	
Final Fame	Current Prestige

GOLD

Start GP	
+	—
GP Gained (GM ONLY)	
+	—
Day Job (GM ONLY)	
+	
Items Sold	
=	
Subtotal	
—	
Items Bought	
=	
Total	

Items Found During This Scenario

SUBTIER
All

This Chronicle sheet may only be assigned to a Pathfinder Society character between July 2, 2012, and July 23, 2012. Once assigned, the effects may be used at any time thereafter.

Crown of Spring and Summer: Expertly whittled from a single branch of yew, this circlet resembles a fully-drawn bow wreathed in early summer flowers. Earned for your exemplary performance in the many contests and festivities of Archerfeast, the crown allows you to relive the glories of Erastil's annual festival of skill and fertility. As a swift action, you may compliment a single ally, granting both the ally and yourself a +1 morale bonus on skill checks, ability checks, and saving throws for 1d4+1 rounds. If either you or your ally rolls a natural 20 on a skill check, ability check, or saving throw while this bonus is in effect, extend the duration of the effect by 1 round. After the crown has been used once, the magic fades and it becomes a mundane keepsake of Archerfeast 4712 AR.

Choose one of the following boons and cross the other off your Chronicle sheet:

Debauchery: While the faithful of Erastil slept, you indulged in private parties, drinking, and trysting, and nothing can ruin your mood. Until the end of the scenario, you suffer a -1 penalty on saving throws against sleep effects that would make you fatigued or exhausted. You also gain a +2 bonus on saving throws against spells with the emotion descriptor, and on spells and effects that would make you shaken, frightened, or panicked. When this boon is used, cross it off your Chronicle sheet.

Diligence: You retired before midnight in order to be alert and awake for work the next day. Until the end of the scenario, you gain a +2 competence bonus on all saving throws against sleep effects or effects that would make you fatigued or exhausted. When this boon is used, cross it off the Chronicle sheet.

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD	
Add 1/2 this value to the "Items Sold" Box	

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #