



PATHFINDER SOCIETY QUEST: AMBUSH IN ABSALOM

This Chronicle Certifies That

Player Name A.K.A. Character Name Pathfinder Society # Faction

Has Completed This Scenario.

Items Found During This Scenario

TIER

all

When you complete this quest, choose one of the two boons below; cross out the other.

- ☐ **Kobold Killer** Anytime you face a kobold in the future, you may designate one such creature. You gain a +1 bonus on attack and damage rolls against that single target for the duration of the combat. When you have used this boon, cross it off the Chronicle. This ability does not stack with multiple instances of itself.
- ☐ **Sewer Sense** Your time spent in Absalom's sewers has given you an innate familiarity with the complex network of tunnels and underground streams. You gain a single-use +5 bonus on any Knowledge (local) or Survival check to learn about or navigate the sewers under the City at the Center of the World, applied before the roll is made. When you have used this boon, cross it off the Chronicle.

Scenario Chronicle #

TIER		MAX GOLD
1-2	o	
TIER		
4-5	o	
TIER		

EXPERIENCE

Starting XP

+o XP

Final XP Total

PRESTIGE AWARD

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Subtotal

Items Bought

Subtotal

Gold Spent

Subtotal

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 #