



PATHFINDER MODULE: MASKS OF THE LIVING GOD

This Chronicle Certifies That _____

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

Has Completed This Scenario. _____

Items Found During This Scenario

SUBTIERS

All

Inside Connection: You are familiar with the cult of Razmir and receive a +2 bonus on all Charisma-based skill checks against the faithful of Razmir.

Stolen Deeds: You have recovered several stolen deeds from the Razmiran stronghold. If you kept them for yourself, you find that having the paperwork makes securing the stolen properties easier. If you instead did what you could to return them to their proper owners, you develop a reputation as being a good neighbor. Either way, purchasing any property in Absalom costs 1 less PP than normal (minimum 1).

+1 cold iron heavy mace (4,324 gp)
Bag of holding, type I (2,500 gp)
Brooch of shielding (85 points; 1,262 gp; limit 1)
Collar of the inferno (2,250 gp; single-use item, summons 1d3 hell hounds as if using *summon monster V*)
Dragon's Breath poison (175 gp, limit 1; poison—ingested; DC 20; onset 5 minutes; 1/round for 6 rounds; unconsciousness for 10 minutes, duration is cumulative; 2 saves)
Feather token, anchor (50 gp)
Horseshoes of speed (3,000 gp)
Mask of fear (2,500 gp; +5 bonus on Intimidate checks)
Oil of invisibility (300 gp)
Potion of cure moderate wounds (300 gp)
Potion of gaseous form (750 gp)
Ring of protection +1 (2,000 gp)
Scroll of prayer (375 gp)
Figurine of wondrous power, silver raven (3,800 gp)
Sovereign glue (2,400 gp)
Wand of bless (21 charges; 315 gp, limit 1)
Wand of shield (42 charges; 630 gp, limit 1)

Scenario Chronicle # _____

☐ Slow ☐ Normal

LEVEL 2-4 1,856 3,711

MAX GOLD

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

=

Subtotal

-

Items Bought

=

Total

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 #