



# PATHFINDER MODULE: THE HARROWING

This Chronicle Certifies That \_\_\_\_\_

A.K.A. \_\_\_\_\_

Player Name \_\_\_\_\_

Character Name \_\_\_\_\_

Pathfinder Society # \_\_\_\_\_

Faction \_\_\_\_\_

Has Completed This Scenario. \_\_\_\_\_

## Items Found During This Scenario

TIERS

All

+1 brass dragonhide breastplate (1,700 gp)  
 +2 bastard sword (8,335 gp)  
 +2 chain shirt (4,250 gp)  
 +2 kukri (8,158 gp)  
 +2 slick breastplate (8,100 gp)  
 +3 flaming arrow (643 gp each; limit 4)  
 amulet of natural armor +1 (2,000 gp)  
 bag of holding [type II] (5,000 gp)  
 belt of mighty constitution +2 (4,000 gp)  
 boots of teleportation (49,000 gp)  
 bracers of armor +2 (4,000 gp)  
 chime of opening [5/day] (6,000 gp)  
 circlet of persuasion (4,500 gp)  
 dust of appearance (1,800 gp)  
 elixir of fire breath (1,100 gp)  
 elixir of truth (500 gp)  
 feather token, anchor (50 gp)  
 feather token, bird (300 gp)

feather token, tree (400 gp)  
 folding boat (7,200 gp)  
 javelin of lightning (1,500 gp)  
 lesser silent metamagic rod (3,000 gp)  
 necklace of fireballs [type II] (2,700 gp)  
 potion of cure serious wounds (750 gp)  
 potion of see invisibility (300 gp)  
 potion of water walk (750 gp)  
 ring of protection +1 (2,000 gp)  
 ring of wizardry I (20,000 gp)  
 robe of scintillating colors (27,000 gp)  
 scroll of blade barrier (3,300 gp)  
 scroll of elemental body IV (2,275 gp)  
 scroll of illusory wall (700 gp)  
 scroll of spell immunity (700 gp)  
 sovereign glue (2,400 gp; limit 3)  
 sword of oaths [+2 short sword] (8,310 gp)  
 wand of cure critical wounds (CL 7th, 10 charges; 4,200 gp)

Scenario Chronicle # \_\_\_\_\_

Slow  Normal

LEVEL 8-10 8,883 17,766

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 # \_\_\_\_\_