



Pathfinder Module: Murder's Mark

This Chronicle Certifies That _____

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

_____ Has Completed This Scenario.

Scenario Chronicle # _____

Slow Normal

SUBTIER	699	1,398
1-2		

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)

+

Items Found During This Scenario

SUBTIER
1-2

Masterful Performance: As a reward for exonerating the Umbra Carnival, Amara Delisen taught you a few tricks of stage presence and misdirection. You gain one of the following benefits, chosen at the time you use this ability (a swift action): a +3 bonus on a Bluff check to feint in combat or create a diversion to hide, a +3 bonus on an Intimidate check to demoralize an opponent, a +3 bonus on any Sleight of Hand check, or a +1 bonus to the caster level and DC of any one enchantment or illusion spell you cast. When you use this ability, cross it off the Chronicle sheet.

Clockwork Spy: You recovered a broken clockwork creation, but without extensive repairs it will never function again. You may spend 50 gp to attempt to repair the construct. If you then succeed at a DC 30 Craft (clockwork) or Disable Device check, you may spend an additional 325 gp to restore the clockwork spy to full working condition (see page 58 of *Pathfinder RPG Bestiary 3*), after which it follows your simple commands. You may take 10 on this check but may not take 20, as the 50 gp is consumed whether or not you succeed at your skill check. You may substitute spending 2 PP for either of these skill checks but must still pay the requisite gold for the repair. The clockwork spy cannot be repaired if it uses its self-destruct ability anytime thereafter. You must bring a copy of *Pathfinder RPG Bestiary 3* to any game in which you plan to use the clockwork spy, as if it were available as an additional resource.

- bracers of armor +1* (1,000 gp)
- handy haversack* (2,000 gp)
- key of lock jamming* (400 gp; *Pathfinder RPG Advanced Player's Guide* 306)
- scroll of cure serious wounds* (375 gp)
- scroll of locate object* (150 gp)
- wand of cure light wounds* (10 charges; 150 gp, limit 1)

SCARF OF THE SUGGESTIVE DANCE

Aura faint enchantment; CL 1st

Slot belt; Price 3,000 gp; Weight 1/2 lb.

DESCRIPTION

This silk scarf is embroidered with all the colors of flame and tasseled in tiny beads. When wrapped around the hips, it grants the wearer a +5 competence bonus on Perform (dance) checks. The scarf adds 1 to the saving throw DC of the wearer's fascinate and suggestion bardic performances.

CONSTRUCTION

Requirements Craft Wondrous Item, *hypnotism*; Cost 950 gp

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

=

Subtotal

-

Items Bought

=

Total

For GM Only

EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #