Pathfinder Module: Crypt of the Everflame

Scenario Chronicle #

This Chronicle Certifies That

A.K.A.

Player Name | Character Name | Pathfinder Society # | Faction

Has Completed This Scenario.

	Slow	Normal	MAX GOLD
LEVEL 1–2	699	1,398	

Items Found During This Scenario

SUBTIERS: All

Kassen's Blessing: You carry a small charm from the spirit of Kassen. You may reroll a single attack roll, saving throw, or skill check after the roll is made but before the results are revealed. You must take the result of the second roll, even if it is worse. Once this ability has been used, cross it off the Chronicle.

+1 bashing heavy steel shield (4,170 gp)
Bag of holding, type I (2,500 gp)
Bracers of armor +1 (1,000 gp)
Elemental gem, water (2,250 gp)
Horn of fog (2,000 gp)
Potion of bear's endurance (300 gp)
Potion of bull's strength (300 gp)
Potion of cat's grace (300 gp)
Potion of cure moderate wounds (300 gp)
Potion of eagle's splendor (300 gp)
Potion of invisibility (300 gp)
Potion of owl's wisdom (300 gp)
Ring of swimming (2,500 gp)
Wand of cure light wounds (10 charges; 150 gp, limit 1)
Wand of lesser confusion (10 charges; 150 gp, limit 1)
Wand of mage armor (10 charges; 150 gp, limit 1)
Wand of magic missile (10 charges; 150 gp, limit 1)
Wand of magic missile (CL 3, 22 charges; 990 gp, limit 1)
Wand of produce flame (10 charges; 150 gp, limit 1)

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 #