

PATHFINDER ADVENTURE PATH:

Carrion Crown

PATHFINDER SOCIETY ORGANIZED PLAY

The Carrion Crown Adventure Path may be played as part of the Pathfinder Society Organized Play campaign for credit. These adventures are produced for a wider audience than just Pathfinder Society Organized Play, and are thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain faction missions, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

SANCTIONED CONTENT

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The fourth volume "Wake of the Watcher" provides optional sanity rules that are legal for play; in fact, earning one boon is contingent on their use. A PC must recover from any acquired insanities by the end of the adventure. The following sections of the Carrion Crown Adventure Path are considered sanctioned content.

LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific Carrion Crown adventure being played.

For the sanctioned content in "The Haunting of Harrowstone," "Trial of the Beast," and "Broken Moon," if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character,

SANCTIONED CONTENT KEY

Adventure	Sanctioned Content	Legal Character Levels
"Haunting of Harrowstone"	Part 3–area U11	2–4
"Trail of the Beast"	Part 3 and areas F1–L5	6–8
"Broken Moon"	Wolves in the Woods and areas E1–G5	7–9
"Wake of the Watcher"	Undiomed House –The Final Rapture	9–11
"Ashes at Dawn"	The Traitor Revealed–area F33	11–13
"Shadows of Gallowspire"	Areas F1–G2	13–15

available on paizo.com. You may apply the credit for the adventure to a Pathfinder Society character as soon as she reaches the level of the pregenerated character played. Equipment listed on the pregenerated character sheet may only be sold to clear conditions, such as death, during the play of the adventure and any remaining wealth does not carry over at the end of the sanctioned content.

Alternatively, if you are participating in the Carrion Crown Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in Chapter 5 of the *Guide to Pathfinder Society Organized Play*, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum PC requirement (see Chapter 7 of the *Guide to Pathfinder Society Organized Play*), but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any of the sanctioned content from the Carrion Crown Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the normal advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track. There are no Day Job checks when playing a sanctioned Adventure Path.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track.

If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character





earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES

Since sanctioned Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.

ABOUT PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a

valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for all six parts of the Carrion Crown Adventure Path are included in this document. For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety.



Pathfinder Adventure Path #43: The Haunting of Harrowstone

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Haunt Sense: Having encountered many different haunts during your adventuring career, you have a knack for reacting quickly and knowledgeably to their harmful effects. You may use this boon before attempting a Knowledge (religion) or Perception check to spot a haunt as it manifests to roll the skill check twice and use the higher result. In addition, you gain a +2 insight bonus on saving throws and a +2 insight bonus to AC against the haunt's effects. When you use this boon, cross it off your Chronicle sheet.

HAUNT SIPHON

Aura faint necromancy; **CL** 3rd**Slot** none; **Price** 400 gp; **Weight** 1 lb.

DESCRIPTION

These glass vials are held within stylized cold-iron casings etched with strange runes, necromantic designs, or other eldritch markings. Within the vial roils a small wisp of white vapor, churning as if caught in a miniature vortex of air. To capture a haunt's energies within a *haunt siphon*, you need only twist the metal casing to open the vial in the same round that the haunt manifests (a standard action)—this can be before or after the haunt has acted. You must be within the haunt's area of influence to use a *haunt siphon*. When you activate a *haunt siphon*, it deals 3d6 points of positive energy damage to a single haunt.

If it deals enough damage to the haunt to reduce the haunt's hit points to 0, the mist inside the *haunt siphon* glows green—if it does not reduce the haunt to 0 hit points, the *haunt siphon* is still expended and becomes nonmagical. It may take multiple *haunt siphons* to destroy powerful haunts. A haunt that is neutralized by a *haunt siphon* takes a -5 penalty on its caster level check to manifest again after its reset time passes.

A *haunt siphon* that neutralizes a haunt can no longer be used to harm haunts, but it can be used as a grenadelike splash weapon that deals 1d6 points of negative energy damage with a direct hit. Every creature within 5 feet of the point where the *haunt siphon* hits takes 1 point of negative energy damage from the splash.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure moderate wounds*, *gentle repose*; **Cost** 200 gp

+1 ghost touch arrow (167 gp, limit 5)

+1 keen longsword (8,315 gp)

+1 undead bane arrow (167 gp each, limit 2)

haunt siphon (400gp)*potion of cure moderate wounds* (300 gp)*potion of lesser restoration* (300 gp)*potion of remove disease* (750 gp)*rope of climbing* (3,000 gp)*silversheen* (250 gp)*stone of alarm* (2,700 gp)*wand of cure light wounds* (15 charges; 225 gp, limit 1)*wand of hold person* (11 charges; 990 gp, limit 1)*wand of lesser restoration* (12 charges; 1,080 gp, limit 1)*warden's badge* (3,000 gp; treat as a *lesser ectoplasmic metamagic rod* that must be held when activated; *Pathfinder RPG Ultimate Equipment* 188)

Notes

SUBTIER ☐ Slow ☐ Normal

2-4

1,856

3,711

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

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—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #44: Trial of the Beast

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Select one of the two following boons and cross the other off your Chronicle sheet.

Remnants of the Beast: You used the *Bondslave Thrall* to command the Beast of Lepidstadt, which destroyed the aberrant promethean and freed Caromarc. Although you severed the link to the Beast long ago, a vestige of its ferocity lingers within you. As a move action, you may tap into this power to grant yourself one of the following abilities for 1d3+1 rounds. When you use this boon, cross it off your Chronicle sheet.

- Add half your character level to weapon damage rolls against creatures that are flat-footed or flanked by you.
- You gain a deflection bonus to your Armor Class equal to half your character level.
- You gain fast healing equal to 2 plus half your character level.

Avenger of Lepidstadt: Impressed by your heroic deeds in Lepidstadt, Caromarc has instructed his bankers to set aside a large sum of money as a reward for freeing him and having the courage to defend the Beast. He urges you to avenge the wrongs against him and the people of Lepidstadt by unmasking and thwarting the Whispering Way's plot. In fact, Caromarc offers you an adventuring contract, which promises you a greater reward if you fulfill this service. If you sign the contract, this boon provides you no immediate benefit; however, you can earn much more gold if you later apply the Chronicle sheet for *Pathfinder #45: Broken Moon* to this character. If you instead choose to accept Caromarc's reward immediately, spend 4 Prestige Points to gain 2,000 additional gp, and cross this boon off your Chronicle sheet.

black adder venom (120 gp, limit 2 doses)
blue whinnis poison (120 gp, limit 2 doses)
boots of the mire (3,500 gp; *Pathfinder RPG Ultimate Equipment* 229)
cloak of elvenkind (2,500 gp)
deathblade poison (1,800 gp, limit 1 dose)
figurine of wondrous power (ivory goats) (21,000 gp)

ring of the ram (8,600 gp)
rod of flame extinguishing (15,000 gp)
shock amulet of mighty fists (4,000 gp)
wand of acid arrow (21 charges; 1,890 gp, limit 1)
wand of charm monster (44 charges; 9,900 gp, limit 1)
wand of speak with dead (31 charges; 6,975 gp, limit 1)

Notes

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-8	5,894	11,787

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #45: Broken Moon

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Contract Fulfilled: Defeating Auren Vrood fulfills your contract with Caromarc, and he praises you for your courage and persistence. By spending 4 Prestige Points, you may collect your reward of 4,000 gp. You may only claim this reward if you have the Avenger of Lepidstadt boon and did not already collect the lesser reward. When you claim this reward, cross this boon off your Chronicle sheet.

Choose one of the two boons below and cross off the other on the Chronicle Sheet:

Friend of the Werewolves: You allied with the Prince's Wolves pack in the Shudderwood, and with their help you neutralized not only the Demon Wolves but also the Whispering Way in Feldgrau. They honor your contributions by giving you a wax token that marks you as a friend. So long as you display this token prominently, failing a Diplomacy check made to influence a non-evil lycanthrope only worsens its starting attitude if you fail the check by 10 or more. In addition, you may rub this token against a weapon as a standard action, causing both to glow faintly with a reddish hue for 4 rounds. While glowing, the weapon ignores the first 3 points of any damage reduction a creature possesses. When the effect ends, the token loses all of its powers and becomes a mundane memento of your past deeds.

Spirit-Speaker: A combination of your working with ghosts and interrogating the dead has granted you a supernatural edge in divining secrets of the past. As a spell-like ability with a casting time of one minute, you may cast *speaking with dead*. Your caster level for this spell is 12 or your character level, whichever is higher. The saving throw DC for this effect is 18. Alternatively, you may use this boon while casting *speaking with dead* to increase either the spell's caster level or its saving throw DC by 2. When you use this boon, cross it off your Chronicle sheet.

+2 breastplate (4,350 gp)

bracers of armor +2 (4,000 gp)

lens of detection (3,500 gp)

lesser silent metamagic rod (3,000 gp)

scroll of remove disease (CL 12th; 900 gp, limit 1)

wand of acid arrow (38 charges; 3,420 gp, limit 1)

wand of animate dead (10 charges; 7,700 gp, limit 1)

wand of command undead (6 charges; 540 gp, limit 1)

wand of spider climb (34 charges; 3,060 gp, limit 1)

Notes

SUBTIER ☐ Slow ☐ Normal

7-9

7,431

14,862

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

—

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—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current
PrestigeFinal
Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #46: Wake of the Watcher

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Horrific Insights: The terrors of Illmarsh haunt you to this day. Despite the blow to your sanity, your experience has granted you ineffable insights into the secrets of the Dark Tapestry and the world around you. Once per scenario, you may take 1d4+1 Wisdom damage to attempt a Knowledge check as though you were trained. Your bonus on this check is equal to six times the amount of Wisdom damage you took. If you did not use the optional sanity rules or if your sanity score never fell to 0 or lower during this adventure, cross this boon off your Chronicle sheet.

Scion of Sanity: Having overcome the terrors of Illmarsh, you are certain that you can handle even the most abhorrent and disorienting experiences with confidence. When you are under the effects of the *confusion* spell or a similar effect that inflicts the confused condition, you may use this boon to add or subtract 25% from the result of any die roll made to determine how you act for one minute. Each time you would make another such roll for the duration of this effect you may choose whether to add or subtract from the result. When you use this boon, cross it off your Chronicle sheet. Cross this boon off your Chronicle sheet if you used the optional sanity rules and your sanity score was reduced to 0 or fewer during this adventure.

MI-GO MIST PROJECTOR

Aura moderate evocation; **CL** 10th**Slot** none; **Price** 22,500 gp; **Weight** 8 lbs.

DESCRIPTION

This strange device appears to be a twisted rod crafted of some unknown alloy of metal and crystal. The device requires two hands to use. When activated, the mist projector discharges a 60-foot cone of supercooled mist. This functions as *cone of cold*, dealing 10d6 points of cold damage to all creatures in the area (DC 17 Reflex save for half). Once fired, a cloud of mist persists in the area of effect for 1d10 minutes or until dispersed, functioning as a *fog cloud*. A mi-go mist projector normally contains 27 charges. A mist projector is impossible to recharge without mi-go technology.

CONSTRUCTION

Requirements Craft Wondrous Item, *cone of cold*, *fog cloud*, 7 ranks in Spellcraft; **Cost** 11,250 gp

+1 defending greataxe (8,320 gp)

+1 wounding sickle (18,306 gp)

+2 dagger (8,302 gp)

amulet of natural armor +2 (8,000 gp)

bottle of air (7,250 gp)

dusty rose prism ioun stone (5,000 gp)

feather token (Fish boat) (450 gp; as a *feather token* (Swan boat), but the boat takes the form of a giant fish)

headband of alluring charisma +2 (4,000 gp)

helm of underwater action (24,000 gp)

mi-go mist projector (18 charges, 15,000 gp, limit 1)

mi-go mist projector (27 charges, 22,500 gp)

potion of barkskin +4 (CL 9th; 900 gp, limit 1)

potion of shield of faith +4 (CL 12th; 600 gp, limit 1)

ring of swimming (2,500 gp)

shadow mistmail (6,000 gp)

trident of warning (10,115 gp)

wand of flame arrow (34 charges; 7,650 gp, limit 1)

Notes

SUBTIER ☐ Slow ☐ Normal

9–11

11,787

23,574

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #47: Ashes at Dawn

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Drops of the Sun Orchid: The Abbey of Sante-Lymirin contained many treasures, but few were so precious as a small vial sitting in a velvet-lined coffer. The few drops of liquid within are all that remains of a legendary *sun orchid elixir*, a extraordinarily rare concoction that restores youth and vitality to the one who drinks it. There is only enough left to undo a few years' aging, but you can consume it as a magic elixir as a standard action that provokes attacks of opportunity to gain one of the following effects:

- Gain the benefits of *restoration* (CL 15th).
- Gain the benefits of extended *death ward* (CL 15th).
- Gain the benefits of *heal* (CL 7th).

Alternatively, you can distill the liquid into the material components required for the *orchid's drop* alchemist formula (*Pathfinder Campaign Setting: Inner Sea Magic* 59); this use creates three 500 gp units of the material component that cannot be sold. When you use this boon, cross it off your Chronicle sheet.

WITCHING GOWN

Aura moderate abjuration; **CL** 7th

Slot body; **Price** 35,000 gp; **Weight** 1 lbs.

DESCRIPTION

Spun from combed cotton, this simple, unassuming gown bears a strong aura of witchcraft. These magical garments are highly sought after by witches, for though anyone may wear a *witching gown*, only a witch may realize its full potential. A *witching gown* grants its wearer a +2 resistance bonus on all saving throws and a +2 competence bonus on all Bluff, Diplomacy, and Intimidate skill checks. When worn by a witch, these bonuses double.

In addition, a witch may change the appearance and style of the gown to match her whims (as the glamered armor special ability) and adopt virtually any disguise, gaining a +10 bonus on Disguise checks that incorporate the gown's appearance. Only a true seeing spell or similar magic can pierce this effect.

Lastly, a witch may cast a single touch range spell of 4th level or lower into the gown. Thereafter, the gown holds the magic for up to 24 hours, functioning as a spite spell against the next foe to strike the witch with a successful melee attack or combat maneuver. The gown's spite spell counts as an active spite effect for the witch wearing the gown.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm person*, *disguise self*, *resistance*, *spite* (*Pathfinder RPG Advanced Player's Guide* 246); **Cost** 17,750 gp

+1 *conductive bladed scarf* (8,312 gp)
+1 *undead bane arrow* (166 gp, limit 6)
+2 *full plate* (5,650 gp)
+2 *ghost touch longsword* (18,315 gp)
amulet of natural armor +3 (18,000 gp)
broom of flying (17,000 gp)
headband of vast intelligence +4 (16,000 gp)
ring of protection +3 (18,000 gp)

staff of cackling wrath (47,200 gp; *Pathfinder RPG Ultimate Equipment* 195)
wand of enervation (16 charges; 6,720 gp, limit 1)
wand of halt undead (12 charges; 2,700 gp, limit 1)
wand of inflict moderate wounds (10 charges; 900 gp, limit 1)
wand of magic missile (CL 7th, 25 charges; 2,625 gp, limit 1)
witching gown (35,000 gp)

SUBTIER ☐ Slow ☐ Normal

11-13 16,399 32,799

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

—

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

—

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #48: Shadows of Gallowspire

Character Chronicle #

<input type="text"/>			
<input type="text"/>	A.K.A. <input type="text"/>	<input type="text"/>	<input type="text"/>
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Relentless Crusade: You may have thwarted Whispering Tyrant's return, but so long as the lich is trapped in Gallowspire, your work remains unfinished. Should the Whispering Way one day rebuild itself, you will be ready to strike it down once more. Until then, you must stay alive and vigilant. So long as you died within 2 rounds of the spell being cast, *breath of life* can bring you back to life, but you gain a temporary negative level for each round that you were dead (rounded up). You may cross this boon off your Chronicle sheet to remove all negative levels you have gained as a result of *raise dead*, *resurrection*, *breath of life*, and similar healing effects.

Savior of Ustalav: As a reward for saving the life of Count Galdana—as well as dealing a blow to the Whispering Way and preventing the return of the Whispering Tyrant—the indebted leader names you savior of Ustalav. You gain 1 Prestige Point and Fame (maximum 6) for each Chronicle sheet you have earned as part of the Carrion Crown Adventure Path.

+3 *longsword* (18,315 gp)
+3 *mithral chain shirt* (10,100 gp)
headband of alluring charisma +4 (16,000 gp)
periapt of wound closure (15,000 gp)
ring of delayed doom (45,000 gp; *Pathfinder Advanced Player's Guide* 292)
ring of protection +3 (18,000 gp)
scroll of mind blank (3,000 gp)

staff of shrieking (28,800 gp; *Pathfinder Ultimate Equipment* 200)
wand of cure critical wounds (12 charges; 5,040 gp, limit 1)
wand of cure serious wounds (30 charges; 6,750 gp, limit 1)
wand of dimension door (12 charges; 1,080 gp, limit 1)
wand of inflict serious wounds (38 charges; 8,550 gp, limit 1)

Notes

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
13–15	27,500	55,000

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #