



# Pathfinder Society Scenario #1-13: Devil at the Crossroads

Character Chronicle #

Herolab Code

J3F4

A.K.A. _____		- 2		Faction _____	Reputation _____
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____	Reputation _____
				Faction _____	Reputation _____

## Adventure Summary

You went to the Devil's Rest to meet a Society contact, but what you found was far stranger. Thankfully, you survived the night trapped in the trading post with a malevolent spirit and a murderer and sealed the infernal artifact that was behind the hauntings, purifying the Devil's Rest and helping to drive back the region's corruption.

## Boons

**Convention Hero (Advanced):** The underlying idea for this scenario came from a creative and enthusiastic audience at an adventure design panel at PaizoCon. You can slot this special boon only while playing a game at a convention. If you do, you begin the adventure with one additional Hero Point.

SUBTIER 3-4

SUBTIER 5-6

### Items

*Bag of holding (type I) (level 4; 75 gp)**Bag of holding (type II) (level 7; 300 gp)*  
*Boots of elvenkind (level 5; 145 gp)*

### Purchases

#### 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**

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

## Notes

## Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #