



Pathfinder Society Scenario #1-22: Doom of Cassomir

Character Chronicle #

Herolab Code

S1K2

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

Adventure Summary

In the port city of Cassomir, the neglected Admiral's Fen neighborhood has been slowly sinking into the nearby swamp. The green hag Ahksiva saw a perfect opportunity to exploit the despair of the people to form a cult of Groetus, god of the end times. The members of Groetus's Chosen believed that they were destined to become gods in a new world, and they eagerly spread destruction. Thanks to your timely efforts, Groetus's Chosen has been disbanded, and Admiral's Fen is a safer place.

Boons

☐ **Doom Averted (General):** In defeating a growing cult of Groetus in Cassomir, your spirit is filled with a renewed resistance against the same prophecies of doom that his priests shout from the rooftops. When your dying value is increased to exactly the amount that would kill you, this boon automatically activates. Check the box that precedes this boon and decrease your dying value by one.

Items

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

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

SUBTIER 1-2

SUBTIER 3-4

REWARDS

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #