



# Pathfinder Society Scenario #1-14: Lions of Katapesh

Character Chronicle #

Herolab Code

Q4U9

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

## Adventure Summary

After a grueling trek through the deserts of Katapesh, you were welcomed into the warm and worrisome comfort of a goblin attack besieged by great cats and other occupants of the Katapeshi wastes. After defeating the ☐ possessed cat / ☐ halfling druid / ☐ angry awakened lion riling the creatures of Katapesh to violence, peace has begun to return to the region once more and the flow of trade has begun to resume.

## Boons

☐ ☐ ☐ **Big Game Hunter (General):** Your struggles against the fearsome wildlife of Katapesh and the being manipulating the creatures has made you particularly good at dealing with dangerous animals. Whenever you roll a critical failure on a check to Track an animal, you can check a box next to this boon to get a failure instead.

## Items

## Purchases

### Items Sold / Conditions Gained

bola (5 sp, *Lost Omens Gods & Magic* 120)  
fighting fan (11 sp, *Lost Omens Gods & Magic* 120)  
khopesh (2 gp, *Lost Omens Gods & Magic* 120)

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

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

### Items Bought / Conditions Cleared

bola (5 sp, *Lost Omens Gods & Magic* 120)  
fighting fan (11 sp, *Lost Omens Gods & Magic* 120)  
+1 khopesh (35 gp, *Lost Omens Gods & Magic* 120)

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

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

## FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #