



# Pathfinder Society Scenario #1-15: The Blooming Catastrophe

Character Chronicle #

Herolab Code

L1P1

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

## Adventure Summary

You set forth into Finadar Forest to investigate the strange events caused by Abyssal pollution, eventually finding a leshy crafter bewitched by a cyclopean monolith in the heart of the forest. One way or another, you freed the forest from the monolith's influence.

## Boons

**Finadar Leshy:** After the Abyssal influence was driven from Finadar Forest, some of its leshys set out into the wider world. You have gained access to the following background for all of your characters (include a copy of this Chronicle Sheet with any character who selects this background).

### FINADAR LESHY

### BACKGROUND

**Prerequisites** Leshy ancestry

You are a leshy from Finadar Forest, originally created under the corruption of a cyclopean monolith. Though the Pathfinder Society managed to sever the monolith's connection, freeing the forest and your people from its influence, you retain a trace, unnerving connection to the Abyss.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Abyssal Lore skill. You gain the Intimidating Glare skill feat.

## Items

## Purchases

### Items Sold / Conditions Gained

hunter's bane (level 2, 5 gp (discounted price)  
limit 3)  
beacon shot (level 3, 8 gp (discounted price)  
limit 5)


**TOTAL VALUE OF ITEMS SOLD**

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

### Items Bought / Conditions Cleared

vine arrow (level 3, 8 gp (discounted price) limit  
5)  
beacon shot (level 3, 8 gp (discounted price)  
limit 5)


**TOTAL COST OF ITEMS BOUGHT**

## Notes

## Downtime


## 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

## FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #