



The Fall of Plaguestone

Character Chronicle #

Herolab Code

T9MT

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

Adventure Summary

Accompanying a dwarven merchant, you delved into the twisted skeins of a deadly plot seeking to devastate all the residents of the town known to outsiders as Plaguestone. Disease, poison, and corrupted wildlife all sought to block your progress and add you to the list of victims already claimed, including your dwarven compatriot.

Boons

☐ **Fiery Companion (Limited-Use, Slotless):** You have befriended a unique animal augmented by alchemical experiments. If you have an animal companion, you can check the box that precedes this boon between adventures to replace it with the fiery leopard (*Pathfinder Adventures: The Fall of Plaguestone* 57). You may also transfer this boon to one of your other characters who has an animal companion, immediately checking the box on this boon and replacing that character's existing companion with the fiery leopard; keep a copy of this Chronicle with that character.

☐ **Noala's Lessons (Slotless):** In gratitude for your help, the ranger Noala is willing to teach you several of her carefully honed techniques. You gain access to either the ranger feat Relentless Stalker (*Pathfinder Adventures: The Fall of Plaguestone* 57) or the skill feat Wilderness Spotter (*The Fall of Plaguestone* 57). Once you have taken one of these feats, check the box next to this boon and cross the other one out.

Items

alchemical crossbow^U (level 0; 25 gp)
crafter's eyepiece (level 3; 60 gp)
lesser energy mutagen formula^U (level 1; 1 gp)
shadow rune (level 3; 55 gp)
stone body mutagen recipe^U (level 5; 8 gp)
wolf fang talisman (level 1; 4 gp)

Keepsakes

Bort's blessing^R (level 5; 160 gp)
merchant's guile^U (level 5; 160 gp)
ring of minor arcana^U (level 5; 160 gp)
ring of the weary traveler^U (level 5; 160 gp)
stalwart's ring^U (level 5; 160 gp)
warrior's training ring^U (level 5; 160 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 #