



Pathfinder Society Scenario #1-18: Lodge of the Living God

Character Chronicle #

Herolab Code

Z1Y7

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

Adventure Summary

A lodge in Razmيران seems like an idea fraught with peril, but perhaps the Pathfinder Society can do some good for the people held in the iron grasp of the Living God. By (☐ protecting the keep/ ☐ abandoning the lodge), you hope you've made the best choice for everyone.

Boons

Light in the Dark (Envoy's Alliance, General): You sought out people with the potential to become assets and agents for the Pathfinder Society, despite the risks involved. While adventuring in Razmيران, you gain a +1 circumstance bonus to Diplomacy checks to Request Assistance or Make an Impression. Inform your GM of the function of this boon at the beginning of the adventure.

Narsen's Web (General): For good or ill, you have been swept up in the schemes of the masked priest Narsen. Whether the cunning cultist's aims are for good or ill remains to be seen. You gain a +1 circumstance bonus to Perception checks to Sense Motive when dealing with anyone hiding their features behind a mask or disguise (including magical disguises and polymorph effects that change the person's appearance to something unrecognizable).

Items

Purchases

Razmiri wayfinder (This item will appear in *Lost Omens: Pathfinder Society Guide* and can be immediately purchased with a 10% discount when that book is released; limit 1)

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 #