



Pathfinder Society Scenario #1-03: Escaping the Grave

Character Chronicle #

Herolab Code

L7Q2

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

Adventure Summary

You and your companions braved the dangers of the Gravelands to recover valuable relics from the ruins of a town once known as Goldenflame. While there, you were tasked with the sad duty of recovering the remains and *wayfinders* of missing Pathfinders. Before you could escape the Gravelands, you were confronted by an evil necromancer and his undead minions and had to fight your way free.

Boons

Team Player Your time in the Gravelands included many harrowing trials that required you to learn how to work especially well with your companions.

☞ (fortune) Uses 3 ☐☐☐; **Trigger** An ally fails a check on which you Aided; **Effect** The ally can reroll the check and use the better result.

Items

channel protection amulet^U (level 3; 56 gp)
wayfinder of rescue (level 4; 80 gp; as a standard *wayfinder*, but once per day you can activate it to cast *heal* a creature other than yourself, using either the one-action or two-action version of *heal* as a 1st-level spell)

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

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

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 #