



# Pathfinder Society Scenario #1-16: The Perennial Crown Part 1: Opal of Bhopan

Character Chronicle #

Herolab Code

A2D6

A.K.A.

- 2

Player Name

Character Name

Organized Play #

Character #

Faction

Reputation

Faction

Reputation

Faction

Reputation

## Adventure Summary

On the trail of the legends of the famous early Pathfinder Selmius Foster, you traveled to the place he died—the isolated island of Bhopan. After surviving an onslaught from the island's fey, you found a magically advanced society whose people have deep connections to the fey. The king of Bhopan invited you to participate in a grand masquerade. The royal steward, Lelzeshin, gave you a chance what Foster sought by entering the royal vaults. After speaking to him, you (☐ worked with him to break into the vaults / ☐ refused his suggestion, and instead wound up accompanying guards to the vault's defense after Lelzeshin broke in on his own.) Ultimately, you battled Lelzeshin over control of a primal artifact, the *Perennial Crown*. As soon as the artifact was in your hands, the vault collapsed, trapping you inside. The story continues in *Pathfinder Society Scenario #1-17: The Perennial Crown Part 2: The Thorned Monarch*.

## Boons

**Blood Offering (Slotless):** Bhoponese culture has numerous traditions that involve bloodletting as a sign of respect or a show of bravery. You participated in at least one of these traditions. This boon will have an effect in future scenarios.

## Items

## Purchases

bloodletting kukri<sup>U</sup> (240 gp, level 6)  
sneaky key (22 gp, level 5)

## 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

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 #