



Pathfinder Society Scenario #1-25: Grim Symphony

Character Chronicle #

Herolab Code

X8D7

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

Adventure Summary

Serving an eviction notice in Ustalav would be an interesting and daunting task on its own, but you uncovered a choral cabal of unprecedented unusualness. Dwarf mortics, corpses returned to life with devices designed to channel lightning, and a maestro whose magical pipe organ could command the dead to dance all resisted your efforts, and the building itself threatened to tumble down around you as evil song and dance shook the rafters and cracked the foundation.

Boons

☐ **Grand Finale** (Advanced) You have survived the grim symphony, but the haunting melody which bridged the worlds of the living and the dead still echoes in your mind. When your dying value is 2 or greater, you can check the box next to this boon to gain a +2 circumstance bonus to Performance checks, 20 temporary Hit Points, and a +1 circumstance bonus to Fortitude saves, all for the next 10 minutes.

Items

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

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

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 5-6

SUBTIER 7-8

REWARDS

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #