



Pathfinder Society Quest #6: Archaeology in Aspenthar

Character Chronicle #

Herolab Code

N3Q2

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

Adventure Summary

While Prince Zinlo is certainly eager and willing to sell the rights to excavation sites in and around Aspenthar, it's clear that he's less eager to vet the accuracy of the information before completing the sale. Fortunately, the Jistka Imperium's relics are just as mysterious as those of Ancient Osirion—though they shed light on the strange science of alchemy more often than magic.

Boons

☐ **Secrets of the Jistkan Alchemists (General, Limited-Use):** Your forays into the ancient alchemical testing site of the Jistka Imperium has left you with knowledge and materials for a few handy tricks. Whenever you Craft an item with the alchemical trait during Downtime, after rolling, you can check a box that precedes this boon to increase your degree of success by one (from critical failure to failure, from failure to success, or from success to critical success).

Items

Purchases

Items Sold / Conditions Gained

oil of potency (level 2; 7 gp)
moderate quicksilver mutagen (level 3; 12 gp)

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

moderate juggernaut mutagen (level 3; 12 gp)
lesser mistform elixir (level 4; 18 gp)

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

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #