

Pathfinder Society Quest #5: The Dragon Who Stole Evoking Day

Character Chronicle #
Herolab Code

K8Y3

				Faction	Reputation
A.K.A.			- 2	Faction	Reputation
Player Name Cha	aracter Name	Organized Play #	Character #	Fortion	
				Faction	Reputation
		Adventure Summary			
It's unclear whether the aged drake or the that came home with you. Hopefully you					
		Boons			
DWARVEN DAISY				ITEM 1+	
UNCOMMON ALCHEMICAL BOMB CONSUMABLE	FIRE SPLASH				
Usage held in 1 hand; Bulk L					Starting XP
Activate ❖ Strike A dwarven daisy is a string of dozens of fire	crackers that cre	ate tiny loud explosions	The string end	ds with a short	
wrapped fuse. Pulling off the wrapping in a	quick motion ligh	nts the fuse and is done	as part of the a	ction to Strike.	
A dwarven daisy deals the listed fire dama		XP Gained			
its target. A creature struck by a dwarven d Type lesser; Level 1; Price 6 gp	alsy must succee	ed at a Fortitude save or	become dazzie	ea for Fround.	
The firework deals 1d6 fire damage and 1 fir	e splash damage	. The DC is 16.			Final XP
Type moderate; Level 3; Price 18 gp The firework deals 2d6 fire damage and 2 fi		FIIIdI AF			
The mework deals 2do life damage and 2 h	re spiasir damagi	c. The De is io.			
Items		Purchases			Starting GP
		Items Sold / Condit			
lesser dwarven daisy (level 1; 3 gp; limit 5)					
					GP Gained
SUBTIER 3-4					
띕					
SUB					Earn Income
					SDS
			OF ITEMS SOLD		Items Sold
		Add 1/2 this value to the "	_		Items Sold
moderate dwarven daisy (level 3; 8 gp;		Items Bought / Cond			
limit 5)	-				GP Spent
φ					,
ER 5					
SUBTIER 5-6					Total GP
<u>м</u>				· ·	
	-	TOTAL COST OF	ITEMS BOUGHT		
					Starting Fame
Notes		Do	wntime		
					Fame Earned
					ranic Earned
					Total Fame
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EVENT COD	DE D	ATE Ga	me Master's Sig	enature .	GM Organized Play #
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