



Scenario #2-03: Catastrophe's Spark

Character Chronicle #

Chronicle Code

Q6Y4

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

Adventure Summary

Dispatched by Vigilant Seal leader Eando Kline, you set out to explore an ancient facility uncovered in the Pathfinder Society's recent foray through the ruins of the cyclops city of Min-Khadaim. Heading deeper and deeper into the facility, you found alchemical equipment investigating the resin of Iobaria's native bruorsivi pines, as well as unholy iconography of Urxehl, the troll god of disaster. In the facility's heart was a barely-alive troll and a sapient jewel that begged you to set it free. No sooner had you (☐ left the jewel behind / ☐ taken the jewel with you / ☐ destroyed the jewel) than the will of Urxehl bore down on the facility, bringing catastrophe and forcing a hurried retreat. Though you managed to escape and report back to Kline, it's clear that the mystery of the cyclopes' city—and their research into the blood pines—has yet to be fully uncovered.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

This adventures qualifies you for a unique Achievement Point boon: Fluent in Cyclops.

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

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

Notes

Downtime

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

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #