



# Pathfinder Society Scenario #1-13: Devil at the Crossroads

Character Chronicle #

016

Herolab Code

J3F4

Score	A.K.A.	Brohlar	14034	2001	Faction	VS	Reputation	5
Player Name		Character Name	Organized Play #	Character #	Faction		Reputation	
					Faction		Reputation	

### Adventure Summary

You went to the Devil's Rest to meet a Society contact, but what you found was far stranger. Thankfully, you survived the night trapped in the trading post with a malevolent spirit and a murderer and sealed the infernal artifact that was behind the hauntings, purifying the Devil's Rest and helping to drive back the region's corruption.

### Boons

**Convention Hero (Advanced):** The underlying idea for this scenario came from a creative and enthusiastic audience at an adventure design panel at PaizoCon. You can slot this special boon only while playing a game at a convention. If you do, you begin the adventure with one additional Hero Point.

### Items

Bag of holding (type I) (level 4; 75 gp)

Bag of holding (type II) (level 7; 300 gp)  
Boots of elvenkind (level 5; 145 gp)

### 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

	lev 3, 8d3	5gp

### REWARDS

48	Starting XP
4	XP Gained
52	Final XP
73.82	Starting GP
100	GP Gained
49gp	Earn Income
	Items Sold
	GP Spent
173.82	Total GP
30	Starting Fame
4 - 2	Fame Earned
32	Total Fame

Combat  
mover

Busta Metro	2611205	2/29/20	Emm	109361
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #