



Pathfinder Society Scenario #1-25: Grim Symphony

Character Chronicle #

27

Herolab Code

X8D7

Scott	A.K.A. Brokkr	14034	- 2001	Faction Radiant Oath	Reputation 4	4
Player Name	Character Name	Organized Play #	Character #	Faction Grand	Reputation 2	
				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
SUBTIER 5-6	Items Sold / Conditions Gained
SUBTIER 7-8	Items Bought / Conditions Cleared
	Lifting belt, invisibility rune 580

88
Starting XP
4
XP Gained
92
Final XP
624.1
Starting GP
300
GP Gained
2
Earn Income
Items Sold
580
GP Spent
346.1
Total GP
56
Starting Fame
4
Fame Earned
60
Total Fame

Notes	Downtime
	7 Days retraining sudden charge -> moment of clarity
	1 day, level 6 task, success, master, 2gp