



# PATHFINDER SOCIETY SCENARIO #3-13

## THE QUEST FOR PERFECTION, PART III: DEFENDERS OF NESTING SWALLOW

This Chronicle Certifies That

Scenario Chronicle #

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
SUBTIER	262	524
1-2		
SUBTIER	920	1,840
4-5		

MAX GOLD

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Has Completed This Scenario.

### Items Found During This Scenario

SUBTIER  
ALL

**Axe Beak Companion:** As long as you have Chronicle sheets for all three parts of the Quest for Perfection campaign arc, you may take an axe beak as a loyal mount or companion; the Chronicle sheets need not be consecutive or in order, but all three must be present in the same character's records. If you possess a class feature which permits you to take an animal companion or a mount that progresses as an animal companion, you may add the axe beak to your list of legal and available companions. You must present a copy of *Pathfinder RPG Bestiary 3* in order to use an axe beak companion as if it were allowed as an additional resource. Other than provide access to this animal as a choice of mount or companion, this boon provides no mechanical benefit.

**Braid of a Hundred Masters** (5,200 gp; If the wearer of this necklace has levels in monk, his fast movement and unarmed damage are treated as a monk of 3 levels higher. If the character is not a monk, he gains the fast movement and unarmed damage of a 3rd-level monk. This fast movement functions just like the monk's fast movement class feature. These bonuses do not stack with those granted by other items or effects. In addition, as a swift action three times per day, a character with the flurry of blows class feature can use the *Braid of a Hundred Masters* to apply 1-1/2 times his Strength bonus on damage rolls for successful attacks made with flurry of blows. This ability must be activated before the damage from the attack is rolled, though it may be activated after the attack roll is made and before the damage roll. Once this ability is activated, its effect lasts for 1 round.)

### EXPERIENCE

Starting XP

+ 1 *DM*

XP Gained (GM ONLY)

Final XP Total

### FAME

Initial Fame

Initial Prestige

+ 2 *DM*

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

### GOLD

Start GP

+ 524 *DM*

GP Gained (GM ONLY)

+ — *DM*

Day Job (GM ONLY)

Items Sold

=

Subtotal

-

Items Bought

=

Total

### 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

For GM Only

Pandy 3/25/12

EVENT

EVENT CODE

3/25/12

DATE

David Montgomery

Game Master's Signature

41542

GM Pathfinder Society #