



# PATHFINDER SOCIETY ORGANIZED PLAY

## JESTERCAP 4711 AB BOON

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER			
—	—	—	—
SUBTIER			
—	—	—	—

MAX GOLD

This Chronicle Certifies That

James King

Aldric

38383

1 Grand Lodge

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Has Completed This Scenario.

## Items Found During This Scenario

SUBTIER  
All

**Jestercap Fright Mask:** This leather mask has been magically enchanted to create a truly horrific appearance that terrifies an unsuspecting target. Upon the utterance of a command word, the wearer may cast *cause fear* (CL 1, DC 12). Alternatively, this mask can be turned inside-out to create a joyful face, around which no one can feel afraid. When worn this way, the wearer may instead cast *remove fear* (CL 1). After the mask has been used once, the magic fades from it, and it becomes a mundane keepsake of Jestercap.

This Chronicle sheet may only be assigned to a Pathfinder Society character between October 24, 2011, and November 13, 2011. Once assigned, the effects may be used at anytime thereafter.

## EXPERIENCE

Starting XP

+	—	GM's Initial sdg
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XP Gained (GM ONLY)

Final XP Total

## FAME

Initial Fame	Initial Prestige

+	0	GM's Initial sdg
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Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

## GOLD

Start GP

+	0	GM's Initial sdg
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GP Gained (GM ONLY)

+	0	GM's Initial sdg
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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

PFS Online Frostfur Captives

8646

11/12/2011

Scott David Gray

14034

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #