



Pathfinder Quests: Phantom Phenomena

Character Chronicle #

001

☐ Core Campaign

Scott David Gray

A.K.A.

Owain Llewellyn

14034

- 47

Silver
Crusade

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Variable Rewards: The gold, XP, and Prestige Points you earn on this Chronicle sheet are based on how many of the quests you completed, and until you play an adventure other than *Phantom Phenomena*, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the following table. Check off any of the boons you earn below.

Quests	Gold Pieces	XP	Prestige Points	Other
1	100 gp	1	1	—
2	250 gp	1	1	—
3	250 gp	1	1	Impressive Find boon
4	350 gp	1	2	—
5	500 gp	1	2	—
6	500 gp	1	2	Draw from the Deck and Well-Earned Reward boons

- | | |
|-------------------------------------------|----------------------------------------------|
| <input type="checkbox"/> Lightning | <input type="checkbox"/> Resource |
| <input type="checkbox"/> Harrow | <input type="checkbox"/> Resource |
| <input checked="" type="checkbox"/> Manor | <input checked="" type="checkbox"/> Resource |
| <input type="checkbox"/> Monolith | <input type="checkbox"/> Resource |
| <input type="checkbox"/> University | <input type="checkbox"/> Resource |
| <input type="checkbox"/> Epicenter | |

Draw from the Deck: You have recovered a psychically charged harrow deck, commonly used for telling fortunes. You can expend its remaining energy to draw a card at random as a standard action, and you gain a +2 enhancement bonus to the ability score that matches the suit of the card drawn until the end of the adventure. If you do not have a harrow deck available, instead roll 1d6 to determine the suit (1 is Strength, 2 is Dexterity, 3 is Constitution, 4 is Intelligence, 5 is Wisdom, and 6 is Charisma). When you use this boon, cross it off your Chronicle sheet.

Impressive Find: A representative from the Pathfinder Society—an organization of archaeologists and explorers—has heard of your discoveries in Ustalav and invites you to join the Society as a field agent. Once you earn 12 or more Fame, your superiors award you one additional Prestige Point (but not Fame) in recognition of your excellence. You cannot have more Prestige Points than Fame, and if you would exceed this maximum, the bonus Prestige Point must be spent immediately or lost.

Well-Earned Reward: Dr. Quolorum's principle interest in these missions was uncovering the secret behind the strange phenomena near Lantern Lake, and any treasure recovered was merely a pleasant surprise. Although a share of the treasure was not in the original contract, he subsidizes the cost as a favor to you. You may purchase any of the three treasures below at a reduced price: *gloves of swimming and climbing* (5,000 gp), *necklace of fireballs* (300 gp), and *robe of useful items* (2,500 gp).

gloves of swimming and climbing (6,250 gp)

necklace of fireballs (type I) (one 3d6 bead remaining; 450 gp, limit 1)

robe of useful items (still has one of each of the following patches: dagger, lit bullseye lantern, steel mirror, 10-foot pole, 50-foot coil of hempen rope, sack, *potion of cure serious wounds*, 24-foot-long ladder, *scroll of glitterdust*, a bouquet of roses, 3 adamantite arrows, antitoxin, cauldron containing enough hot lamb stew to serve eight Medium creatures; 3,500 gp)

For GM Only

Pandemonium
EVENT153338
EVENT CODEJuly 20, 2017
DATE

Game Master's Signature

755

GM Pathfinder Society #

MAX GOLD	QUESTS	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1	50	100
	2-3	125	250
MAX GOLD	QUESTS	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4	175	350
	5-6	250	500
EXPERIENCE	0		
	Starting XP		
	+ 1	GM's Initials RD	
	XP Gained (GM ONLY)		
	= 1		
Final XP Total			
FAME	0	0	
	Initial Prestige	Initial Fame	
	+ 1	GM's Initials	
	Prestige Gained (GM ONLY)		
	Prestige Spent		
1 1			
Current Prestige Final Fame			
GOLD	0		
	Starting GP		
	+ 100	GM's Initials	
	GP Gained (GM ONLY)		
	+ NA	GM's Initials	
Day Job (GM ONLY)			
Gold Spent			
= 100			
Total			