

## SCENARIO #2-01; BEFORE THE DAWN, PART J: THE BLOODCOVE DISGUISE

Scenario Chronicle #

1-2

This Chronicle Certifies That 3-4 3,234 6-7 **EXPERIENCE** Has Completed This Scenario. Starting XP Ь Items Found During This Scenario +1 XP Tøtal Awareness Points Generated: The Favor of Cartahegn: While in a settlement of 5,000 people or more anywhere on the all continent of Garund, you may purchase mundane equipment (but not weapons or armor) through your favorable connections with House Cartahegn at a 10% discount. Final XP Total ☐ Tortured by the Aspis Consortium: You were captured in Bloodcove by the Aspis Consortium **PRESTIGE AWARD** and subsequently tortured over the course of 2 weeks before being tossed on an Absalombound slave ship and returned to the Society. As a result, you lose 1 permanent point of Constitution to represent the hell the Aspis Consortium put your body through. Starting PA Greenblood oil (Limit 1; 100 gp) TIER Potion of invisibility (300 gp) PA Gained (GM ONLY) Wand of inflict light wounds (21 charges) (Limit 1; 315 gp) Feather token (whip) (300 gp) Final PA Total Medium spider venom (Limit 1; 150 gp) Potion of cure moderate wounds (300 gp) No Day Job Scroll of false life (150 gp) Scroll of see invisibility (150 gp) Striped toadstool powder (Limit 1; 180 gp) Wand of inflict moderate wounds (11 charges) (Limit 1; 990 gp) Wand of reduce person (9 charges) (Limit 1; 135 gp) GP Gained (GM ONLY) Cloak of resistance +1 (1,000 gp) +1 frost bolts (Limit 6; 166 gp each) Large scorpion venom (Limit 1; 200 gp) Items Sold Potion of bear endurance (300 gp) Potion of bull's strength (300 gp) Subtotal Potion of cure serious wounds (750 gp) Items Bought Items Sold / Conditions Gained Items Bought / Conditions Cleared 508. Subtotal Gold Spent 508:0 TOTAL VALUE OF ITEMS SOLD TOTAL COST OF ITEMS BOUGHT Add 1/2 this value to the "Items Sold" Box Subtotal For GM Only Same Master's Signature