



PATHFINDER MODULE: FANGWOOD KEEP

Scenario Chronicle #

This Chronicle Certifies That

Player Name A.K.A. Character Name Pathfinder Society # Faction

Has Completed This Scenario.

Items Found During This Scenario

LEVEL

3-5

So long as you reclaimed Fangwood Keep, choose one of the following boons. Cross the other off the Chronicle sheet.

Study of Infinite Spells: Although you were unable to learn spells directly from the book of infinite spells, the Pathfinder Society rewarded you for the recovery of such a powerful artifact by allowing you access to its extensive spell libraries. Choose any number of spells of 1st, 2nd, 3rd, or 4th level so long as the total spell levels do not add up to more than eight. You may scribe these spells into a spellbook or formulae book by paying only the scribing costs (see page 219 of the *Pathfinder RPG Core Rulebook*), or you may teach them to your familiar as appropriate.

Borderland Keep (property vanity—15 PP): You have taken command of Fangwood Keep as a representative of either Molthune or Nirmathas. Managing the keep increases the number of followers you can retain at any one time by 1. In addition, you may forgo rolling your Day Job at the end of a scenario to manage the fort's operations, patrol the surrounding territory, and launch raids against the enemy. Doing so allows you to recover 1 Prestige Point as you earn the acclaim and support of the selected nation, though it does not increase your Fame score. Any Prestige Points in excess of your Fame must be spent immediately or are lost.

amulet of natural armor +1 (2,000 gp)
chime of opening (5 uses; 1,500 gp, limit 1)
earth elemental gem (2,250 gp)
elixir of hiding (250 gp)
hobgoblin war draught (10 gp, *Pathfinder RPG Advanced Race Guide* 123)
masterwork fetters (50 gp, *Pathfinder RPG Advanced Race Guide* 123)
potion of cure moderate wounds (300 gp)
ring of protection +1 (2,000 gp)

scroll of delay poison (150 gp)
scroll of knock (150 gp)
scroll of scare (150 gp)
wand of bull's strength (12 charges; 1,080 gp, limit 1)
wand of cure moderate wounds (12 charges; 1,080 gp, limit 1)
wand of detect animals or plants (13 charges; 195 gp, limit 1)
wand of invisibility (6 charges; 540 gp, limit 1)

☐ Slow ☐ Normal

LEVEL 3-5 2,400 4,800

MAX GOLD

EXPERIENCE

Starting XP

+ GM'S Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM'S Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM'S Initial

GP Gained (GM ONLY)

+ GM'S Initial

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

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #