



Pathfinder Society Scenario #7-06: Brastlewark at War Part 1: The Gnome Defection

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You were preparing to explore Crystal Falls, said by locals to be haunted. The falls' location in the Aspodell Mountains near the Chelaxian border proved fortunate. Venture-Captain Brackett received a sending from an old friend and, before you could finish breakfast, you were breaking camp to mount a rescue mission. After a daring entry into Cheliax you hiked for two days until you reached the Andoran Legionnaires and their gnome charges. Then, you spent another two days retracing your steps back to the Andoran border, gnome charges in tow. However, the Hellknights were not going to let the gnomes go without a fight and attempted to stop you using a terrifying device called the Jaws of Hell. Fortunately, the device malfunctioned and you were able to defeat the knights, steal or destroy the device, and get the gnomes safely into Andoran.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions. This adventure grants the following unique **Achievement Boon: Gnome Favor**

Rewards

Starting XP

XP Gained

Total XP

Experience

Starting GP

GP Gained

GP Spent

Total GP

Gold

Items

Notes

Gnome Favor

In gratitude for aiding them in their defection from Cheliax, the Brastlewark gnomes gifted you with a custom knit item such as a hat or scarf. When worn, this item's unmistakable craftsmanship identifies you as a friend and ally to a Brastlewark gnome. You gain a +1 item bonus on Diplomacy, Deception, or Intimidation checks made as part of an interaction with other Brastlewark gnomes.

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: CMU2

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club