



Pathfinder Society Scenario #7-08: The Haunted Corridor

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

During this adventure you discovered a former Pathfinder who had been living trapped as a ghoul for decades in the basement of the Talhindir Lodge, having been brought back by a strange artifact. You ☐ helped free her from the artifact's control or you ☐ destroyed the artifact and released her soul.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that 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.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

everlight crystal (level 1, 15 gp)
shining ammunition (level 1, 3 gp)
+1 staff (level 2, 35 gp)
+1 ghost touch staff (level 4, 110 gp)
1st-rank scroll of heal (level 1, 4 gp)
2nd-rank scroll of heal (level 3, 12 gp)
holy water (level 1, 3 gp)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: ZW6S

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