



Year of the Open Road



**PATHFINDER
SOCIETY**

A PARCHMENT TREE

By Carlos Cabrera

PATHFINDER SOCIETY

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How To Play

Pathfinder Society Quest #11: A Parchment Tree is a Pathfinder Society Quest designed for 1st-through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at **PathfinderSociety.club**.

GM Resources

A Parchment Tree makes use of the *Pathfinder Core Rulebook* and *Pathfinder Gamemastery Guide*, as well as the map *Flip Tiles: Urban Starter Set*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at **paizo.com/prd**.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at **http://www.organizedplayfoundation.org/paizo/guides/**. This quest does not have any tags.



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A Parchment Tree

By Carlos Cabrera

GM SYNOPSIS

A Parchment Tree is a short adventure with a brief investigation followed by a combat. A series of skill encounters and some light combat allows the players to flex their expertise in and out battle.

ADVENTURE BACKGROUND

In many ways, the nation of Qadira is the gateway from the Inner Sea to the wealthy Padishah Empire of Kelesh, and the entrance to the continent of Casmaron beyond. The Pathfinder Society's only foothold in the region is through their lodge in Qadira's capital, Katheer. This is all about to change, however, through the efforts of **Venture-Captain Esmayl ibn Qaradi** (NG male human aristocrat).

With a considerable contribution of his own personal funds, Esmayl has entered negotiations to purchase a plot of land for a new lodge close to Sedeq, a slave port positioned at the mouth of the nation's southern river. Esmayl's goal there is twofold. First, with lodges in both the north and south of Qadira, the Pathfinder Society can begin their push farther into central Qadira (and by extension, Casmaron to the east). Second, this new lodge would be well-positioned to serve as temporary housing for Pathfinders and their allies rescued from slavery.

The venture-captain's plan has unfortunately run into a hitch. Two different merchant families have come forward, each with papers claiming the land rightfully belongs to them—the Agarja family of spice merchants and the Patari family of cattle traders. Esmayl needs to determine who the rightful owner of the property is before he can close the sale which, under normal circumstances, would require a months-long process before a representative of Qadira can provide their stamp of approval. Esmayl hopes to end the matter swiftly, as there are Pathfinder agents in the region currently in need of assistance.

ADVENTURE SUMMARY

Instead of sending the PCs to the Pathfinder lodge in Katheer, Venture-Captain Esmayl ibn Qaradi invites the PCs to his personal estate in the capital. There, he tasks the PCs with recovering four different documents, all within Katheer's bustling bazaar. Together, these documents are sufficient to authenticate which family is indeed the rightful owner of the land on which he wishes to found a new Pathfinder lodge. To the victor goes the spoils of a very lucrative land agreement, while the family whose claim is rejected might face additional losses as the legitimacy of their other claims are brought into question.

WHERE ON GOLARION?

A Parchment Tree takes place in Katheer, the capital of the nation of Qadira. Qadira is perhaps the wealthiest nation in the Inner Sea region, with marketplaces that move vast amounts of gold and spices between the many nations of the Inner Sea region to the west and the powerful Keleshite Empire, which rules most of the continent of Casmaron to the east.



Once at the bazaar, the PCs face several skill encounters where they can use their various talents to recover these documents of authenticity. The PCs interact with a collector of antiquities, a priestess of Sarenrae, a cartographer, and a scribe known for producing patents of nobility. In the encounter with the scribe, the PCs discover a plot from the false family to steal the patents and any other documents from the PCs, dead or alive.

GETTING STARTED

Requesting the PCs personally, Venture-Captain Esmayl ibn Qaradi invites them all to his personal estate in Qadira's capital of Katheer. Signs of wealth abound; fine cloth awnings hang over an impressive spread of food and drink, with fruits, meats, and grains from across the Inner Sea. Esmayl's attire is expensive, finely pressed, and immaculate. When the PCs arrive, the venture-captain clasps the arm of each PC at the elbow one by one (waiting a moment to watch for any social cues that might indicate the physical contact is unwelcome) and invites them to enjoy the refreshments. Once the PCs are satisfied and have had a chance to introduce themselves, Esmayl informs them why they're all here.

Read or paraphrase the following once the PCs are ready.

A Parchment Tree

"Welcome all of you to my home, and thank you very much for coming. I have invited you here so you can help me settle an important matter on behalf of the Pathfinder Society as a whole. As you know, our lodge here in Katheer is the only location we have in the whole of Qadira. This is something I plan to rectify personally, so I have contributed a small fortune to purchasing a plot of land for another lodge, close to the slave port of Sedeq in the south.

"We're having this conversation here due to my personal stake in the matter. As it happens, I've come across a problem that's brought the sale to a complete halt. Two different merchant families, the Agarja and the Patari, have approached me with papers claiming they are the proper owners of this land. Both attest they are descendants of the original landowner, Prince Agar ibn Karatari. I was under the impression I was to deal only with the owner of his estate until these two families stepped forward. The process to complete the sale alone will take months, but thankfully, this is a problem that can be rectified.

"With your assistance, we can determine which family is the legitimate heir to the property. There are four documents we can use to authenticate the prince's lineage, which I have tracked to the bazaars of Katheer. Here is a list of the four merchants you'll need to speak with. I would recover them myself, but I have another appointment I'm afraid I must keep. While you are in the bazaar, I will be discussing another matter with a fellow Pathfinder agent. I intend to use the new lodge as a safe house for the Society and our allies released from slavery, and I have intelligence which indicates some of our own could be moving through Sedeq from across the Inner Sea.

"If you're able to recover these documents on my behalf, not only can we move ahead with saving our compatriots in chains, but we can establish further relations with the nation of Qadira and hopefully within Casmaron itself."

Esmayl gives the PCs **Handout 1: Bazaar Locations** (page 13) and

answers the PCs questions, including likely inquiries and his responses are as follows.

How did you acquire your wealth? Esmayl holds his chin in thought before replying. "I am not proud of my origins, but I once dealt in the resources needed for war between the satrap and the nation of Taldor. I am thankful those hostilities have ceased, for the most part. I have since focused my endeavors in common trade."

What can you tell of us the merchant families? "The Agarja family deals in trading spices to and from other lands, and the Patari family farms cattle local to Qadira. I am eager to find out who truly owns the property we seek."

Who is the other Pathfinder? "Karisa Starsight is my other agent in the field. She puts great importance on returning our fellow Pathfinders to safety, as do I."

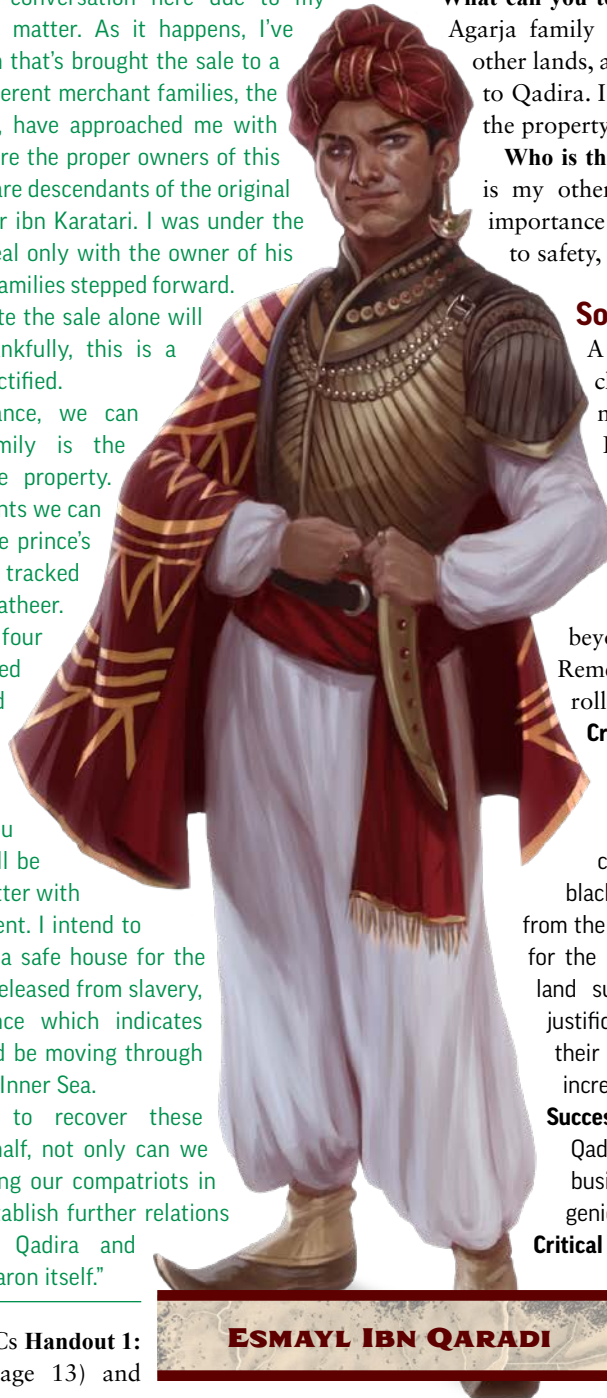
Society (Recall Knowledge)

A PC who succeeds at a DC 15 Society check to Recall Knowledge knows more about the merchant families. Even if the PCs critically succeed at this check, they must still collect the four documents to prove who owns the land. A failure grants no information, and a critical success grants additional intelligence beyond the success entry's information. Remember that these checks should be rolled secretly.

Critical Success The Agarja family's spice trade has allowed them to surpass the wealth of the Patari family, despite the latter's expertise in rare or magical creatures. The Agarja family also deals in black market smuggling, which includes a cut from the Patari family as they supply menageries for the rich. If the Patari family's claim to this land succeeds, they will have a compelling justification to remove the Agarjas from their role as intermediaries and significantly increase their profits.

Success The Patari family has ties to central Qadira. As part of their cattle trade, they do business in very peculiar mammals with the geniekin of the Zho Mountains.

Critical Failure The Patari family's members are generally liked and upstanding folks with a strong and well-known lineage leading back to Prince Agar ibn Karatari.



ESMAYL IBN QARADI

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Hero Points

Give the PCs a moment to slot their boons and remind them that they each have 1 Hero Point available for use during this adventure before continuing.

THE OPULENT BAZAAR

Once the PCs have spoken with the Venture-Captain and decided which contact they should visit first, they can depart for the bazaar. It won't take them long to get there from Esmayl's estate on foot, and they're able to do so without incident. It could take some time to hunt down each individual stall, however, because of the bazaar's sheer size.

Asking for Directions: The Opulent Bazaar of Katheer is magnificent. Qadira's satrap, Xerbystes II, certainly spared no expense in the upkeep of the capital and is paying an even greater fortune in its expansion. In between merchants from nearby Casmaron and from all over Golarion attempting to hawk their wares, the PCs can find all of the stalls and buildings they need with a successful DC 15 Diplomacy check to Gather Information (DC 20 for Subtier 3–4). Success means it only takes the PCs two hours to locate the appropriate contacts. A failure indicates PCs take four hours to locate the four stalls, which can have additional consequences as described in sidebar **A Long, Hot Day**. As a part of locating the stalls, the PCs discover that visiting the locations in the order listed on the handout is the most efficient way to explore the city.

A1. Satrap Esoterica

Anebu (CG female human merchant), a Garundi woman of very eclectic tastes, owns the Satrap Esoterica and is rumored to have everything you want under the Qadiran sun—and everything you need under the satrap's starry skies. Qaradi has tracked a book here which allegedly contains Prince Agar's memoirs, written in his own hand. The truth of the matter is the proprietor owns several books that supposedly contain what the PCs are looking for, but only one of them is the correct one.

A PC who succeeds at a DC 15 Society check to Decipher Writing (DC 18 in Subtier 3–4) determines which volume contains what they need based on their knowledge of historical context and syntax. Not all of the text is complete, however. Instead of using a Society check, the PCs can determine which volume is correct by locating text written in invisible ink on the correct volume. A PC who succeeds at a DC 15 Crafting check to Identify Alchemy (DC 18 in Subtier 3–4) determines that the volume contains hidden text that can be revealed with a simple application of heat, such as holding a blade warmed in a candle or torch near the

A LONG, HOT DAY

As the PCs investigate the bazaar, the repetitive poring through books and the sweltering heat of the Qadiran sun slowly take a toll on their vitality. The PCs' initial inquiries into locating the correct stalls and buildings can take 2 to 4 hours. Including travel time and time spent investigating, areas **A1**, **A2**, and **A3** each take the PCs 1 hour to complete if they succeed at a relevant skill check and 2 hours to complete on a failure (except area **A2**, which takes 3 hours to complete on a failure). Area **A4** takes one hour to complete. If the PCs visit locations in an order other than the one presented on the handout, their route takes extra time, involving lengthy backtracking. Visiting locations **A1**, **A2**, and **A3** out of order adds 2 hours to the PCs' journey. Until the evening, the route to area **A4** is particularly crowded; if the PCs persist in traveling this way despite the crowds before exploring the other three locations, add 4 hours to their journey. If the PCs take more than 8 hours to complete their investigation, they become fatigued and stupefied 1 for the remainder of the adventure.

page. If the PCs fail the check, the proprietor eventually helps them, though she is frequently interrupted by other customers.

A2. Morning Sands

The sun seems to shine more brightly upon the sign of the Morning Sands. Perhaps divinely so, as this quaint shop serves as an antechamber to one of the many churches of Sarenrae in Katheer. The Vudrani priestess **Zarida** (NG female priestess of Sarenrae) informed the venture-captain that she recalled something she read about Prince Agar in the church's library. She's willing to part with it on Esmayl's behalf to the PCs, if only she can remember whether she found it among the sacred texts or within the forbidden archives.

A PC who succeeds at a DC 15 Religion check or Sarenrae Lore check to Recall Knowledge (DC 18 in Subtier 3–4) gives the priestess enough information to quickly collect the correct scroll from the sacred texts.

A PC who succeeds at Occultism check to Recall Knowledge at the same DC prompts the priestess to collect a tome with similar information from the forbidden archives, though this task can take her some additional time to access as she retrieves the appropriate key. If the PCs visit this location after 4 or more hours of the day have already passed, retrieving the text from the forbidden archives takes an additional hour (for a

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total of 2 hours). If the PCs arrive here before 4 hours of the day have passed, the priestess is able to quickly retrieve the key from the senior priestess officiating morning services in the adjoining building.

If the PCs fail all of their checks, the priestess eventually finds the correct text, but the additional time spent searching causes this part of the investigation to take the PCs a total of 3 hours.

A3. The Four Dunes

The Four Dunes is a cartographer's shop run by a pair of halfling twins who go by the names **Fali** and **Farul Dunes** (CN female and male halfling pirates). Claiming to serve merchants and navies alike, the fact that they own more maps of the seas than the local deserts (scribbled with their own messy handwriting, no less) easily gives away their true profession. They readily provide the map the venture-captain was inquiring about, eager themselves to learn of where the property of an ancient Qadiran prince might lie.

While looking at the map, a PC who succeeds at a DC 12 Farming Lore check to Recall Knowledge (DC 15 in Subtier 3–4) confirms where the richest soil would be for an ancient prince to plant their crops. Alternatively, a PC who succeeds at a DC 12 Mercantile Lore check to Recall Knowledge (DC 15 in Subtier 3–4) determines where inlets of Qadira's southern river would provide easy transport of goods to his property. Finally, the PCs can instead attempt a DC 15 Nature check to Recall Knowledge (DC 18 in Subtier 3–4) to locate the most suitable ground to build upon on the path between Katheer to Sedeq to avoid natural disasters, like sinkholes and landslides. If the PCs fail to reach any of these conclusions on their own, the halflings offer to assist, but they provide the relevant information only as a part of a lengthy and meandering tale about their experiences traveling the deserts.

A4. Royal Concessions

Moderate

Onlau (LN nonbinary human scribe), a Tien scribe in the government of Katheer, operates Royal Concessions. They've turned their job in genealogical studies into their passion. As a specialist in noble lineages, their most frequent clients are people seeking familial prestige. They are fond of the saying, "It's not where the apple falls, but the height of the tree." Before the PCs have the chance to retrieve the information that they need from Onlau, members of the Patari family arrive to steal patents of nobility related to their family line.

Creatures: Owning cattle is a profitable business, just not as profitable as a multinational spice conglomerate. The Patari agents' clothing is still well kept, but the weapons they carry give them away. They make a grab

for the patents and attack the PCs in quick succession. Onlau, who is unarmed and lacks experience in battle, doesn't participate in combat.

Special: If the PCs critically succeeded at their Society check to Recall Knowledge about the merchant families after speaking with Venture-Captain Esmayl, they have a reason to be suspicious of the intentions of a group that seems to be from the Patari family. As a result, the PCs gain a +2 circumstance bonus to their initiative rolls in this encounter.

SUBTIER 1-2

RUFFIANS (2)

CREATURE 2

Page 8, art on page 11

SUBTIER 3-4

RUFFIANS (2)

CREATURE 2

Page 9, art on page 11

CHARLATAN

CREATURE 3

Page 9

Development: After defeating the Patari enforcers, the PCs can speak with Onlau. While Onlau is somewhat shaken by the violence they've just witnessed, they take pride in their professionalism, quickly composing themselves and helping the PCs to find the information they seek.

CONCLUSION

After collecting all four documents, the PCs return to Venture-Captain Esmayl ibn Qatari's estate, where they have the chance to present their findings. There, they are introduced to a Mwangi Pathfinder agent with twin braids and striking glacial eyes, Karisa Starsight. She personally thanks the PCs for their assistance, saying that she looks forward to building the Sedeq lodge and freeing fellow agents from slavery. Esmayl provides the PCs with a bag of coins worth a total of 14 gp as payment for their work (38 gp in Subtier 3–4).

Reporting Notes

If the PCs used a Religion check or a Sarenrae Lore check in area A2, check box A on the reporting sheet. If the PCs used an Occultism check in area A2, check box B.

Primary Objective

The PCs fulfill their primary objective if they return all the documents safely, earning 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.

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A4. ROYAL CONCESSIONS



R

R

PCs Start Here

1 square = 5 feet

Pathfinder Flip-Tiles: Urban Starter Set

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APPENDIX 1: SUBTIER 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the Challenge Points section of GM References (page 14) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Encounter A4 (Subtier 1-2)

The ruffians of the Patari family attempt to pick out the PCs from the crowd of the marketplace and separate them from their allies with their brutal beating ability. They fight to the death (and fight dirty), using Snagging Strike to make the PCs flat-footed. An individual ruffian flees if reduced to 6 Hit Points or less.

RUFFIANS (2)

CREATURE 2

NE MEDIUM HUMAN HUMANOID

Perception +8

Languages Common, Kelish

Skills Athletics +7, Intimidation +6, Stealth +6

Str +3, **Dex** +2, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Items club, sling (10 bullets), studded leather armor

AC 18; **Fort** +9, **Ref** +8, **Will** +6

HP 32

Attack of Opportunity ⤴

Speed 25 feet

Melee ✦ club +9, **Damage** 1d6+5 bludgeoning

Ranged ✦ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+5 bludgeoning

Ranged ✦ club +8 (thrown 10 feet), **Damage** 1d6+5 bludgeoning

Brutal Beating The ruffian's brutality shakes foes' confidence. When the ruffian deals damage on a critical hit, the target is frightened 1, and the ruffian can knock the target up to 10 feet away (this is forced movement).

Snagging Strike ✦ **Trigger** The ruffian has one hand free, and their target is within reach of that hand; **Effect** The ruffian makes a melee Strike while keeping one hand free. If this Strike hits, the target is flat-footed until the start of the ruffian's next turn or until it leaves the ruffian's reach, whichever comes first.

Sneak Attack The ruffian deals an extra 1d6 precision damage to flat-footed creatures.

SCALING ENCOUNTER A4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase the ruffians' Hit Points by 6 each and increase their club and sling damage to 1d8+5.

12-13 Challenge Points: Add one ruffian to the encounter.

14-15 Challenge Points: Add one ruffian to the encounter. Increase the ruffians' Hit Points by 6 each and increase their club and sling damage to 1d8+5.

16-18 Challenge Points (5+ players): Add 2 ruffians to the encounter.

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APPENDIX 2: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Challenge Points section of GM References (page 14) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Encounter A4 (Subtier 3-4)

This group attacks the PCs in an organized fashion. The ruffians of the Patari family attempt to pick out the PCs from the crowd of the marketplace and separate them from their allies with their brutal beating ability. They fight dirty, using Snagging Strike to make the PCs flat-footed. The charlatan acts as support and leadership, using *inspire courage* to bolster allies before attacking, and positioning himself to flank with ruffians who have failed their attempt to use Snagging Strike. An individual ruffian or charlatan flees if reduced to 6 Hit Points or less.

RUFFIANS (2)

CREATURE 2

NE MEDIUM HUMAN HUMANOID

Perception +8

Languages Common, Kelish

Skills Athletics +7, Intimidation +6, Stealth +6

Str +3, **Dex** +2, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Items club, sling (10 bullets), studded leather armor

AC 18; **Fort** +9, **Ref** +8, **Will** +6

HP 32

Attack of Opportunity ⚡

Speed 25 feet

Melee ⚔ club +9, **Damage** 1d6+5 bludgeoning

Ranged ⚔ sling +8 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+5 bludgeoning

Ranged ⚔ club +8 (thrown 10 feet), **Damage** 1d6+5 bludgeoning

Brutal Beating The ruffian's brutality shakes foes' confidence. When the ruffian deals damage on a critical hit, the target is frightened 1, and the ruffian can knock the target up to 10 feet away (this is forced movement).

Snagging Strike ⚔ **Trigger** The ruffian has one hand free, and their target is within reach of that hand; **Effect** The ruffian makes a melee Strike while keeping one hand free. If this Strike hits, the target is flat-footed until the start of the ruffian's next turn or until it leaves the ruffian's reach, whichever comes first.

Sneak Attack The ruffian deals an extra 1d6 precision damage to flat-footed creatures.

SCALING ENCOUNTER A4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one ruffian.

23-27 Challenge Points: Add one charlatan.

28-32 Challenge Points: Add one charlatan and one ruffian.

33+ Challenge Points: Add two charlatans.

CHARLATAN

CREATURE 3

NE MEDIUM HUMAN HUMANOID

Perception +6

Languages Common, Kelish

Skills Acrobatics +8, Deception +11, Diplomacy +9, Occultism +7, Performance +11, Society +7, Stealth +8, Thievery +8, Underworld Lore +9

Str +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4

Items disguise kit, lute, sap, shortsword, thieves' tools

Versatile Performance The charlatan can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize. They can also use an acting Performance instead of Deception to Impersonate.

AC 18; **Fort** +5, **Ref** +8, **Will** +10

HP 40

Speed 25 feet

Melee ⚔ shortsword +10 (agile, versatile S), **Damage** 1d6+2 piercing

Melee ⚔ sap +7 (agile, nonlethal), **Damage** 1d6+2 bludgeoning
Occult Spontaneous Spells DC 20, attack +10; **2nd** (2 slots) *charm, illusory disguise, invisibility*; **1st** (3 slots) *illusory disguise, magic aura, unseen servant, ventriloquism*;
Cantrips (2nd) *daze, ghost sound, mage hand, message, prestidigitation*

Bard Composition Spells 1 Focus Point, DC 19; **1st** *counter performance* (Core Rulebook 386); **Cantrips (1st)** *inspire courage* (Core Rulebook 386)

Sneak Attack The charlatan deals an extra 1d6 precision damage to flat-footed creatures.

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APPENDIX 3: ART



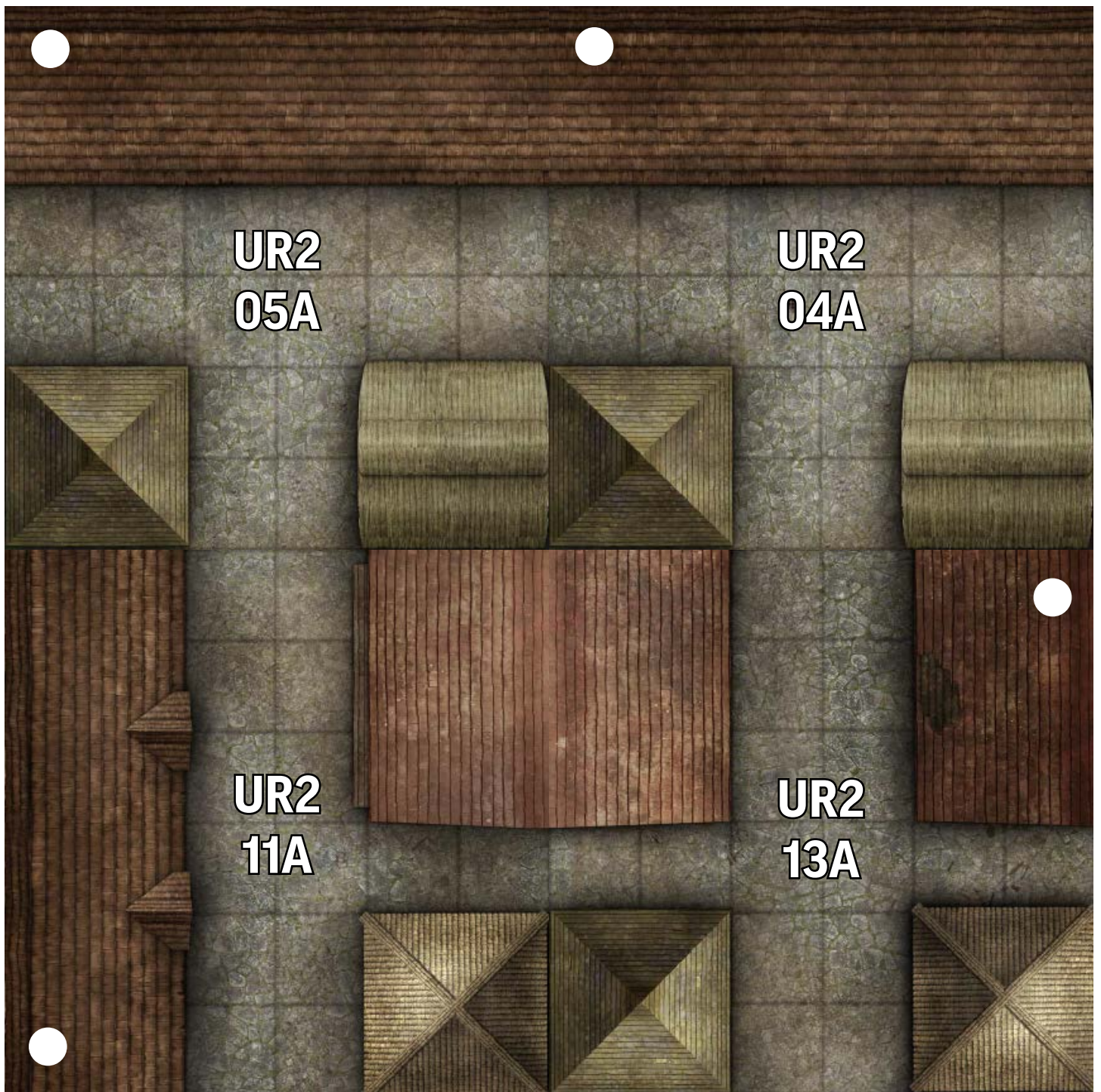
ESMAYL IBN QARADI

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RUFFIAN

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Area A4, Page 7

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Bazaar Locations

1. *Satrap Esoterica*-a collector of Qadiran antiquities in possession of Prince Agar's memoirs
2. *Morning Sands*-a priest of Sarenrae with knowledge of the Prince's ties to the Dawnflower
3. *The Four Dunes*-cartographers with a map to confirm the boundaries of the Prince's holdings
4. *Royal Concessions*-a scribe specializing in patents of nobility

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GM REFERENCES

TREASURE TABLE

Level	Gold Earned
1	3.5 gp
2	5.5 gp
3	9.5 gp
4	16 gp

Chronicle Sheet

PCs who complete this quest gain the Amateur Genealogist boon on their Chronicle sheet.

CHALLENGE POINTS PER PC

Level	Challenge Points
1	2
2	3
3	4
4	6

CHALLENGE POINTS AND SUBTIER

CP Total	Subtier
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has, using the Challenge Points per PC table above. Next, use the Challenge Points and Subtier table above to determine which Subtier is appropriate for your PCs. Subtier 1–2 encounters appear in Appendix 1, and Subtier 3–4 encounters appear in Appendix 2.

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Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		Fame Earned: _____
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2		Level _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
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Org Play #: _____ -2		Level _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2		Level _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy

A Parchment Tree

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Pathfinder Society Quest #11: A Parchment Tree

Character Chronicle #

Herolab Code

F7Z6

A.K.A.		- 2		Faction	Reputation
Player Name	Character Name	Organized Play #	Character #	Faction	Reputation
				Faction	Reputation

Adventure Summary

A long day spent exploring the bazaar of Katheer led to encounters with a variety of interesting individuals and a few run-ins with some unsavory characters. Having determined that the Agarja family are the rightful landowners, your efforts will ensure that the new lodge near Sedeq can advance the Pathfinder Society's interests in Qadira.

Boons

☐ **Amateur Genealogist (General):** Your efforts assisting Venture-Captain Qaradi have given you some insights into family trees. Immediately after the venture-captain briefing in a scenario, you can check a box next to this boon to increase your proficiency in either Genealogy Lore or Heraldry lore by 1 step until the end of the scenario: untrained becomes trained, trained becomes expert, and expert becomes master. You can't increase your proficiency to legendary using this boon, and the effects of this boon aren't cumulative with any other temporary proficiency increases to the associated skills.

Items

Purchases

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

Notes

Downtime

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

REWARDS

SUBTIER 1-2

SUBTIER 3-4

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #