

# D&D PATHFINDER<sup>®</sup>



## WITCH'S WINTER HOLIDAY

By Patrick Hurley

*Bounty: 5*

*Level: 1*

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## HOW TO PLAY



**PLAY TIME: 1-1.5 HOURS**



**LEVEL: 1**



**PLAYERS: 3-6**

# WITCH'S WINTER HOLIDAY

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## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary 2*

**Maps:** *Pathfinder Flip-Mat Classics: Hamlet*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SUMMARY

An overworked witch hires the PCs to help her prepare a Winter Week holiday feast for her village. While the witch goes to buy meat, the PCs must search the town to secure the rest of the ingredients, and hopefully restore the spirit of Winter Week to the townsfolk. Unfortunately, when they return to the witch's house, a problem with her magical cauldron threatens to derail the whole celebration!



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# WITCH'S WINTER HOLIDAY

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## ADVENTURE BACKGROUND

Everyone loves Winter Week, an annual holiday period of celebration and feasting. But many years ago, right before the holiday, a pack of wolves raided the sleepy village of Scallion's Wrap, trampling many of the crops and dragging off several of the village's sheep. With their food stores so devastated, the villagers hesitated to prepare a communal feast, and it looked like the holiday would be off.

But the village witch, a kind halfling woman, saved Winter Week by boast that she could use a magic rock to make enough "rock stew" to feed them all. Using trickery, she persuaded everyone in the area to contribute ingredients to her magic cauldron. She also used the eponymous rock (along with a handy *telekinesis* spell) to drive off the wolves and reclaim what she could of the lost livestock; thus, the stew had meat, potatoes, carrots, not to mention the wild scallions from which the village gets its name.

Now, every Winter Week, tradition dictates that the witch of Scallion's Wrap should lead the village in making rock stew for the holiday. For the last 70 years, the original witch's great-granddaughter, the halfling Kupyn Baro, has risen to the task by using her family's magic cauldron to multiply the ingredients for the stew and ensure there's enough for everyone in Scallion's Wrap. Every year, she places a small rock in the stew, and whoever finds the rock in their bowl is said to be blessed with good fortune in the coming year.

The stress of preparing for the holiday has begun to get to Kupyn, which in turn has frayed the communal bonds that would aid her in sourcing the village's help with the stew. This, combined with Kupyn's advancing age, leads her to hire some assistants this year to prepare the rock stew for Winter Week.

## GETTING STARTED

This adventure begins assuming the PCs have recently arrived in Scallion's Wrap. As they approach the center of the village, the PCs see **Kupyn Baro** (N female halfling hedge witch) walking toward them. Read or paraphrase the following.

## WHERE ON GOLARION?

This adventure takes place in Scallion's Wrap, a small hamlet of little repute between the Hollow Hills and the Fangwood in the nation of Nirmathas, in the Eye of Dread region. More detail on the region can be found on pages 36–47 of the *Pathfinder Lost Omens World Guide*.



An older halfling woman in bright clothes quickly approaches, a large golden wolfhound at her side. She places herself before the heroes with a glint in her eye and grins.

"I don't suppose you're looking for any work, by chance?!" she asks. "If you are, I have just the task. Doesn't pay much, but you'll get full bellies and a place to stay, along with the joy of helping an old woman on Winter Week!"

She holds up a small cobble stone with great reverence and a slightly crooked facial expression.

"My name is Kupyn Baro," says the halfling. "Me and my pup Darb need your help to make this rock into a stew that will feed our village."

Kupyn tells the PCs the tale of her great-grandmother and the rock stew and teaches them the song (see sidebars on pages 4 and 5), adding, "Every year I place a special rock in the stew. The one who finds the rock is said to have good luck throughout the coming year." She explains that she can pick up the mutton herself, but she will pay the PCs a nice bounty to help her by collecting the following:



# WITCH'S WINTER HOLIDAY

## THE TALE OF TULYN AND THE ROCK STEW

After the town of Scallion's Wrap lost all their crops and sheep to a roving band of wolves, the townsfolk met in the village green to figure out where they should move now that they had no food.

Their witch, Tulyan Baro, questioned why moving was necessary.

"What would you have us do," the mayor asked, "eat rocks from the Hollow Hills?"

Some laughed at that, but Tulyan picked up a gray rock and said, "Do you not know this little rock is magic? Why, with it I can make a stew that would feed the whole of Scallion's Wrap through Winter Week!"

The villagers allowed Tulyan the chance to prove her boast. Thus began Tulyan's plan. As she poured water into her cauldron, she began to wheedle small things from various folks in the area, "just to help the magic of the rock along." From the farmers, she finagled carrots and celery. From the dwarf miners in the Hollow Hills, she received bags of deep-root potatoes. From the brownies in the surrounding glade, she procured five bundles of scallions. After this, Tulyan grimly left the town to see about meat for the stew, bouncing the "magic rock" in her hand. Where she found the meat, none dared ask, but wolves never troubled Scallion's Wrap again.

Upon returning, Tulyan placed the rock into her cauldron

And that is why we have rock stew every year for Winter Week!

- Carrots and celery from Farmer Greetle's farm, found in the southwest part of the village.
- A bag of deep root potatoes grown by the dwarves at the foot of the Hollow Hills, a bit west of the village.
- A bundle of scallions from the brownies who tend them in the grove just north of the village.

Once all is ready, the PCs should bring the ingredients to Kupyn's house within the village, where she will mix them into her family's cauldron—a special magical item with the power to multiply whatever is put into it. Kupyn tells the PCs that it's best to ask nicely, as it's almost Winter Week and it wouldn't do to offend anyone in Scallion's Wrap. Below are some possible questions the PCs might ask Kupyn.

**Who are you?** "I'm Kupyn Baro, the witch of Scallion's Wrap, as was my mother, grandmother, and great-grandmother before me."

**Why can't you get the carrots and celery from the farmer?** "Stingy old git tried to charge me for vegetables. Don't know why; always gave them to me free before! If I set foot on his farm again and see his smug face, I don't know that I could control my temper!"

**Why can't you get the potatoes from the dwarven miners?** "Every month I give their head miner, Jaget Steim, a tincture to help with aching joints. Only this month... well, my own joints were aching and I didn't make enough for more than one person. If you could help Jaget out somehow, it'd go a long way toward making things right."

**Why can't you get the scallions from the brownies?** "I caught the brownies knotting my hound Darb's hair as a joke... I may have lost my temper with them and knocked over their hut. It'll go better if someone else asked. Might be good to bring Darb with you, though. Those brownies love him."

As the PCs depart, remind them that they each have 1 Hero Point available. If the PCs ask, Kupyn sends her golden wolfhound Darb to accompany them.

## KUPYN'S ERRANDS

The PCs can perform Kupyn's errands in any order they choose. Each errand involves someone who isn't happy with Kupyn at the moment. By obtaining the ingredients and helping assure a successful Winter Week feast for the village, the PCs go a long way toward repairing these rifts.

Each encounter provides a few sample ways the PCs might obtain the necessary ingredients for the rock stew, but the GM should encourage creative solutions their players may come up with and use the provided check DCs as guidelines. Antagonistic actions, such as Stealing or Intimidation, could be potentially disastrous for morale in the village (as well as not in keeping with the holiday spirit). Only one PC can attempt a check at each location, though other PCs can Aid them. If the PC fails this check, a different PC can attempt a different solution, though they receive a -2 circumstance penalty on their attempt.

### A1. CARROTS AND CELERY

Read or paraphrase the following text as the PCs approach Greetle Farm.

---

From the new paint and fine wooden carvings of the farmers' god Erastil lining the gate, it's evident the farmer has been doing well.

Bunwol Greetle, an elderly human, sits on the front porch with his grandchildren, shelling peas and singing about rock stew. Far from unfriendly, when Farmer Greetle sees people approaching, a smile breaks over his face. "Hail and well met, strangers! What can I do for you on this fine day?"

---



# WITCH'S WINTER HOLIDAY

Despite Kupyn's description, Bunwol Greetle is a generous man who takes good care of his workers and donates substantially to the upkeep of Scallion's Wrap. One of his favorite memories was finding the lucky rock in his stew when he was only six. The reason he's charging Kupyn is that he overheard her grumbling about Winter Week, which hurt his feelings.

The PCs can convince Greetle that Kupyn does enjoy Winter Week with a successful DC 16 Diplomacy check by explaining how she told them the story and even sang the rock stew song for them. The best way to convince Farmer Greetle, however, is through song, specifically, "Rock Stew for Me, Rock Stew for You." If one of the PCs succeeds at a DC 13 Performance check to perform the song, Greetle is convinced that Kupyn still believes in the spirit of Winter Week.

**Critical Success** Farmer Greetle is happy that the PCs and Kupyn still have the spirit of Winter Week. He gives them carrots and celery and promises to attend the Winter Week feast. He also gives the PCs a magic mallet he previously borrowed from Kupyn to help with his chores so that they can return it to her. This mallet has the statistics of a club (1d6 damage, can be thrown 10 ft, and is in the club group) and an additional magical effect described on page 8.

**Success** As success, except Farmer Greetle doesn't remember the mallet.

**Failure** The first time the PCs fail, they can attempt a second check at a -2 circumstance penalty. A different PC must attempt the check, and it must be a different solution. On their second failure, they get the critical failure instead.

**Critical Failure** The farmer is happy that Kupyn is at least trying to get into the spirit of things. The PCs can have the carrots and celery for half price (10 cp), but he's not sure if he's going to attend the Winter Week Feast yet.

## A2. DEEP ROOT POTATOES

Read or paraphrase the following text when the PCs draw close to the mine.

---

A small mining compound sits just at the foot of the Hollow Hills. Several dwarves sit outside eating lunch. Hanging above the entrance is the sign "Steim Mine: Our Roots Run Deep."

At the head of the table sits a venerable dwarf with a flowing white beard spilling over his mining leathers. "Hello there. Here for ore or potatoes? If it's the former, you're in luck. If it's the latter, there might be a problem."

---

Jaget Steim, the dwarf family patriarch, tells the PCs that he set aside the current crop of potatoes for Kupyn Baro, but she's yet to pick them up. If the PCs say they're here on Kupyn's behalf, Jaget wants to know where his joint pain tincture is.

## "ROCK STEW FOR ME, ROCK STEW FOR YOU"

Here are the lyrics to "Rock Stew," a holiday song popular in Scallion's Wrap:

Rock stew for me, rock stew for you!  
It's the soup that helps us in all that we do!

If you want to make it, you need a few things,  
Potatoes, carrots, celery, and  
FIVE SCALLION RINGS

Rock stew for me, rock stew for you!  
It's the dish that helps us see winter through!

Some salt, some pepper,  
a cauldron of bounty,  
a few cuts of mutton  
and a magic rock or three!

Rock stew for me, rock stew for you!  
Have a Happy Winter Week, let's eat some stew!

A PC trained in Nature or Medicine and possessing healer's tools can mix a tincture with a successful DC 16 Crafting check—multiple PCs can work together if one PC is trained in Nature or Medicine and the other is Crafting, with one directing and the other mixing the tincture. A PC can also treat his symptoms by succeeding at a DC 15 Medicine check. A PC with healing magic or a healing item such as a *healing potion* or elixir of life can use either to help Jaget. This healing staves off Jaget's joint pain long enough for Kupyn to find the herbs she needs to brew another batch of tincture; this gives the PCs an automatic success on this encounter.

**Critical Success** The dwarves give the PCs a bag of potatoes and say they look forward to seeing the PCs at the Winter Week Feast. They also give the PCs four flasks of ore solvent, made from the distilled essence of deep root potatoes and used for special mining operations. These have the same statistics as acid flasks (lesser).

**Success** As critical success, except the dwarves hand over only two flasks of solvent.

**Failure** The first time the PCs fail, they can attempt a second check at a -2 circumstance penalty. A different PC must attempt the check, and it must be a different solution. On their second failure, they get the critical failure instead.

**Critical Failure** Jaget groans and the dwarves decide he needs to lie down. Now isn't a good time to talk about food stuff, and the PCs will have to come back on another day.



# WITCH'S WINTER HOLIDAY

## A3. BUNDLES OF SCALLIONS

Read or paraphrase the following text when the PCs approach the brownies' grove.

As you approach the grove, a multitude of twinkling lights begin dancing about in the shadows beneath the ancient trees. Giggles and whispers fill the air, but you see nothing. Upon reaching the center of the grove, where scallions, garlic, onions, and chives grow in thick clumps amid the dark soil, the whispering stops and the twinkling lights fade.

Several diminutive fey wearing leaves and flowers emerge from their hiding places from within the wood. One, taller than the rest, wearing a crown of woven scallions and holding a purple onion flower (several times her height) like a scepter, steps forward. "I am Nelia Starsister, the Grove's Grand Garlicia and Alliumic Empress. Who are you to set foot in our domain?"

If the PCs reveal that they're here on Kupyn's errand, Nelia tells the PCs her brownies love Darb very much and only wanted to make his golden hair look more noble,



**BROWNIES**

and so tied it full of braids and ribbons. When Kupyn came by to complain, they thought her amused, but then the halfling knocked down their "castle" (several logs put together as a crude fort) in a huff!

The PCs can attempt a DC 16 Diplomacy check to convince the brownies that Kupyn meant no harm. They can also attempt to repair the brownies' castle by succeeding at a DC 15 Athletics check to hoist the logs up. If Darb accompanies the PCs, the brownies hold him in awe, referring to him in hushed tones as "Lord Darbington the Golden" or "Sir Darbious the Glorious." Grant the PCs a +2 circumstance bonus to all checks with the brownies if Darb is with them.

**Critical Success** The brownies give the PCs the scallions, promise they will attend the Winter Week feast, and tell the PCs that they are owed a favor by the brownies of the grove. The brownies will watch out for the PCs while they dwell in Scallion's Wrap.

**Success** The brownies give the PCs the scallions and promise to attend the Winter Week feast.

**Failure** The first time the PCs fail, they can attempt a second check at a -2 circumstance penalty. A different PC must attempt the check, and it must be a different solution. On the second failure, they get the critical failure instead.

**Critical Failure** The brownies still aren't sure if they should give Kupyn the scallions. They will need to talk about it and decide within the next day or so.

## B. A SWARM OF COBBLES

Unfortunately, Kupyn's lack of enthusiasm for the holiday meant she hadn't been taking proper care of her magic cauldron and left its preparation to the last minute, making mistakes with its magical runes in her haste. While the PCs were away, the malfunctioning cauldron began not only multiplying whatever was inside, but partially animating the contents as well. At the time, the only ingredient within was the lucky stew rock. Within moments, the rock became a cobble mite—a tiny toothed rock creature—and soon, a deadly pack known as a cobbleswarm!

Read or paraphrase the following text as the PCs get close to Kupyn's cottage after completing their errands.

Kupyn's cottage is brightly colored, with a thatched roof and tall chimney merrily puffing smoke into the brisk air. Yet as you get close, the house begins to rumble and quake.

The front door spills open. Numerous tiny cobblestones pour out—no ordinary rocks. They all have open mouths with gleaming sharp teeth.

**Creatures:** The cobbleswarm attacks viciously, as it is just as hungry as the PCs likely are. It attacks the PCs until destroyed.



# WITCH'S WINTER HOLIDAY

## B. A SWARM OF COBBLES





# WITCH'S WINTER HOLIDAY

## SCALING A SWARM OF COBBLES

To adjust for larger groups of PCs, use the following adjustments.

Five PCs: Increase the cobbleswarm's Hit Points by 10.

Six PCs: Increase the cobbleswarm's Hit Points by 15, and increase the cauldron's Hit Points by 10. Disabling the cauldron requires four successful skill checks.

**The Cauldron Bubbles:** At the end of every two rounds of combat, Kupyn's magic cauldron bubbles and spit out more cobble mites, which immediately scuttle to the cobbleswarm's location, restoring 10 HP to it.

If the cobbleswarm has been destroyed, the mites instead form a new cobbleswarm with 10 HP adjacent to the cauldron. The PCs can prevent this by either breaking

the cauldron (HP 20, Hardness 5, BT 10) or succeeding at three DC 15 Arcana, Thievery, or Crafting checks to adjust the runes on the cauldron to its previous function (a critical success counts as two successes).

**The Spirit of Winter Week:** If the PCs were successful in restoring the spirit of Winter Week throughout the village, they have some assistance in this combat.

- If the PCs critically succeeded in their attempt to get carrots and celery from Farmer Greetus, the magic mallet he gave them is of use against the cobble swarm, as it deals bludgeoning damage. Moreover, if the cobbleswarm is hit by the mallet, the mallet's disassembling magic lowers the cobbleswarm's resistances by 3 for 1 minute.
- If the PCs obtained potatoes from the dwarves, the ore solvent's splash damage is particularly effective against the cobble swarm.
- If the PCs critically succeeded to obtain scallions, the first time the cauldron bubbles, the brownies of the glade appear from under cover of illusion and fiddle with the cauldron before disappearing again with a giggle. This reduces the DCs to Disable the cauldron by 2.

## COBBLE SWARM

## CREATURE 2

N MEDIUM ABERRATION EARTH SWARM

**Perception** +9; tremorsense (precise) 40 feet

**Skills** Athletics +10, Stealth +13

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

**Clutching Cobbles** The cobbleswarm's space is difficult terrain.

**Precise Tremorsense** The cobbleswarm's tremorsense is a precise sense out to 40 feet and an imprecise sense out to 80 feet. The cobbleswarm can't sense anything beyond the range of its tremorsense.

**AC** 17; **Fort** +10, **Ref** +12, **Will** +7

**HP** 20; **Immunities** precision, swarm mind;

**Resistances** piercing 6, slashing 6; **Weaknesses** area damage 3, splash damage 3

**Speed** 20 feet, burrow 10 feet

**Grasping Bites** ♦♦ The cobbleswarm attempts an Athletics check and compares the result to the Fortitude DC of all creatures in its space.

**Critical Success** The creature falls prone and takes 1d6 bludgeoning damage, and is restrained by the cobbleswarm until the end of the cobbleswarm's next turn.

**Success** The creature falls prone, and is grabbed by the cobbleswarm until the end of the cobbleswarm's next turn.

**Pummeling Assault** ♦ Each enemy in the cobbleswarm's space takes 2d4 bludgeoning damage (DC 17 basic Reflex save).



COBBLESWARM



# WITCH'S WINTER HOLIDAY

## CONCLUSION

Once the PCs defeat the cobbleswarm and stop the cauldron, the adventure is complete. Upon returning to her cottage with the meat for the stew, Kupyn is initially shocked at the mess but thanks the PCs when she learns what happened.

If the PCs broke her cauldron, she's disappointed but understands they did what they had to do.

Upon hearing what happened at Kupyn's cottage, everyone in Scallion's Wrap comes to help her rebuild and make rock stew in a show of Winter Week spirit, even without the magic cauldron. As a reward for saving the town, the PCs each receive their payment, along with a generous helping of rock stew.

## OBJECTIVE

The PCs fulfill their objective if they help Kupyn make the "rock stew" for Scallion's Wrap's Winter Week feast. For home groups, award 100 XP to your players; this includes their awards for gathering ingredients and resolving the malfunctioning cauldron, and an accomplishment bonus for fulfilling the bounty. Pathfinder Society GMs, see Organized Play (page 11) for determining appropriate rewards.



# WITCH'S WINTER HOLIDAY

## APPENDIX: GAME AIDS



**Cauldron Bounty Poster**  
**Cobbleswarm**



**Brownie**





# WITCH'S WINTER HOLIDAY

## ORGANIZED PLAY

### CHRONICLE SHEET

Characters playing this scenario for Pathfinder Society credit earn a Chronicle Sheet. If the PCs help Kupyn make the rock stew for the village, they earn 4 gp total plus a helping of stew. Bounties do not grant Downtime.

At the time of publication, the organized play program uses a version of the Slow advancement presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.



# WITCH'S WINTER HOLIDAY



## 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
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	Fame Earned: _____

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

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

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
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<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel			

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
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<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel			

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

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2		Level _____		<input type="checkbox"/> Dead
<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Infamy
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# Bounty #5: Witch's Winter Holiday

Character Chronicle #

Chronicle Code

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

### Adventure Summary

You accepted a bounty to help an aging witch prepare a winter holiday feast of "rock stew." You visited various villagers to try and get them to donate ingredients for the stew and spread the Winter Week spirit. Upon returning with the ingredients, though, the magic cauldron used to make the stew malfunctioned and spewed out a swarm of rock creatures! You defeated the cobbly pests and ensured that Winter Week was happy for all.

Items	Purchases	
<div style="border: 1px solid black; height: 100%;"></div>	<b>Items Sold / Conditions Gained</b>	
	_____	_____
	_____	_____
	_____	_____
	_____	_____
	<b>TOTAL VALUE OF ITEMS SOLD</b> <small>Add 1/2 this value to the "Items Sold" Box</small>	
	<b>Items Bought / Conditions Cleared</b>	
	_____	
	_____	
	_____	
	_____	
	<b>TOTAL COST OF ITEMS BOUGHT</b>	
<b>Notes</b>		<b>REWARDS</b>
		Starting XP
		XP Gained
		Final XP
		Starting GP
		GP Gained
		Items Sold
		GP Spent
		Total GP

## FOR GM ONLY

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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