

Yashu

Character Name

14034

Organized Play #

2018

Character #

Adventure Summary

Using the mysterious powers of the *hallajin key*, a magical crystal key inhabited by the alien Lumna, you traveled to the night hag Aslynn's castle on the shrouded Shadow Plane and met with her daughter Narcela, a changeling eager to help stop her mother's evil plans. You explored the Electric Castle, freeing kidnapped Ardis Scholars and escorting them to safety. You ☒ found a mysterious object, or ☐ you were unable to locate it among the strangeness of the castle. You saw Aslynn's flying ship, the *Gale's Claw*, and were interrupted by Aslynn's nightmare, Deimostride! ☐ He escaped, or ☒ you defeated him in battle! Before leaving, Narcela underwent terrible pain caused by her mother. She ☐ transformed and you unfortunately had to fight her, or ☒ she was able to fight it off, but Aslynn spurred an angry Ardis Scholar, Bremix, into his own transformation! You escaped the Electric Castle with ☒ all the Ardis Scholars or ☐ some of the Ardis Scholars, ☒ on the *Gale's Claw* or ☐ through the *hallajin key*. Lumna ☒ made it back with you, or ☐ heroically sacrificed themselves to get you home.

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

104

XP Gained

4

Total XP

108

Starting GP

1583.03

GP Gained

440

GP Spent

1847.5

Total GP

175.93

Items

chameleon suit^U (level 4, 16 gp; *Pathfinder Guns & Gears* 67)
chameleon suit, greater^U (level 8, 80 gp; *Pathfinder Guns & Gears* 67)
electromuscular stimulator^R (level 5, 30 gp; *Pathfinder Guns & Gears* 68)
shockguard coil^R (level 10, 175 gp; *Pathfinder Guns & Gears* 83)
+1 striking backpack ballista^U (level 4, 100 gp; *Pathfinder Guns & Gears* 62)

Notes

+2 weapon proficiency on shield
Boss 935
Madraa Sandy shield 1000
sell armor Sandy shield -150
18
Shield 24 gold on 97
Law moral
Level 7 family emergency eye 15
Ranger mauls emergency eye 39
You 1 day gear creating
Cassara 25)
7 days = 21 gold
Cassara 25 =
gold 57 gold, get family +1

Reputation/Infamy

+4 EA = 102
+2 Hit = 2

2023 Moto Bosh

EVENT

2710375

EVENT CODE

6/10/23

DATE

844

GM Organized Play #

Chronicle Code: JAWQ

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