



Pathfinder Society Exclusive Scenario: Day of the Demon

Scenario Chronicle #

12

☐ Slow ☐ Normal

SUBTIER	651	1,303
3-4		
SUBTIER	1,602	3,205
6-7		

MAX GOLD

This Chronicle Certifies That

Score

Player Name

A.K.A.

Aemudil

Character Name

14034 21

Pathfinder Society #

Grand Lodge

Faction

Has Completed This Scenario.

Items Found During This Scenario

SUBTIER
ALL

~~Scholar of The Gates Ajar: You studied the profane texts known as The Gates Ajar, and gained from them knowledge of the denizens of Abaddon, the Abyss, and Hell. You gain a +2 competence bonus on Knowledge (planes or religion) checks regarding daemons, demons, and devils.~~

SUBTIER
3-4

boots of levitation (7,500 gp)

eyeball jar (8,000 gp)

Hell's Gavel (Large masterwork cold iron heavy mace; 324 gp, limit 1)

howler handler's earplugs (2,000 gp; grant immunity to howlers' howl special attack for 1 hour/day, as well as a +2 circumstance bonus on saving throws against sonic effects, while imparting a -5 penalty on sound-based Perception checks)

potion of gaseous form (750 gp)

robe of bones (2,400 gp)

wand of misdirection (CL 12th, 6 charges; 2,160 gp, limit 1)

SUBTIER
6-7

glamered +2 leather armor (6,860 gp)

Hell's Gavel (Large +1 demon bane heavy mace; 8,312 gp, limit 1)

EYEBALL JAR

Aura moderate divination; CL 11th

Slot none; Price 8,000 gp; Weight 4 lbs.

DESCRIPTION

When created, this clear glass jar contains four eyeballs floating in a viscous fluid. As long as the jar contains at least three eyeballs, the *eyeball jar* grants its wielder all-around vision. Additionally, the *eyeball jar* grants its wielder a +2 bonus on saving throws against gaze attacks. Any time the jar's wielder fails a save against a gaze attack, she may, as an immediate action, expend one eyeball to absorb the effects of the gaze attack. Doing so negates the gaze attack's effects as if the wielder had made her save, but destroys the eyeball. When the last eyeball in the jar is destroyed, the *eyeball jar* shatters and becomes useless. A jar found with fewer than four eyeballs is worth 25% less for each missing eyeball.

CONSTRUCTION

Requirements Craft Wondrous Item, blindness/deafness, true seeing; Cost 4,000 gp

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

2 oils daylight (1 used) 1500
silver oil 40
5 oil of invisibility 300
Belt of Invisibility 4000
5 Charms From and Char. 1000

TOTAL COST OF ITEMS BOUGHT

5840

EXPERIENCE

10

Starting XP

+ 1 MS

XP Gained (GM ONLY)

11

Final XP Total

FAME

18 12

Initial Fame Initial Prestige

+ 2 MS

Prestige Gained (GM ONLY)

- 0

Prestige Spent

20 14

Final Fame Current Prestige

GOLD

2966

Start GP

+ 378 MS

GP Gained (GM ONLY)

+ 50 MS

Day Job (GM ONLY)

+ 0

Items Sold

= 6221

Subtotal

- 5840

Items Bought

= 381

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #