



# Pathfinder Society Organized Play Pathfinder Online Kickstarter Backer

#14  
**GOBLIN  
WORKS**

**This Chronicle Certifies That**

GM Gade	A.K.A.	Amend	14034 - 21	Grand Lodge
Player Name		Character Name	Pathfinder Society #	Faction

**Has Completed This Scenario.**

	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal	MAX GOLD
SUBTIER	-	-	
SUBTIER	-	-	
	-	-	

## Items Found During This Scenario

**Emerald Elixir:** Stolen from a bizarre pool in the Emerald Spire superdungeon, this strange vial of glowing emerald elixir has potent alchemical properties. When you drink this elixir, you gain the advanced simple template (*Pathfinder RPG Bestiary* 294) for the duration of the scenario.

Alternatively, you may mix the elixir with experimental agents found near the vial to trigger a permanent mutation, determined by rolling 1d20 and consulting the random mutation table below (you may not use any reroll ability to modify this die roll). If more than one player activates an emerald elixir at the same time, all drinkers may choose the mutation acquired rather than roll randomly. All bonuses granted by these mutations are alchemical bonuses. Only one PC per player may gain the benefits of this boon.

## RANDOM MUTATION

d20 roll	Mutation
1	<b>Double Jointed:</b> You are exceptionally flexible and gain a +2 bonus on Escape Artist checks.
2	<b>Elemental Bond (Air/Pulmonary System):</b> When you perform a standard action while holding your breath, you do not reduce the remaining time that you may hold your breath by 1 round. Performing a full-round action reduces the remaining time you can hold your breath as normal.
3	<b>Elemental Bond (Earth/Skeletal System):</b> You treat any fall as 10 feet shorter when calculating how much damage you take.
4	<b>Elemental Bond (Fire/Metabolism):</b> You can survive on half the normal amount of food and water.
5	<b>Elemental Bond (Water/Musculature):</b> Treat your Strength score as 2 points higher when determining your carrying capacity.
6	<b>Enhanced Olfactory Bulb:</b> You gain a +1 bonus on Sense Motive and Survival checks.
7	<b>Enhanced Pheromones:</b> You gain a +1 bonus on Diplomacy and Intimidate checks.
8	<b>Increased Blood Viscosity:</b> Whenever you suffer bleed damage, reduce the damage by 1 (minimum 1).
9	<b>Internal Chronometer:</b> You possess a natural sense of time and gain a +1 bonus on attack rolls made as readied action.
10	<b>Keratin Spikes:</b> Your hair grows into sharp quills. When not wearing armor, you may make attacks with your hair as though you were wearing armor spikes.
11	<b>Magnetic Basal Ganglia:</b> You always know which way is north as per the <i>know direction</i> spell, and you gain a +2 bonus on Survival checks made to follow maps and avoid getting lost.
12	<b>Negative Energy Buffer:</b> When you are affected by a negative energy spell or effect, reduce the amount of damage you take by 1.
13	<b>Pigment Alteration:</b> Roll 1d8 as though you were affected by a <i>prismatic spray</i> spell. Your skin permanently turns the resulting color, and you gain a +2 bonus on Diplomacy checks against humanoids with the gnome subtype.
14	<b>Positive Energy Feedback Loop:</b> When you are affected by a positive energy spell or effect, increase the amount of damage healed by 1.
15	<b>Reflective Retinas:</b> You gain low-light vision. If you already have low-light vision, you now see three times as far in conditions of dim light.
16	<b>Species Mimicry:</b> Choose a different race of your creature type with a racial Hit Die. You may subtly alter your physical features to resemble those of the selected race, granting you a +3 bonus on Disguise checks to appear as a member of that race.
17	<b>Syndactyly:</b> Webbing grows between your toes, and you gain a +2 bonus on Swim checks.
18	<b>Tail:</b> You gain a non-prehensile tail that grants you a +2 bonus on Acrobatics checks.
19	<b>Vomeranosal Organ:</b> When you attack an adjacent creature, reduce any miss chance you would take from concealment by 10%.
20	<b>Extraordinary Mutation:</b> Roll twice more on this table and gain both resulting mutations, ignoring any results of 20. If you roll twice and get the same result on both rolls, you may reroll one of the two dice. You may only benefit from this mutation if you actually rolled a natural 20, not by purposefully selecting the mutation.

EXPERIENCE	
12	Starting XP
+ -	GM's Initial
12	XP Gained (GM ONLY)
12	Final XP Total
FAME	
22	Initial Fame
16	Initial Prestige
+ X	GM's Initial
- X	Prestige Gained (GM ONLY)
- X	Prestige Spent
22	Final Fame
16	Current Prestige
GOLD	
1631	Start GP
+ X	GM's Initial
+ X	GP Gained (GM ONLY)
+ X	Day Job (GM ONLY)
+ X	Items Sold
= 1631	Subtotal
- 0	Items Bought
= 1631	Total

## For GM Only

Day Game	28023	6/23/13	[Signature]	14034-21
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #