

Pathfinder Society Scenario #7-22: Bid for Alabastrine

Character Chronicle #

Core Campaign

			1
	SUBTIER	Slow	Normal
Scar A.K.A. Amerophinose 14034 - 46 Sages	1–2	253	506
Player Name Character Name Pathfinder Society # Faction	SUBTIER	Slow	Normal
This Chronicle sheet grants access to the following:	Out of	604	1,207
	Subtier	, ,	_,_,
□ Negotiating with Serpents: You struck a deal with Myrosype. True to her word, she pays you through	SUBTIER	Slow	Normal
receive an amount of additional gold equal to 150 times your character level (to a maximum of 900 gp).	4-5	954	1,908
If the Aspis Consortium captures and imprisons you, Myrosype quietly arranges to have you freed from captivity. This boon negates the standard 5 Prestige Point cost for a body recovery. You can also negate any	SUBTIER	Slow	Normal
negative boons you would have otherwise received as a result of your capture. When you use this recovery			
benefit, cross this paragraph off your Chronicle sheet.			. :
□ New Contacts (The Exchange): You convinced one of the bidders at the auction to work with the		2	4
Exchange in the future. This contact helps you acquire an item that would normally be beyond your reach.)	
You can count your fame as 2 higher for the purpose of a single purchase, to a maximum of twice your XP.		Starting	ХР
When you do so, check off the box before this boon. In addition, your conversations with your new contact		,	GM's Initials
taught you information that may assist you on future missions. Each potential contact grants you a +2	+ XP (grow
bonus on a relevant Knowledge check (before rolling). Cyran: Knowledge (planes), Irith: Knowledge (nobility),	XP G	Gained (d	M ONLY)
Vayde: Knowledge (religion). When you use this bonus, cross the contact's name off your Chronicle sheet.		The L	1
Prophet's Ally: By helping Passad secure a district in Alabastrine, you proved to him that the Pathfinder	=	4	
Society remains a valuable ally. If you follow the Prophecies of Kalistrade, he assists you in your business	F	inal XP T	otal 🚽
ventures. You can purchase the following modified version of the Prophets of Kalistrade vanity for 4 Prestige	1	1	1/4
Points (<i>Pathfinder Society Field Guide</i> 61). If you already have the vanity, it upgrades to the version below.		1	9
Prophets of Kalistrade (4 PP): You adhere to the philosophy of the Prophecies of Kalistrade. As such, you	Initial Pro	estige I	nitial Fame
follow strict sexual and dietary restrictions, and hold the amassing of vast personal wealth as your primary	The same)	GM's Initials
motivation in life, and have no patron deity. So long as you maintain these strictures, you can spend 1 PP	+ 1	_	DE
and the second of the second o	Prestig	e Gaine	d (GM ONLY)
reroll a Day Job check, you may increase the cap on your earnings. A DC 45 Day Job check now earns you	TAME		
200 gp, and a DC 50 Day Job check earns you 300 gp. Alternatively, you can spend 1 PP before using a reroll			
that you gain from another source to receive this expanded range of rewards for the Day Job check. You	Pr	restige S	pent
can't spend more than 1 PP from this vanity on a single Day Job check.	- /		0
Rataji's Ire: One of Rataji's gifts to Myrosype has fallen into your hands. You gain access to the following	6	7	6
unique magic item at the listed discount.	Curre Presti	nt ge	Final Fame

unique magic item at the listed discount.

Kalistocrat's Mantle (Aura moderate abjuration and divination; CL7th; Slot chest; Discounted Price 6,000 gp): This elaborate gold mantle helps you gain wealth and protects you from ambushing thieves. The mantle provides the benefits of a miser's mask (Pathfinder RPG Ultimate Equipment 246). Additionally, you automatically gain the benefits of a sanctuary spell (DC 16) on the first surprise round you experience each day.

headband of unshakeable resolve (5,600 qp; Pathfinder RPG Ultimate Equipment 251) miser's mask (3,000 gp; Ultimate Equipment 246) wand of summon monster II (10 charges; 900 gp, limit 1)

belt of tumbling (800 gp; Pathfinder RPG Ultimate Equipment 211)

everwake amulet (8,000 gp; Ultimate Equipment 257) helm of comprehend languages and read magic (5,200 gp)

scabbard of vigor (1,800 gp; Ultimate Equipment 318) wand of summon monster IV (5 charges; 2,100 gp, limit 1)

For GM Only

Starting GP

Day Job (GM ONLY)

Gold Spent

GP Gained