



# Pathfinder Society Scenario #9-07: Salvation of the Sages

Character Chronicle #

015

Core Campaign

Score 19034-48 A.K.A. Amenophis Organized Play # 19034-48 Character # 48 Faction Scarab Sages  
 Player Name Character Name

**This Chronicle sheet grants access to the following:**

**Exemplar of the Order (Scarab Sages Faction):** Your devotion to the Jeweled Sages has you poised to become the next member of the order. When playing an adventure, you can fulfill and check up to two boxes on your Scarab Sages Faction Journal Card. If you have fulfilled at least 10 goals across these cards and have either earned the Honored Acolyte (Scarab Sages) boon or purchased *Anamnesis*, you can spend 30 Prestige Points to gain the Jeweled Sage boon below.

**Jeweled Sage (30 PP):** Through a ritual you led with the other Jeweled Sages, you have created a *sage jewel* that will grow in power with you and preserve your knowledge for all time. You gain a +3 insight bonus on Knowledge (history) and Linguistics checks, and all Knowledge skills are class skills for you. Once per day, when attempting a Knowledge skill check, you can roll twice and take the higher result. Additionally, you can cast *comprehend languages* once per day as a spell-like ability (CL 15th). You are recognized as a leading scholar in many fields and gain +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks when dealing with other scholars and experts.

Players who accomplish this goal are encouraged to post in the "Chronicling Salvation of the Sages" discussion (<http://paizo.com/threads/rzszuodu?Chronicling-Salvation-of-the-Sages-SPOILERS>), including the character's name, race, class, alignment, and a short description (more information is welcome).

**Savior of Knowledge:** You aided the Jeweled Sages in their hour of need, and they quickly answer your calls for help. Once per scenario when you're adventuring in Absalom or Osirion, a sage can offer advice on any subject, granting you a +5 insight bonus on one Knowledge skill check. You can check a box in front of this boon to instead receive direct attention from a sage anywhere. The sage attempts a trained Knowledge skill check for you, with a bonus equal to twice your character level, and provides the information to you through mental magical communication.

**Torch's Respect:** Torch has developed a grudging respect or passing fondness for you and makes an effort to avoid harming you. When interacting with Torch or his agents, you gain a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks. If you would die while fighting Grandmaster Torch or his agents, you can cross this boon off your Chronicle sheet to return to life with 0 hit points at the end of the encounter.

You can cross this boon off your Chronicle sheet to cross off the Reckless Revenge boon off another Chronicle sheet.

**All Subtiers**

- Anamnesis* (24,000 gp; functions as either a *headband of vast intelligence* +4 [Heal, Knowledge (religion)] or as a *headband of inspired wisdom* +4 that occupies the neck slot and can be upgraded to a +6 enhancement bonus for 30,000 gp)
- Book of the Grave* (1,265 gp; contains the preparation ritual; *Pathfinder RPG Ultimate Magic* 122)
- Fortune Moon* (62,360 gp; functions as a +2 *khopesh* with all the abilities of a *luckblade* [1 wish]; *Pathfinder RPG Advanced Player's Guide* 177)
- lesser celestial dragonhide armor* (12,000 gp; functions as *celestial armor* made of gold dragonhide, has only a +2 enhancement bonus, cannot cast *fly* on command, and can be upgraded to a +3 bonus with the ability to cast *fly* [as per *celestial armor*] for 10,400 gp)
- Quest Eternal* (8,395 gp; contains the preparation ritual; *Ultimate Magic* 124)
- scroll of heal* (1,650 gp)
- wand of calm emotions* (10 charges; 900 gp, limit 1)
- wand of cure moderate wounds* (10 charges; 900 gp, limit 1)
- wand of reach levitate* (6 charges; 1,350 gp, limit 1; *Advanced Player's Guide* 168)
- wand of restoration* (4 charges; 5,680 gp, limit 1)

upgrade red belt  
dagger to  
metal bar  
human

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,240
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	3,052
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	3,864
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-
EXPERIENCE	24	
	Starting XP	
EXPERIENCE	1	GM's Initial
	XP Gained (GM ONLY)	
EXPERIENCE	25	
	Final XP Total	
FAME	33	30
	Initial Prestige	Initial Fame
FAME	2	GM's Initial
	Prestige Gained (GM ONLY)	
FAME	Prestige Spent	
	35	39
FAME	Current Prestige	Final Fame
	2710	
GOLD	Starting GP	
	6,104	GM's Initial
GOLD	GP Gained (GM ONLY)	
	150	GM's Initial
GOLD	Day Job (GM ONLY)	
	-6000	
GOLD	Gold Spent	
	2954	
GOLD	Total	
	127063	

For GM Only

EVENT Pandey

EVENT CODE 11/19/17

DATE 11/19/17

Game Master's Signature WD

GM Pathfinder Society # 127063