



Pathfinder Society Scenario #9-09: Beyond the Halflight Path

Character Chronicle #

008

☐ Core Campaign

Score

A.K.A.

Doctor Doc

14034

59

Dark Arch

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Duskwarden's Favor: Your actions below Kaer Maga have impressed the Duskwardens, and these guides teach you some of their tricks for safely navigating dangerous caverns. You can cross this boon off your Chronicle sheet to gain the ranger favored terrain ability (+2) in underground environments for the remainder of the scenario. If you already have favored terrain in underground environments, add 2 to the bonuses that you gain in underground environments for the remainder of the scenario.

Items on this Chronicle Sheet: The list of items on this Chronicle sheet reflects all of the possible rewards that a character could earn in this scenario, depending upon which encounters the GM uses. In one playthrough, it is only possible to earn a few of these items. GMs who apply this Chronicle sheet to one of their characters gain access to all items on this Chronicle sheet that are appropriate for their character's subtier, regardless of which story arc they ran. Items with the superscript ^{UE} appear in Pathfinder RPG Ultimate Equipment. Consult the index on page 392 for page references.

SUBTIER	☐ Slow	☐ Normal
3-4	630	1,259
SUBTIER	☐ Slow	☒ Normal
Out of Subtier	1,117	2,233
SUBTIER	☐ Slow	☐ Normal
6-7	1,604	3,207
SUBTIER	☐ Slow	☐ Normal
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9
Starting XP
1
XP Gained (GM ONLY)

10
Final XP Total
18
Initial Prestige
Initial Fame

2
Prestige Gained (GM ONLY)
Prestige Spent

20
Current Prestige
Final Fame
506
Starting GP

2233
GP Gained (GM ONLY)
150
Day Job (GM ONLY)

2060
Gold Spent
889
Total

- +1 flaming ammunition (166 gp each, limit 2)
- +1 frost ammunition (166 gp each, limit 4)
- arcgis of recovery^{UE} (1,500 gp)
- amulet of natural armor +1 (2,000 gp)
- belt of incredible dexterity +2 (4,000 gp)
- cloak of persuasion (4,500 gp)
- deathwatch eyes^{UE} (2,000 gp)
- drown poison (75 gp each, limit 3)
- just of acid consumption^{UE} (1,000 gp)
- elixir of fire breath (1,100 gp)
- extend metamagic rod (lesser, 3,000 gp)
- eyes of the eagle^{UE} (2,500 gp)
- glowing glove^{UE} (2,000 gp)
- handy haversack (2,000 gp)
- headband of penderous recollection^{UE} (Knowledge [dungeoneering], 5,100 gp)
- knights pennon (honor, 2,200 gp)
- manacles of cooperation^{UE} (2,000 gp)
- mind sentinel medallion^{UE} (3,500 gp)
- pipes of haunting (6,000 gp)
- poisoner's gloves^{UE} (5,000 gp)
- ring of protection +1 (2,000 gp)
- ring of sustenance (2,500 gp)
- scroll of restore corpse (25 gp; Pathfinder RPG Ultimate Magic 235)
- tangle arrow (arrow that functions as a tangle bolt^{UE}; 226 gp, limit 2)
- void dust^{UE} (4,500 gp)
- wand of bless (10 charges; 150 gp, limit 1)
- wand of color spray (20 charges; 200 gp, limit 1)
- wand of daylight (10 charges; 2,250 gp, limit 1)
- wand of mage armor (10 charges; 150 gp, limit 1)
- wand of spectral hand (10 charges; 900 gp, limit 1)

- +1 elemental ammunition (PC's choice of flaming, frost, or shock for each arrow upon purchase; 166 gp each, limit 10)
- bag of tricks (low, 16,000 gp)
- belt of incredible dexterity +2 (4,000 gp)
- cloak of resistance +2 (4,000 gp)
- deathwatch eyes^{UE} (2,000 gp)
- deck of illusions (8,100 gp)
- deliquescent gloves^{UE} (6,000 gp)
- drown poison (75 gp each, limit 6)
- extend metamagic rod (11,000 gp)
- eye of the void^{UE} (10,000 gp)
- eyes of the owl^{UE} (4,000 gp)
- glowing glove^{UE} (2,000 gp)
- grim lantern^{UE} (5,800 gp)
- headband of penderous recollection^{UE} (Knowledge [dungeoneering], 5,100 gp)
- headband of vast intelligence +2 (Spellcraft; 4,000 gp)
- horn of goodness/evil^{UE}
- howling bracers (7,000 gp; Pathfinder RPG Advanced Class Guide 230)
- knights pennon (honor, 2,200 gp)
- malleable symbol^{UE} (10,000 gp)
- manacles of cooperation^{UE} (2,000 gp)
- mind sentinel medallion^{UE} (3,500 gp)
- pearl of power (3rd, 9,000 gp)
- poisoner's gloves^{UE} (5,000 gp)
- potion of greater magic fang (CL 8th; 1,200 gp, limit 1)
- ring of protection +2 (8,000 gp)
- ring of spell knowledge II^{UE} (6,000 gp)
- ring of summoning affinity (githyoki, 6,000 gp; Pathfinder RPG Advanced Class Guide 220)
- ring of swarming stabs^{UE} (6,000 gp)
- scroll of restore corpse (25 gp; Pathfinder RPG Ultimate Magic 235)
- tangle arrow (arrow that functions as a tangle bolt^{UE}; 226 gp each, limit 6)
- verdant vine^{UE} (6,000 gp)
- vest of surgen^{UE} (3,000 gp)
- void dust^{UE} (4,500 gp)
- wand of bless (10 charges; 150 gp, limit 1)
- wand of color spray (20 charges; 200 gp, limit 1)
- wand of daylight (10 charges; 2,250 gp, limit 1)
- wand of false life (1,500 gp)
- wand of mage armor (10 charges; 150 gp, limit 1)
- wand of spectral hand (10 charges; 900 gp, limit 1)

2nd Runerun ue
Handy Haversack (2000)
Power 1v1

replace 4 x Alchemist he
replace +1 flare (60)

For GM Only

Gaming Etc

EVENT

153336

EVENT CODE

11/8/17

DATE

Game Master's Signature

224293

GM Pathfinder Society #