



Pathfinder Society Scenario #7-05: School of Spirits

Character Chronicle #

007

☐ Core Campaign

Slow G

A.K.A.

Gorgo

Character Name

14034-40

Pathfinder Society #

Grand Lodge

Faction

This Chronicle sheet grants access to the following:

Liberty's Revolution (Liberty's Edge faction): You decided to allow Colson Maldris's indiscretions to come to light. In so doing, you established that you are willing to stand up to people in positions of authority. You gain a +2 competence bonus on Intimidate checks against members of the nobility and other political leaders, and a +2 competence bonus on Bluff and Diplomacy checks against known members of rebel groups or resistance movements.

Loyal Liberator (Liberty's Edge faction): You helped Major Colson Maldris bury an old mistake for the cause of freedom. Colson Maldris is grateful to you for your help, and provides you with some of the wisdom he has learned over his years as an Eagle Knight. You may activate this boon to gain your choice of a +2 bonus on weapon attack and damage rolls or a +1 bonus on all spell DCs against known slaves and slave owners for the remainder of the scenario. When you use this boon, cross it off your Chronicle Sheet.

New Recruit (J. Dacilane): Your team of Pathfinders sponsored J. to join the Pathfinder Society. In exchange, she is eager to assist you on one of your future missions. You can direct J. to cast a spell from the spiritualist list (*Pathfinder RPG Occult Adventures* 76) as a standard action. The spell's level can be up to one third of your character level (minimum 0). J.'s caster level is equal to your character level - 3 (minimum 2), and her Wisdom score is 17. J. is a noncombatant, and she is considered to be in your square for the purpose of determining the origin of her spell. When you use this boon, cross it off your Chronicle Sheet.

HAUNT SIPHON	PRICE 400 GP
SLOT none	WEIGHT 1 lb.
AURA faint necromancy	CL 3rd

Small wisps of white vapor churn within these glass vials. To capture a haunt's energies in a *haunt siphon*, twist the metal casing to open the vial in the same round that the haunt manifests (a standard action)—this can be before or after the haunt has acted. You must be within the haunt's area of influence to use a *haunt siphon*. When you activate a *haunt siphon*, it deals 3d6 points of positive energy damage to a single haunt. If it deals enough damage to the haunt to reduce the haunt's hit points to 0, the mist inside the *haunt siphon* glows green—if it does not reduce the haunt to 0 hit points, the *haunt siphon* is still expended and becomes nonmagical. A *haunt siphon* that neutralizes a haunt can no longer be used to harm haunts, but it can be used as a grenadelike splash weapon that deals 1d6 points of negative energy damage with a direct hit. Every creature within 5 feet of the point where the *haunt siphon* hits takes 1 point of negative energy damage from the splash.

CONSTRUCTION	COST 200 GP
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Requirements Craft Wondrous Item, cure moderate wounds, gentle repose; Cost 200 gp

All Subtiers

darkleaf cloth leather armor (760 gp; *Pathfinder RPG Ultimate Equipment* 49)
ghostvision gloves (4,000 gp; *Ultimate Equipment* 236)
haunt siphon (400 gp, limit 4)
hollywreath band (5,700 gp; *Ultimate Equipment* 252)
potion of barkskin (CL 6; 600 gp, limit 1)
potion of cure moderate wounds (300 gp)
scroll of breath of life (1,125 gp)
scroll of soften earth and stone (150 gp)
snapleaf (750 gp; *Ultimate Equipment* 319)

Subtier 4-5

greenwood club (450 gp; *Pathfinder RPG Ultimate Equipment* 50)
greenwood heavy wooden shield (657 gp; *Ultimate Equipment* 50)
haunt siphon (400 gp, limit 2)
potion of spider climb (300 gp)
scroll of remove disease (375 gp)
wand of lesser restoration (6 charges; 540 gp, limit 1)
wand of protection from evil (18 charges; 270 gp, limit 1)

SUBTIER ☐ Slow ☒ Normal

1-2 252 504

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 601 1,202

SUBTIER ☐ Slow ☐ Normal

4-5 950 1,900

SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

6
Starting XP+ 1 CPM
XP Gained (GM ONLY)= 7
Final XP Total

Initial Prestige Initial Fame

+ 2 CPM
Prestige Gained (GM ONLY)-
Prestige Spent10 12
Current Prestige Final Fame449
Starting GP+ 1202 CPM
GP Gained (GM ONLY)+ F090h CPM
Day Job (GM ONLY)-
Gold Spent= 1651
Total

For GM Only

TOTAL GM 16 20376
EVENT EVENT CODE26-FEB-16
DATE

Game Master's Signature

1824
GM Pathfinder Society #