



# Pathfinder Society Scenario #5-11: Library of the Lion

Character Chronicle #

10

Score

A.K.A.

Gremlin

14034-29

chliox

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

**Bound for Brevoiy (Taldor Faction):** The key to uniting an army lies in Brevoiy, and to prepare, you have begun training to deal with the locals. You gain a +2 bonus on Charisma-based skill checks made to influence residents of Brevoiy, and you reduce the non-proficient penalty for the Aldori dueling sword to -2.

**Codebreaker (Grand Lodge Faction):** Venture-Captain Ambros Valsin was impressed by your clever work with ciphers and invited you to study codes in more detail for future missions. You gain a +2 bonus on Linguistics checks made to decipher a writing or understand a code, and you may use Linguistics in this way even if untrained.

**Expelled by the Lion Blades:** The Lion Blades learned that one of their own agents aided others in breaking into one of their secret libraries, and they have expelled you from the organization. You permanently lose the benefits of the Lion Blade vanity. Should you ever have 40 or more Fame, you may spend 4 Prestige Points to reconcile with the Lion Blades and regain the benefits of the vanity.

**Secrets of the Grave (Cheliah Faction):** Zarta has studied the "Grave Revelations" text and excitedly shared several of her revelations with you. When you would fail a saving throws against a necromancy spell or the supernatural or spell-like ability of an undead creature, you may use this boon to retroactively add 2 to the result. If this would result in a success, you successfully save against the effect. Alternatively, you may use this boon when casting a necromancy spell to increase its caster level by 2. When you use either of these benefits, cross the entire boon off your Chronicle sheet.

## GLORYMANE

Aura moderate conjuration; CL 10th

Slot shield; Price 12,370 gp; Weight 15 lbs.

Alignment neutral; Senses 30 ft.

Intelligence 10, Wisdom 10, Charisma 13; Ego 4; Language empathy (Common)

## DESCRIPTION

Glorymane is a bronze lion's shield specially enchanted by an entity known as the Guardian. The shield has an arrogant streak, despite its inability to express itself through anything but empathic signals, and it jealously urges its wielder to cast aside any other intelligent items. Glorymane has 5 ranks in Sense Motive and signals its wielder if it detects a lie.

## CONSTRUCTION

Requirements Craft Magical Arms and Armor, summon nature's ally IV

deck of illusions (8,100 gp)

elixir of vision (250 gp)

Glorymane (12,370 gp)

lion's shield (9,170 gp)

potion of gaseous form (750 gp)

potion of invisibility (300 gp)

dust of illusion (1,200 gp)

90 spent on armor  
2 empty Journals 20  
2 scrolls scanni char 25  
3 scrolls comp lang 75  
200 pages new paper 10  
spent on scrolls cast 115  
TUNE OF COFFIN CASH 5000

SUBTIER ☐ Slow ☐ Normal

1-2 255 510

SUBTIER ☐ Slow ☒ Normal

Out of subtier 600 1,200

SUBTIER ☐ Slow ☐ Normal

4-5 945 1,890

SUBTIER ☐ Slow ☒ Normal

- - -

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ 1 200

XP Gained (GM ONLY)

= 13

Final XP Total

Initial Prestige 18 Initial Fame 16

+ 2 200

Prestige Gained (GM ONLY)

- -

Prestige Spent

Current Prestige 20 Final Fame 18

Starting GP 4316

+ 1200 200

GP Gained (GM ONLY)

+ 20 200

Day Job (GM ONLY)

- 5245 200

Gold Spent

= 291

Total

For GM Only

DHG

EVENT

47190

EVENT CODE

7/24/14

DATE

David Montgomery

Game Master's Signature

41542

GM Pathfinder Society #