



Pathfinder Society Scenario #9-09: Beyond the Halflight Path (Shining Deep)

Character Chronicle #

008

☐ Core Campaign

Scott

A.K.A.

Tasper

14034 54

The Concordia

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: There are several different stories that could take place in the Shining Deep. In one playthrough, it is only possible to earn items from the story arc that you played. 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 location and story arc they used—as such, they are encouraged to use the Chronicle sheet on page 92 of the scenario, rather than the one specifically for the Shining Deep. Items with the superscript ^{UE} appear in *Pathfinder RPG Ultimate Equipment*. Consult the index on page 392 for page references.

Subtier 3-4

~~+1 flaming ammunition (166 gp each, limit 3)~~
~~mind sentinel medallion^{UE} (3,500 gp)~~
~~tangle arrow (arrow that functions as a tangle bolt^{UE}; 226 gp, limit 2)~~

Story Arc 5

~~pipes of haunting (6,000 gp)~~
~~ring of protection +1 (2,000 gp)~~
~~scroll of restore corpse (25 gp; *Pathfinder RPG Ultimate Magic* 235)~~
~~wand of spectral hand (10 charges; 900 gp, limit 1)~~

Story Arc 6

cloak of resistance +1 (1,000 gp)
lesser extend metamagic rod (3,000 gp)
pearl of power (1st level; 1,000 gp)

used 3 charges wand shield
used 1 charge wand magic
used 2 charges wand resistance

Subtier 6-7

~~mind sentinel medallion^{UE} (3,500 gp)~~
~~ring of spell knowledge II^{UE} (6,000 gp)~~
~~tangle arrow (arrow that functions as a tangle bolt^{UE}; 226 gp each, limit 6)~~

Story Arc 5

~~glowing glove^{UE} (2,000 gp)~~
~~grim lantern^{UE} (5,800 gp)~~
~~headband of vast intelligence +2 (Spellcraft; 4,000 gp)~~
~~malleable symbol^{UE} (10,000 gp)~~
~~ring of protection +2 (8,000 gp)~~
~~scroll of restore corpse (25 gp; *Pathfinder RPG Ultimate Magic* 235)~~
~~wand of spectral hand (10 charges; 900 gp, limit 1)~~

Story Arc 6

cloak of resistance +2 (4,000 gp)
extend metamagic rod (11,000 gp)
pearl of power (3rd level; 9,000 gp)
ring of glipth summoning affinity (8,600 gp; *Pathfinder RPG Advanced Class Guide* 220)

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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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

XP Gained (GM ONLY)

Final XP Total

Initial Prestige Initial Fame

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige Final Fame

Starting GP

GP Gained (GM ONLY)

Day Job (GM ONLY)

Gold Spent

Total

For GM Only

PF: C TT6

EVENT

153769

EVENT CODE

4/7/18

DATE

Game Master's Signature

226993

GM Pathfinder Society #