



Pathfinder Society Scenario #9-01: The Cost of Enlightenment

Character Chronicle #

006

☐ Core Campaign

Scott

A.K.A.

Player Name

Kagihura

Character Name

14034

Organized Play #

58

Character #

Grand Lodge

Faction

This Chronicle sheet grants access to the following:

High Priestess's Patronage: You possess a signet ring from Amal al-Sahba, a member of the Peerless advisors to the satrap of Qadira and an influential priestess in the faith of Sarenrae. This ring announces al-Sahba as your patron, and grants you a +2 circumstance bonus on Diplomacy checks in Qadira and Diplomacy checks against worshippers of Sarenrae. If you purchased an item for a 10% discount during the adventure, write the item in the space below this boon. If you did not make a discounted purchase, you may do so when you receive this Chronicle sheet.

Roidiran Phantom: You chose to replace your existing phantom with the tormented spirit of Zarisha al-Sakawi. Zarisha is a despair phantom (*Pathfinder RPG Occult Adventures* 81) with the following modifications: her starting Intelligence score is 11, and her emotional focus skills are Intimidate and Knowledge (religion) instead of Intimidate and Stealth.

Visions of the Void: You witnessed one of Roidira's mystifying visions. This vision may provide inspiration, or it may hamper you. Before rolling a skill check, you can cross off this boon to add 1d6-2 to your result.

DAWNFLOWER SASHPRICE
2,500 GP

SLOT belt or head

CL 5th

WEIGHT —

AURA faint abjuration

This long strip of red Qadiran fabric is wrapped around the wearer's waist or head several times and held in place by an ankh-shaped clasp of red gold. The wearer is protected as if by *endure elements*, but only in warm environments. If the wearer unwraps the

sash to its full length and holds the clasp in her hand, she can cast *feather fall* once per day, briefly leaving behind a trail of pleasant red-gold light as bright as a torch that lasts for 1 round.

If Sarenrae is the wearer's patron, the wearer can use the sash to cast *cure light wounds* once per day on command. The wearer can trigger this ability as an immediate action if reduced to -1 hit points or fewer, though thereafter the sash must be recharged by placing it in strong sunlight for 8 continuous hours. As a swift action, the wearer can cause the clasp to shine as brightly as a torch or cease this illumination; the light is warm, feels like sunlight, and is bright enough to make sun-fearing creatures slightly uncomfortable but not so bright as to cause them harm.

CONSTRUCTION REQUIREMENTS

COST 1,250 GP

Craft Wondrous Item, *cure light wounds*, *endure elements*, *feather fall*, *light*

sleeves of many garments 200 gp

boots of the enduring march (1,500 gp; *Pathfinder RPG Ultimate Equipment* 229)
dawnflower sash (2,500 gp; see above)
potion of resist energy (fire, CL 7th; 700 gp, limit 1)
pyxes of redirected focus (1,000 gp; *Ultimate Equipment* 317)
seer's tea (550 gp; *Ultimate Equipment* 319)

15 points Bodakul keep
Day Tab 6000

boots of striding and springing (5,500 gp)
dawnflower sash (2,500 gp; see above)
healer's gloves (2,500 gp; *Ultimate Equipment* 238)
lesser merciful metamagic rod (1,500 gp, *Ultimate Equipment* 190)
potion of resist energy (fire, CL 7th; 700 gp, limit 1)
pyxes of redirected focus (1,000 gp; *Ultimate Equipment* 317)
restorative ointment (4,000 gp)
wand of lesser restoration (14 charges; 1,260 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

1-2

254

507

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

591

1,181

SUBTIER ☐ Slow ☒ Normal

4-5

928

1,855

SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

9

Starting XP

1

XP Gained (GM ONLY)

10

Final XP Total

14/14

Initial Prestige

Initial Fame

+2/48

Prestige Gained (GM ONLY)

-15

Prestige Spent

16

2

Current Prestige

Final Fame

2427

Starting GP

1855

GP Gained (GM ONLY)

—

Day Job (GM ONLY)

-200

Gold Spent

4082

Total

For GM Only

Pandemonium
EVENT155627
EVENT CODE09/03/2017
DATEDavid R. Malone
Game Master's Signature74548
GM Pathfinder Society #