SOCIETYS	F
No.	

Scott

Pathfinder Society Scenario #8-99:

The Solstice Scar, Version A

haracter Chronicle #
009
Coro Campaign

SUBTIER	Slow	Normal
1-2	250	500
SUBTIER	Slow	Normal

1,250 625

Normal Slow SUBTIER 2,500 1,250 5-6

SUBTIER Slow Normal 2,667 5,334 Slow Normal SUBTIER

7,667

12 Starting XP

XP Gained (GM ONLY)

10-11 3,833

Final XP Total

Initial Fame Initial Prestige

Prestige Gained (GM ONU)

Prestige Spent

Final

Starting GP

GP Gained (GM ONLY)

Day Job (GM ONLY)

Gold Spent

This Chronicle sheet grants access to the following:

Kailurd

 $\label{eq:Belkzen Veteran: You have crossed the Hold of Belkzen, negotiated with the orc representatives, and clashed the Hold of Belkzen veterans are consistent with the orc representatives. The property of the Hold of Belkzen veterans are consistent with the orc representatives. The property of the Hold of Belkzen veterans are consistent with the orc representatives. The property of the Hold of Belkzen veterans are consistent with the orc representatives and clashed veterans are consistent with the orc representatives. The property of the Hold of Belkzen veterans are consistent with the orc representatives are consistent with the orc representative and the property of the prope$ with opportunistic raiders. You can spend 2 Prestige Points to learn Orc as a bonus language. In addition, you can check the box that precedes this boon to gain the benefits of the orc ferocity half-orc racial trait for 1 round. If you already have this racial trait and activate that ability, you can check the box to act normally as though you did not have the disabled condition for 1 round.

 $\square$  Martyr's Shard 1: The paladin Ivvora wielded a powerful dagger in service to her angelic patron, Vildeis. In helping recover and restore the hilt, you are able to begin imbuing a facsimile of the blade to combat evil on your own terms. As a free action, you can check the box that precedes this boon to grant one weapon you wield a +1 enhancement bonus (does not stack with other enhancement bonuses) and the ability to overcome damage reduction and regeneration as a cold iron, good-aligned weapon for 1 minute. Future Martyr's Shard boons may unlock additional benefits.

If you are a paladin or lawful good character capable of casting divine spells, the +1 enhancement bonus stacks with the weapon's existing enhancement bonus, if any (but not with similar additional enhancements, such as that granted by a paladin's divine bond ability). Furthermore, you can check the box that precedes this boon to instead cast dispel magic as a spell-like ability using your character level as the spell's caster level.

Any character with this boon can choose to purchase an avenging dagger (120,604 gp; functions as a holy avenger but is a dagger rather than a longsword) as though her effective Fame were 10 higher. If this character has earned two, three, or all four Martyr's Shard boons, reduce the cost of an avenging dagger to 110,604 gp, 100,604 gp, or 90,604 gp respectively.

□ Scarred Champion: Vildeis grants the strength to endure pain to strike down evil, and in escorting Ivvora's hilt back to the Twinhorn following, you now carry a spark of that empyreal lord's divine resilience. When you would fail a saving throw against the spell or spell-like ability of an undead creature, you can check the box that precedes this boon to roll 1d6 and increase the saving throw result by that amount. If the bonus is enough to turn the failure into a success, the saving throw succeeds. This near-death experience leaves you with a hand-sized scar somewhere on your body—a reminder of Vildeis's assistance.

For GM Only

Totalon Summer 156300 9/10/17
EVENT CODE DATE