



# Pathfinder Society Scenario #9-05: Call of the Copper Gate

Character Chronicle #

013

☐ Core Campaign

Score

A.K.A.

Kaikura

14034-58

GL

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Student of the Void (Dark Archive):** Your studies of the beacon and the copper gate have connected your mind to a mysterious presence that promises you power. Check a box before this boon to cast one of the following as a spell-like ability with a caster level equal to your character level. Instead of a material component cost, each spell-like ability comes with an alternative price. Ask other players for their permission before activating these abilities on them. Do not cross this boon off your Chronicle sheet; it might play a role in future adventures.

- **Divination:** Incomprehensible forces bring the answers you seek, but their stark revelations leave your mind fragile. The next time you are in combat, you are subject to a *lesser confusion* spell (Will DC 15 negates). You can choose to raise your effective caster level to 20th for this effect, at the cost of being subject to *confusion* instead (Will DC 24 negates).

- **Stoneskin:** The target's skin turns scaly and weeps a pungent black liquid. The unsettling aroma grants the target a -4 penalty on saving throws against effects that would sicken or nauseate her for 24 hours.

- **Restoration:** The target's mind is haunted with cryptic visions, rendering her immune to morale bonuses for 24 hours. If you use the version of this spell with a typical material component cost of 1,000 gp, then the target is overcome by the sensation that precious memories are disappearing from her mind. She cannot access her fondest memories for 24 hours—a distressing development that renders her immune to all beneficial mind-affecting effects during this time.

☐ ☐ **Wary of Space:** Your brush with the Dark Tapestry has made you paranoid. You can check a box that precedes this boon to add a +2 bonus on a saving throw against an any effect created by an aberration or a creature from the Dark Tapestry. You can add this bonus after rolling but before learning the result.

## SHARDS OF AUCTURN

PRICE  
400 GP

SLOT none

CL 5th

WEIGHT 8 lbs.

AURA faint transmutation

This bag contains 56 assorted pieces of debris connected to the distant planet Aucturn. Dumping the bag fills a 10-foot square area with shards, which function as magic caltrops with a +1 bonus on their attack roll. If a creature steps on a shard, it suffers the usual effects of a caltrop injury,

and the shards animate into a swarm (rolling their own initiative). The activated shards function as a spider swarm without poison. A creature that takes damage from the swarm must succeed at a DC 11 Fortitude save or take 1d2 points of precision damage from invasive lacerations to whichever ability score is currently the highest. Once activated, the shards attack their target and any other nearby creatures. After 5 rounds, the shards disintegrate.

## CONSTRUCTION REQUIREMENTS

COST 200 GP

Craft Wondrous Item, animate objects, bleed

Book of Harms (with preparation ritual; 900 gp; Pathfinder RPG Ultimate Magic 122)  
elixir of monstrous form (1,400 gp; CL 5th; limit 1; gives the benefits of monstrous form to its drinker but expires 1 minute after opening; Ultimate Magic 229)  
lesser silent metamagic rod (3,000 gp)  
lesser talisman of sealed summons (chaotic, 450 gp; Pathfinder RPG Occult Adventures 263)  
malyass root paste (250 gp each; limit 2)  
prismatic crystal (30 gp; Occult Adventures 250)  
shards of Aucturn (400 gp each; limit 3)  
wand of anticipate peril (10 charges; 150 gp, limit 1; Ultimate Magic 206)  
wand of magic missile (CL 5th, 16 charges; 1,200 gp; limit 1)

Wand of Heroism 8 charges (1400)  
wand of 5th level magic missile 16 charges (1200)  
wand of mirror image 50 charges (4500)

+1 aberration bane ammunition (166 gp each; limit 5)  
elixir of monstrous form (1,400 gp; limit 1; see Subtier 3-4)  
Insights of Far-Seeing Taernis (with preparation ritual; 6,355 gp; Pathfinder RPG Ultimate Magic 124)  
lesser silent metamagic rod (3,000 gp)  
lesser talisman of freedom (900 gp; Pathfinder RPG Occult Adventures 263)  
lesser talisman of healing power (2,400 gp; Occult Adventures 263)  
lesser talisman of protection from frost (as lesser talisman protection from flames but protects against cold damage; 1,250 gp; Occult Adventures 263)  
lesser talisman of sealed summons (chaotic, 450 gp; Occult Adventures 263)  
nitharit (650 gp each; limit 4)  
prismatic crystal (30 gp; Occult Adventures 250)  
shards of Aucturn (400 gp each; limit 3)  
wand of anticipate peril (10 charges; 150 gp, limit 1; Ultimate Magic 206)  
wand of heroism (8 charges; 1,800 gp, limit 1)  
wand of vampiric touch (10 charges; 2,250 gp; limit 1)

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

Gaming Etc PFS  
EVENT153336  
EVENT CODE10/2/2017  
DATE

Game Master's Signature

224293  
GM Pathfinder Society #