



Pathfinder Society Scenario #7-17: Thralls of the Shattered God

Character Chronicle #

010

☐ Core Campaign

Score

A.K.A.

Kersom

14034 - 50

The Exchange

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Heartwood Corrupted: You recovered the *heartwood staff* but did not purify it. You can purchase the *charwood staff*, and you can purify it into the *heartwood staff* with a ritual costing 5,000 gold pieces and 4 Prestige Points.

Heartwood Restored: You recovered and purified the *heartwood staff* and can purchase it.

Valais's Wisdom: You helped Valais overcome Laktharis's control. In return, she taught you some of her tricks for resisting demonic influence. When you fail a saving throw against a demon's compulsion or possession effect, you can cross this boon off your Chronicle sheet to reroll the saving throw.

Victory of Souls (Silver Crusade faction): You convinced a group of Sarkorian cultists to turn away from the worship of a demon. You gain a +2 bonus on Diplomacy checks to convince non-evil NPCs not to perform evil actions. You can cross this boon off your Chronicle sheet to cast *atonement* or *dispel evil*, using your character level as your caster level. You must still provide any material component the spell normally requires.

CHARWOOD STAFFPRICE
22,000 GP

SLOT none

CL 8th

WEIGHT 5 lbs.

AURA strong transmutation [evil]

The staff is made of fire blackened wood with cracks exposing glowing embers and dripping blood red sap. If a non-evil creature carries the staff, she takes 2 permanent negative levels. These negative levels persist for as long as she holds the staff and cannot be removed by any means (including *restoration* spells), but they are immediately removed as soon as she sets the staff down. A *charwood staff* grows into a tree if its user plants it in the ground and speaks the proper command word. This process functions as a permanent *tree shape* spell that can only target the staff. By speaking the same command word, the tree turns back into a staff.

This staff allows use of the following spells: *produce flame* (1 charge), *warp wood* (1 charge), *diminish plants* (2 charges), *spike growth* (2 charges), and *wall of thorns* (5 charges).

CONSTRUCTION REQUIREMENTS

COST 13,500 GP

Craft Staff, *blight*, *diminish plants*, *produce flame*, *wall of thorns*, *warp wood*

HEARTWOOD STAFFPRICE
27,000 GP

SLOT none

CL 9th

WEIGHT 5 lbs.

AURA strong divination and transmutation

This wood of this staff quietly thrums with life energy. A *heartwood staff* turns into a tree if its user plants it in the ground and speaks the proper command word. This process functions as a permanent *tree shape* spell that can only target the staff. By speaking the same command word, the tree turns back into a staff.

This staff allows use of the following spells: *entangle* (1 charge), *wood shape* (1 charge), *speak with plants* (2 charges), *plant growth* (2 charges), and *commune with nature* (5 charges).

Additionally, while the staff is in tree form, it assists creatures that rest within 20 feet of it for at least 8 hours. Such creatures heal twice as many hit points from resting and gain a +2 bonus on their saving throws to end long-term effects such as diseases and negative levels.

CONSTRUCTION REQUIREMENTS

COST 13,500 GP

Craft Staff, *commune with nature*, *entangle*, *plant growth*, *speak with plants*, *wood shape*

All Subtiers

- +1 demon bane ammunition (166 gp, limit 2; may be any kind of ammunition)
- +1 undead bane ammunition (166 gp, limit 2; may be any kind of ammunition)
- charwood staff (22,000 gp)
- clear spindle ioun stone (4,000 gp)
- cloak of resistance +1 (1,000 gp)
- dusty rose prism ioun stone (5,000 gp)
- heartwood staff (27,000 gp)
- manacles of cooperation (2,000 gp, Pathfinder RPG Ultimate Equipment 274)
- wand of shadow conjuration (3 charges; 1,260 gp, limit 1)

Subtier 8-9

- +1 cruel flail (Pathfinder RPG Ultimate Equipment 128)
- +2 light steel shield (4,159 gp)
- cloak of resistance +2 (4,000 gp)
- headband of alluring charisma +2 (4,000 gp)
- hourglass of last chances (10,000 gp; Ultimate Equipment 304)
- incandescent blue sphere ioun stone (8,000 gp)
- scroll of break enchantment (CL 11th, 1,375 gp, limit 1)
- scroll of remove fear (CL 8th, 200 gp, limit 1)
- summon-slave crystal (10,000 gp; Ultimate Equipment 322)

For GM Only

Pandemonium 74008

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☒ Normal

5-6

1,273

2,546

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

2,004

4,008

SUBTIER ☐ Slow ☐ Normal

8-9

2,735

5,469

SUBTIER ☐ Slow ☐ Normal

-

-

-

13

Starting XP

+

1

GM's Initials

XP Gained (GM ONLY)

=

14

Final XP Total

22

22

Initial Prestige

Initial Fame

+

2

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

24

24

Current Prestige

Final Fame

2051.5

Starting GP

+

2546gp

GM's Initials

GP Gained (GM ONLY)

+

599

GM's Initials

Day Job (GM ONLY)

-

4180.5

Gold Spent

=

520.5

Total

4070

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any ward CLW 750 2x oil glass weapon 200
Cold Iron 9-Ring Broadsword 2238 Upgrade Armor w/ +1 1000
Ring or Pearl Pallas @2200 - 5% discount, Chronicle sheet 000 = 2090