



# Pathfinder Society Scenario #7-19: The Labyrinth of Hungry Ghosts

Character Chronicle #

012

☐ Core Campaign

Scott

Player Name

A.K.A.

Keruan

Character Name

14034-50

Pathfinder Society #

The  
Exclaire

Faction

This Chronicle sheet grants access to the following:

**Ectoplasmic Enhancement:** You recovered a sample of concentrated ectoplasm from the Gloomspires. You may activate this ectoplasm as a swift action to treat all of your natural attacks, unarmed strikes, and weapon attacks as if they had the *ghost touch* property for 1 round. If you have at least one level in the spiritualist class, the *ghost touch* property persists for 3 rounds and also affects her phantom's natural attacks. When you use this boon, cross it off your Chronicle sheet.

**Nightmarish Pigments:** You found a pot of *nightmarish* pigments, which you may purchase for 1,000 gp. *Nightmarish* pigments function as *marvelous* pigments, except the items they create subtly bend, warp, and discolor, and they occasionally show reflections of horrific vistas or screaming maws. As a result, they cannot be mistaken for objects made of standard valuable materials like gold. One pot of *nightmarish* pigments is sufficient to create a 125-cubic-foot object by depicting it two-dimensionally over a 25-square-foot surface. The pigments can create a collection of mundane items whose value does not exceed 500 gp.

**Savior of Old Flotsam:** In thanks for retrieving her precious folding boat, Venture Captain-Benarry commissions you a single token made out of a splinter of *Old Flotsam* herself. This special *feather token* functions as a *feather token* (swan boat), except that the boat appears stocked with a wooden chest full of useful items. The chest contains a *potion of cure light wounds*, a set of masterwork thieves' tools, 100 sheets of parchment, a vial of ink with an inkpen, a fishing net, 20 days worth of trail rations, and 10 gallons of cheap ale. The chest and its items persist after the boat's duration expires. You may purchase the *feather token* (*Old Flotsam*) for 450 gp or 1 Prestige Point.

All Subtiers

Subtier 6-7

+1 flaming ammunition (166 gp; limit 3; may be any type of ammunition)  
+1 ghost touch longsword (8,315 gp)  
candle of spirit protection (1,500 gp; *Pathfinder RPG Occult Adventures* 256)  
grave salt (1,110 gp; *Pathfinder RPG Ultimate Equipment* 301)  
nightmarish pigments (1,000 gp; see above)  
potion of bull's strength (300 gp)  
potion of heroism (750 gp)  
scroll of darkvision (150 gp)  
scroll of glitterdust (150 gp)  
scroll of mirror image (CL 9; 450 gp, limit 1)  
wand of ghostbane dirge (6 charges; 540 gp, limit 1; *Pathfinder RPG Advanced Player's Guide* 225)

+2 ghost touch longsword (18,315 gp)  
cloak of resistance +1 (1,000 gp)  
headband of inspired wisdom +2 (4,000 gp)  
scroll of dimension door (700 gp)  
scroll of enervation (700 gp)  
void dust (4,500 gp; *Pathfinder RPG Ultimate Equipment* 324)

Buy boat for  
427.5

+2 Bels of strength

Applied  
75 gold  
to investment

Used 10 charges CLW wand

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	648	1,295
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of Subtier	1,134	2,268
	SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
	6-7	1,620	3,240
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	15	Starting XP	
	+ 1	XP Gained (GM ONLY)	
	= 16	Final XP Total	
FAME	26	26	Initial Prestige
	+ 2	Prestige Gained (GM ONLY)	
	-	Prestige Spent	
GOLD	28	28	Current Prestige
	2380.5	Starting GP	
	+ 3240	GP Gained (GM ONLY)	
GOLD	+ 30	Day Job (GM ONLY)	
	= 4499.5	Gold Spent	
	= 1479.5	Total	

For GM Only

Pandy

EVENT

77393

EVENT CODE

11/7/16

DATE

Game Master's Signature

120937

GM Pathfinder Society #