



# Pathfinder Society Scenario #7-25: Orders from the Gate

Character/Chronicle #

014

☐ Core Campaign

Score

A.K.A.

Kerwan

14034

50

Player Name

Character Name

Pathfinder Society #

Section

This Chronicle sheet grants access to the following:

**Air Spirit's Blessing:** You saved the Temple of the Sky from almost certain destruction, and the air spirits that reside there have granted you their blessing. You may activate one of the following spells as a spell-like ability using your character level as your caster level and the highest of your Intelligence, Wisdom, and Charisma as your key ability score.

Subtier 5-6: feather fall, fly, gust of wind, lightning bolt, or wind wall.

Subtier 8-9: Any of the spells listed under Subtier 5-6, as well as air walk or chain lightning.

When you use this boon, cross it off your Chronicle sheet.

**Hellknights' Respect:** You set aside your initial Pathfinder mission to help the Hellknights of the Order of the Gate defeat a great force of chaos and evil. In recognition of your deeds, the Hellknights assist you in joining their ranks, or in refocusing your training if you are already a member of a Hellknight order. You may cross this boon off your Chronicle sheet to retrain levels into the Hellknight prestige class (Pathfinder Campaign Setting: The Inner Sea World Guide 278) or the Hellknight signifier prestige class (Pathfinder Campaign Setting: Paths of Prestige 28), for free so long as you would qualify for the prestige classes with the levels that you have taken in other classes. Specifically, the levels you take before the prestige class must qualify you for the prestige class, so you could not retrain a character into a Hellknight 8 with no other class levels. You may also freely retrain as many feats and skill ranks as is necessary in order to qualify for the prestige class. If you already have one or more levels in the Hellknight or Hellknight signifier prestige class, you may cross the boon off your Chronicle sheet to freely retrain your feats, disciplines, cavalier order, and spells, but only into legal options presented in Pathfinder Campaign Setting: Path of the Hellknight.

**Reinforced Alliance:** You sided with the Order of the Gate Hellknights. Word of your deeds spreads among Hellknights, granting you a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against members of a Hellknight order.

**Tettering Alliance:** By deciding to continue with your mission instead of helping the Hellknights fight against the qliphoth forces, you have weakened the ties between the Hellknights and the Pathfinder Society. You take a -2 penalty on all Diplomacy, Bluff, and Intimidate checks against members of a Hellknight order.

**Visage of the Broodlord:** You found a twisted mask on one of the followers of the shoggti qliphoth That Which Peels Flesh. In Subtier 5-6, it is a visage of the broodlord, while in Subtier 8-9, it is a greater visage of the broodlord. You may purchase the item for the discounted price of 8,000 gp (or 14,000 gp for the greater version).

VISAGE OF THE BRODLORD		PRICE varies
Normal		9,600 GP
Greater		16,670 GP
SLOT head	CL 6th	WEIGHT 1 lbs.
AURA strong conjuration		

Made of interwoven wicker strands and insect-excreted resin, these horrific masks have the appearance of mutated, spore-infested insects. Insects occasionally fall off the mask

and burrow away through the ground. The mask's wearer is rendered immune to swarms' distraction special attack. Additionally, once per day the wearer can transform into an insect as per the spell *vermin shape I*, or *vermin shape II* for a greater visage of the broodlord (Pathfinder RPG Ultimate Magic 246).

CONSTRUCTION REQUIREMENTS COST varies

Craft Wondrous item, *vermin shape I* (normal) or *vermin shape II* (greater)

+1 dwarf-bane ammunition (166 gp, limit 2; may be any type of ammunition)

cloak of resistance +1 (1,000 gp)

elemental gem (air, 2,250 gp)

visage of the broodlord (8,000 gp; limit 1)

wand of explosive runes (2 charges; 450 gp, limit 1)

wand of enervation (3 charges; 900 gp, limit 1)

+1 flaming ammunition (166 gp, limit 3; may be any type of ammunition)

+2 full plate (5,650 gp)

belt of incredible dexterity +2 (4,000 gp)

bracers of armor +1 (1,000 gp)

greater visage of the broodlord (14,000 gp; limit 1)

headband of inspired wisdom +2 (4,000 gp)

ring of protection +1 (2,000 gp)

SUBTIER ☐ Slow ☐ Normal

5-6 1,289 2,577

SUBTIER ☐ Slow ☒ Normal

Out of Subtier 2,019 4,038

SUBTIER ☐ Slow ☐ Normal

8-9 2,750 5,499

SUBTIER ☐ Slow ☐ Normal

- - -

MAX GOLD

EXPERIENCE

FAME

GOLD

17

Starting XP

+ 1 CW

XP Gained (on own)

= 18

Final XP Total

30 30

Initial Prestige Initial Fame

+ 2 CW

Prestige Gained (on own)

Prestige Spent

32 32

Current Prestige Final Fame

1145.5

Starting GP

+ 4038 CW

GP Gained (on own)

+ 75 CW

Buy Job (on own)

- 4500 CW

Gold Spent

= 755.5

Total

For GM Only

CTCn

EVENT

78692

EVENT CODE

7/8/16

DATE

Game Master's Signature

125136

GM Pathfinder Society #