



Pathfinder Society Scenario #4-06: The Green Market

Scenario Chronicle #

16

☐ Slow ☐ Normal

SUBTIER	1,328	2,657
5-6		4151
SUBTIER	2,822	5,645
8-9		

MAX GOLD

This Chronicle Certifies That

Scott

A.K.A.

Kerson

14034-50

Exchange

Player Name

Character Name

Pathfinder Society #

Faction

Has Completed This Scenario.

Items Found During This Scenario

SUBTIER

ALL

Greenheart's Blessing The peaceful and benevolent spirit of Galdron Greenheart infuses you when you set it to rest in the shrine beneath the Green Market. A small fraction of the luck and fortune in business that imbues the market stays with you as a result, and brings you success for the rest of your life. You receive a +2 bonus on all Day Job checks.

SUBTIER

5-6

+1 ghost touch shortspear (8,301 gp)

dust of tracelessness (250 gp)

elemental gem (fire) (2,500 gp)

lesser selective metamagic rod (3,000 gp);

Advanced Player's Guide)

potion of speak with plants (750 gp)

potion of resist energy (fire) (300 gp)

potion of tree shape (300 gp)

potion of rage (750 gp)

shambler vine (600 gp, limit 3)

wand of grease (10 charges; 150 gp, limit 1)

SUBTIER

8-9

~~+1 ghost touch/mwk quarterstaff (8,600 gp)~~~~necklace of fireballs, type I (1,650 gp)~~~~+1 ghost touch hide armor (16,165 gp)~~~~ring of force shield (8,500 gp)~~~~cloak of resistance +1 (1,000 gp)~~~~sleep arrow (132 gp, limit 15)~~

SHAMBLER VINE

Aura strong transmutation; CL 12th

Slot —; Price 600 gp; Weight 1 lb.

DESCRIPTION

A *shambler vine* resembles a leafy green plant vine about 6 feet long, wrapped in a coil. If touched, it writhes as if alive. Up to three vines can be stored in a small sack, though the price is for one. When thrown at an opponent, a vine grows in midair, and acts as a *rope of entanglement*. It can reach 20 feet forward or 10 feet upward to entangle the target. The entangled target can break free with a DC 20 Strength check or DC 20 Escape Artist check.

A *shambler vine* has AC 22, 12 hit points, hardness 10, and damage reduction 10/slashing. It does not repair itself, and if it is severed (all 12 hit points lost to damage), it is destroyed. The vine lasts for a single use before withering away, and if left on a target that is unable to get free, the vine withers after 1 hour.

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Upgrade Breastplate	3000
EW +2	
Upgrade Shield	3000
EW +2	
Purchase Chakra +2	4000
headband	
TOTAL COST OF ITEMS BOUGHT	10000

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

EXPERIENCE

19

Starting XP

+

1

GM's Initial

XP Gained (GM ONLY)

20

Final XP Total

FAME

32

32

Initial Fame Initial Prestige

+

2

GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

34

34

Final Fame Current Prestige

GOLD

6999.5

Start GP

+

4151

GM's Initial

GP Gained (GM ONLY)

+

75

GM's Initial

Day Job (GM ONLY)

+

Items Sold

= 11221.5

Subtotal

-

10000

Items Bought

= 1221.5

Total