



Pathfinder Society Scenario #7-98: Serpent's Ire

Character Chronicle #

019

☐ Core CampaignScott
Player Name

A.K.A.

Kerstan
Character Name14034 50
Pathfinder Society #The
Exchange
Faction

This Chronicle sheet grants access to the following:

Esoteric Item Research: After the team at Slumbersun returned from its mission, the Aspis Consortium gained access to several unusual magic items. Ratarion sold temporary access to these items to a crafter within the Consortium, who deduced their methods of creation. Several Aspis agents now carry copies of one of the crafter's recipes. When you defeat one or more agents of the Aspis Consortium, ask your GM to initial after one of these items, granting you access to purchase it. You may gain access to all three items below, but you may only gain access to one item during a single adventure.

Necklace of shattered dreams (Aura moderate necromancy; CL 10th; Slot neck; Price 3,000 gp): This delicate steel chain with five obsidian beads functions as a necklace of fireballs, type II, but it deals negative energy damage rather than fire damage (Will DC 14 for half) and is at risk of exploding when subjected to negative energy damage rather than fire.

GM Initials: _____

Scabbard of bleeding edges (Aura faint evocation; CL 5th; Slot —; Price 12,000 gp): This sheathe appears to be woven from sickly green spider silk. It functions as a scabbard of keen edges (Ultimate Equipment 318) except that it grants the affected weapon the wounding weapon enhancement for 5 minutes. When activated, sweet-swelling ichor sweats from between the threads for several seconds, and the affected blade appears noticeably serrated.

GM Initials: _____

Viridium moonbeast (Aura moderate transmutation; CL 11th; Slot —; Price 10,000 gp): This statuette of a tentacle-headed, quadruped is cast in sickly green metal. It functions as a bronze griffon figurine of wondrous power but has a fly speed of only 20 feet (good). It bite attack sickens its target for 1d3 rounds (DC 15 Fortitude negates). While animate, it intermittently babbles telepathic nonsense and incensed proclamations of doom to its owner.

GM Initials: _____

Joliryn's Foe: You defeated the sadistic halfling Joliryn. You gain access to the following magic item at the listed discount.

Wrathful Ring of Spell Storing (Aura faint evocation; CL 5th; Slot ring; Price 16,000 gp): The ring acts as a minor ring of spell storing, but it is further enchanted to allow the wearer can apply the Empower Spell metamagic feat to one stored spell by only increasing the effective spell level by one, not two. The wearer does not need to have the Empower Spell feat to use this property.

Unwavering Resolve: The reports the Pathfinder Society has managed to piece together regarding the events at Wirholt's Rictus paint a grisly picture. After hearing unnerving rumors about the Aspis Consortium's recent activities, you have steeled yourself to face unspeakable horrors in the field. When you must attempt a saving throw against a fear or confusion effect, you may cross off this boon before rolling the save to gain a +2 bonus. Even if you fail the saving throw, your preparations give you some degree of protection. If you failed a saving throw against a fear effect, you experience a surge of adrenaline that grants a number of temporary hit points equal to twice your character level. These temporary hit points last as long as the fear effect persists. Alternatively, if you failed a saving throw against a confusion effect, you maintain unusual lucidity, which allows you to roll the d100 to determine your action each round twice and take your preferred result. This benefit lasts until the confusion effect ends.

2nd wayfinder
Dusur Rose Prism Dom save 350
5000

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER ☐ Slow ☒ Normal
7-9 2,500 5,000SUBTIER ☐ Slow ☒ NormalSUBTIER ☐ Slow ☒ NormalSUBTIER ☐ Slow ☒ Normal

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