



Pathfinder Society Scenario #8-20: Torrent's Last Will

Character Chronicle #

027

☐ Core Campaign

Score

A.K.A.

Kerovan

14034-50

The Exchange

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ **Aquel's Favor:** You may check both boxes that precede this boon to surround yourself in holy radiance as a standard action, gaining the benefits similar to an angel's protective aura for 1 round per character level you have. Against attacks made by or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of you. Otherwise, it functions as a *magic circle against evil* effect with a radius of 20 feet and a caster level equal to your character level. If you are an undine, if you have the Water domain, or if you are a paladin with the pearl seeker archetype (*Pathfinder Campaign Setting: Aquatic Adventures* 54), you can use this ability by checking a single box.

Elemental Conduit (Dark Archive): You successfully channeled forces from the Plane of Water into Zarta Dralneen's protective ritual. Remnants of this energy remain within your body, which you can call forth against your foes. You may cross this boon off your Chronicle sheet to cast either *cone of cold* or *control water* as a spell-like ability, using your character level as your caster level and your Charisma score to determine the DC.

Alternatively, you may cross this boon off your Chronicle sheet when casting a spell with the cold or water descriptor to increase the spell's DC or caster level by 2.

Water Affinity: Your connection to elemental water has grown stronger over the course of your recent adventures. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the Elemental Planes.

☐ ☐ **Welcome in the Boundless Sea:** You have a reputation in Vialesk as a reliable person in dangerous situations. You gain a +1 bonus on Diplomacy check against undines and creatures with the water subtype. You may check one of the boxes that precedes this boon to requisition an *elixir of swimming*, or two boxes to gain a *potion of water breathing* or three *elixirs of swimming*. You may also check two of the boxes to purchase a *necklace of adaptation* for 8,250 gp, a *helm of underwater action* for 23,250 gp, or a suit of *nautilus coral armor* (see below) for 6,750 gp.

Elixir of dragon's breath (brine dragon) (Price 2,000 gp; CL 10th; aura moderate evocation): This vial contains a swirling current of luminescent blue liquid. A creature that drinks the elixir can breathe out a single blast of energy that deals 10d6 points of acid damage in a 30-foot line, plus an additional 1d6 points of acid damage for each Water Affinity boon you have earned on any of your characters. The magic of the elixir ends after one use of the breath weapon or after 1 hour has passed, whichever comes first.

Nautilus coral armor (Price 8,000 gp; CL 9th; aura moderate transmutation): This +1 full-plate is made of coral and pieces of nautilus shell. This armor does not impose an armor check penalty on Swim checks. The wearer can hold her breath underwater for a number of rounds equal to four times her Constitution score, rather than twice her Constitution score. You can increase the armor's enhancement bonus or apply armor special abilities as though the armor's masterwork price were 7,000 gp.

All Subtiers

Subtier 10-11

+1 corrosive greatclub (8,305 gp; *Pathfinder RPG Ultimate Equipment* 136)

+1 elf-bane ammunition (166 gp; limit 12)

+1 human-bane ammunition (166 gp; limit 12)

+1 merfolk-bane ammunition (166 gp; limit 12)

elixir of dragons breath (brine dragon, 2,000 gp; limit 1)

frost amulet of mighty fists (4,000 gp)

pearl of power (2nd level, 4,000 gp)

nautilus coral armor (8,000 gp)

+1 corrosive menacing greatclub (18,305 gp; *Pathfinder RPG Ultimate Equipment* 136)

cloak of resistance +2 (1,000 gp)

belt of giant's strength +2 (4,000 gp)

elixir of dragon's breath (brine dragon, 2,000 gp; limit 2)

pearl of power (3rd level, 9,000 gp)

nautilus coral armor (8,000 gp)

ward touch of the sea (750)

upgrade max mag +4 (2000)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
7-8	2,173	4,346
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	3,031	6,062
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
10-11	3,889	7,778
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-
MAX GOLD	32	
EXPERIENCE	Starting XP	
	XP Gained (GM ONLY)	
	33	
	Final XP Total	
FAME	27	58
	Initial Prestige	Initial Fame
	Prestige Gained (GM ONLY)	
	Prestige Spent	
	28	59
	Current Prestige	Final Fame
GOLD	1707	
	Starting GP	
	GP Gained (GM ONLY)	
	100	
	Day Job (GM ONLY)	
	8500	
	Gold Spent	
	1014	
	Total	

For GM Only

Pandemonium June 152538

EVENT

EVENT CODE

6/25/17

DATE

Game Master's Signature

129189

GM Pathfinder Society #