



# Pathfinder Society Scenario #7-08: To Judge a Soul, Part 2: Karma Reclaimed

Character Chronicle #

12

☐ Core Campaign

Scott

A.K.A.

Purnama

Character Name

14034-33

Pathfinder Society #

Dark  
Archid

Faction

This Chronicle sheet grants access to the following:

**Spirits of the Past:** You can channel the spirit of one of Sharaheen's past lives. If you do not have medium class levels, you can cross this boon of the Chronicle sheet to use the medium's shared seance ability for a legend of your choice. If you are a medium, you form a particularly strong connection with one of the samsaran's legendary incarnations. Record the name of one of the six medium legends. You can always choose to channel this spirit, regardless of your location. Additionally, you can check the box next to the legend's name to increase your spirit bonus with that legend by 1 for 24 hours. ☐ **Legend Selected:** \_\_\_\_\_

**CONFLUENCE OF THE FIVE ELEMENTS (LEVEL 10 ALCHEMIST)**

The leather cover of this formula book depicts a wheel with five spokes, one for each of the five elements—fire, earth, metal, water, and wood. Its four corners are trimmed with silver brackets, each containing a tiny vial of holy water.

Value 3,940 GP

**FORMULA**

4th—death ward, fire shield

3rd—cure serious wounds, remove curse, undead anatomy I<sup>um</sup>2nd—bear's endurance, darkvision, false life, ghostly disguise<sup>um</sup>, lesser restoration1st—anticipate peril<sup>um</sup>, comprehend languages, cure light wounds, detect secret doors, detect undead, identify, shield, true strike**PREPARATION RITUAL**

**Ray of Sunlight (Su)** Each day you prepare extracts from this book, you can apply the blinding bomb discovery (Pathfinder RPG Ultimate Magic 15) to one of your bombs. If you already have the blinding bomb discovery, you can instead apply the sunlight bomb discovery (Ultimate Magic 17).

**All Subtiers**

+2 naginata (8,335 gp; Pathfinder RPG Ultimate Combat 131)

boots of the winterlands (2,500 gp)

Confluence of the Five Elements (3,940 gp or 2065 gp and 5 PP)

Death's Gentle Caress (400 gp; You can spend 10 minutes reviewing this necromantic tome to receive a +2 circumstance bonus on Knowledge (religion) checks to identify undead or to detect haunts for 24 hours)

lesser talisman of freedom (900 gp; Pathfinder RPG Occult Adventures 263)

lesser talisman of warrior's courage (450 gp; Occult Adventures 263)

prayer beads of balance (6,600 gp, or 3,600 gp and 8 PP; this strand of prayer beads includes a bead of blessing and a bead of ki focus. The wearer can activate the bead of ki focus 1/day as a standard action to regain 2 points of ki, up to his ki pool's maximum. Anyone with a ki pool can activate these beads. (Slot none; Aura moderate conjuration; CL 7th)

scroll of animate dead (5 HD; 825 gp, limit 1)

scroll of dispel magic (750 gp)

scroll of undead anatomy I (700 gp; Ultimate Magic 244)

underworld earth breaker (20,335 gp, or 10,210 gp and 27 PP; this +1 flaming burst earth breaker made from an underworld dragon's head ignores hardness less than 5, and its bearer can use the Dazzling Display feat 1/day)

wand of holy shield (5 charges; 600 gp, limit 1; Ultimate Magic 223)

**Subtier 2-7**+2 vicious naginata (18,335 gp; Ultimate Combat 131)  
cloak of resistance +1 (1,000 gp)  
greater talisman of warrior's courage (4,500 gp; Occult Adventures 263)

headband of vast intelligence (Fly) (4,000 gp)

potion of barkskin (CL 6; 600 gp)

potion of blur (300 gp)

scroll of animate dead (CL 9; 10 HD; 1,125 gp, limit 1)

scroll of cure serious wounds (375 gp)

scroll of dispel magic (CL 9; 675 gp, limit 1)

scroll of undead anatomy II (1,125 gp; Ultimate Magic 244)

**For GM Only**

Pandy

EVENT

69343

EVENT CODE

11/15/15

DATE

J. J. Main

Game Master's Signature

74554

GM Pathfinder Society #

SUBTIER ☐ Slow ☐ Normal

3-4

631

1,262

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

1,124

2,248

SUBTIER ☐ Slow ☐ Normal

6-7

1,617

3,234

SUBTIER ☐ Slow ☐ Normal

-

-

-

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

XP Gained (GM ONLY)

=

12

Final XP Total

Initial Prestige

Initial Fame

+

2

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige

Final Fame

2729

Starting GP

+

1262

GP Gained (GM ONLY)

+

-

Day Job (GM ONLY)

2845

Gold Spent

=

1146

Total

2nd 5019 (S): Alarm, Explosions, Great Magic Missile, Glorifying Miss, Shield  
1st 24019 (H): Acid Arrow, Bear's Endurance, false life, Resist Energy, see Dazzling Spirit class  
54019 (H): Dazzling, Dispel magic, Lightning Bolt, Sunburst Cloud, Vampire touch, undead