



# Pathfinder Society Scenario #6-11: The Slave Master's Mirror

Character Chronicle #

10

Scott

Player Name

A.K.A.

Sengon

Character Name

14034-30

Pathfinder Society #

Grim.  
Lodex

Faction

This Chronicle sheet grants access to the following:

**Daring Rescue** (Liberty's Edge faction): Your strengthened connections to the Bellflower Network and continued dedication to the rescue of innocents has earned you the respect of your freedom-fighting colleagues. You may cross this boon off your Chronicle sheet when spending Prestige Points to recover your body and gear to reduce the Prestige Point cost by 3 (minimum 0).

**Djinni's Admiration:** You have won the admiration of the captive djinni Jairo. Although you were unable to secure his freedom from an enemy of the Society, he may be able to repay your kindness in the future.

**Force of Good** (Silver Crusade faction): Your conviction to redeeming wayward souls and protecting the defenseless manifests even in your magic and martial prowess. As a free action when casting a spell with the good descriptor that deals damage, you can cross this boon off your Chronicle sheet to increase the spell's caster level by 2; however, half of the damage dealt to creatures other than undead and outsiders with the evil subtype is nonlethal damage. Alternatively, you may cross this boon off your Chronicle sheet to grant a weapon you wield the holy weapon enhancement for 3 rounds, but half of all of the weapon's damage dealt to creatures other than undead and outsiders with the evil subtype is nonlethal damage.

**Gnoll Tactics:** You first-hand experience with gnoll tactics and cultural traditions gives you a headstart in incorporating their unique styles into your own training. So long as you possess this boon, all of your Pathfinder Society Organized Play characters have access to the following feats and archetypes from *Pathfinder RPG Monster Codex* as if they appeared on the Additional Resources page: Coordinated Reposition, Disarm Partner, Improved Disarm Partner, Snapping Flank, the pack rager barbarian archetype, and the flindbar.

LESSER PUGWAMPI BRAID		PRICE 300 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.
AURA faint necromancy		

CONSTRUCTION	COST 21,000 GP
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Craft Wondrous Item, *ill omen*<sup>APG</sup> or *pugwampi's grace*  
(*Pathfinder Campaign Setting: Inner Sea Magic* 59)

Bad luck lingers in this greasy braid of dried pugwampi hide. As an immediate action, the braid's bearer can unravel the braid (which destroys it), to force a target within 5 feet to roll twice and take the lower result the next time it makes a d20 roll. This is a mind-affecting effect that does not work on humanoids with the gnoll subtype, animals, or gremlins. A creature under the effect of a luck bonus is immune to this effect.

all tools vest (*Pathfinder RPG Ultimate Equipment* 220)  
cloak of resistance +1 (1,000 gp)  
crystal ball (42,000 gp)  
daredevil boots (1,400 gp; *Ultimate Equipment* 230)  
lesser pugwampi braid (300 gp, limit 3)  
key of lock jamming (*Ultimate Equipment* 307)  
wand of aspect of the bear (15 charges; 1,350 gp;  
*Pathfinder RPG Advanced Player's Guide* 203)  
wand of pox pustules (13 charges; 1,170 gp; *Pathfinder  
RPG Advanced Player's Guide* 236)

+1 bashing heavy wooden shield (4,157 gp)  
amulet of natural armor +1 (2,000 gp)  
corset of the vishkanya (*Ultimate Equipment* 214)  
sandals of quick reaction (*Ultimate Equipment* 232)  
scroll of dispel magic (CL 10th; 750 gp, limit 1)

10 Adamantine Arrows (601)  
5 Adamantine Blur Arrows (3005)  
Daredevil boots (1400)  
2301.5

SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
3-4	639	1,277
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,136	2,271
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-7	1,632	3,264
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-
MAX GOLD	10	
Starting XP		
+	2	GM
XP Gained (GM ONLY)		
=	11	
Final XP Total		
13	18	
Initial Prestige		Initial Fame
+	2	GM
Prestige Gained (GM ONLY)		
-		
Prestige Spent		
15	20	
Current Prestige		Final Fame
1064		
Starting GP		
+	1277	GM
GP Gained (GM ONLY)		
+	100	GM
Day Job (GM ONLY)		
-	2301.5	
Gold Spent		
=	143.5	
Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #