



Pathfinder Society Scenario #4-26: The Waking Rune

Scenario Chronicle #

21

☐ Slow ☐ Normal

SUBTIER	7-8	9-11
2,260	4,520	
SUBTIER	10-11	
3,916	7,832	

MAX GOLD

This Chronicle Certifies That

Scott G. A.K.A. Semyon 14034-30 GL
Player Name Character Name Pathfinder Society # Faction

Has Completed This Scenario.

Items Found During This Scenario

SUBTIER

ALL

Rune of Power: You have a single rune tattooed on your skin as a memento of the day you defeated Krune, and a hint of his power infuses it. Choose one of the following runes. Cross the rest off your Chronicle sheet.

- **Rune of Alacrity:** Once per day as a swift action, you gain a +2 dodge bonus to AC for 3 rounds.
- **Rune of Armor:** Once per day as a swift action, your natural armor bonus increases by 2 for 1 minute.
- **Rune of Control:** Once per day as a swift action you may cast *protection from chaos/evil/good/law* on yourself, but only to prevent bodily contact with summoned creatures. This effect lasts for 5 minutes.
- **Rune of Defense:** Once per day as an immediate action, you gain a +5 deflection bonus to AC that lasts until the beginning of your next turn.
- **Rune of Life:** Your effective Constitution score for determining when you would die from hit point damage increases by 7.

Student of Thassilon: Through the study of Krune's sanctum and personal effects, Pathfinder sages have deciphered many of the secrets of Thassilonian magic and how to avoid the sinful excesses that twisted Xin's magic. When building a new character for Pathfinder Society Organized Play, you may make use of the Thassilonian magic rules on page 17 of *Pathfinder Campaign Setting: Inner Sea Magic*. As with other rules outside the core assumption, you must provide a legal copy of the book to use this option.

SUBTIER

7-8

+2 light steel shield (4,159 gp)

+3 flail (18,308 gp)

amulet of natural armor +1 (2,000 gp)

boots of speed (12,000 gp)

periapt of proof against poison (27,000 gp)

wand of acid arrow (CL 9th, 23 charges; 6,210 gp)

wand of summon monster III (12 charges; 2,700 gp)

SUBTIER

10-11

belt of physical perfection +4 (64,000 gp)

headband of vast intelligence +2 (4,000 gp)

pearl of power (8th level spell; 64,000 gp)

ring of freedom of movement (40,000 gp)

ring of spell turning (100,000 gp)

Items Sold / Conditions Gained

DEAD gm

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

Retrieve + Raise 21 PP
2x 14308 2860

TOTAL COST OF ITEMS BOUGHT

2860

EXPERIENCE

23

Starting XP

+ 1 gm
XP Gained (GM ONLY)

24

Final XP Total

FAME

41

Initial Fame

34

Initial Prestige

+ gm
Prestige Gained (GM ONLY)

- 21

Prestige Spent

41

Final Fame

13

Current Prestige

GOLD

729

Start GP

+ 2051 gm
GP Gained (GM ONLY)

+ gm
Day Job (GM ONLY)

Items Sold

= 2780

Subtotal

- 2560

Items Bought

= 220

Total

For GM Only

Garage
EVENT

EVENT CODE

7/24
DATEJ. Muller
Game Master's Signature#60206
GM Pathfinder Society #