



Pathfinder Society Scenario #4-14: My Enemy's Enemy

Scenario Chronicle #

9

This Chronicle Certifies That

Score

A.K.A.

Tesla

14034-23

Scorum

Player Name

Character Name

Pathfinder Society #

Faction

Has Completed This Scenario.

Items Found During This Scenario

SUBTIER
ALL

Foiled Plans You were part of the Pathfinder team that foiled the Shadow Lodge's plans to ruin the Pathfinder Society's reputation in Magnimar. Surely the Spider and others involved in the plot will remember you should you ever encounter them in the future.

SUBTIER
3-4

brooch of shielding (65 points remaining; 975 gp, limit 1)
candle of truth (2,500 gp)
potions of cure moderate wounds (300 gp)
potion of resist energy (acid; 300 gp)
slaying arrow (vermin; 2,282 gp)
wand of gaseous form (8 charges; 1,800 gp, limit 1)

SUBTIER
6-7

caster's shield (containing nondetection; 3,153 gp)
cloak of resistance +1 (1,000 gp)
elixir of hiding (250 gp)
potion of cure serious wounds (750 gp)
wand of fireball (CL 7th, 4 charges; 1,260 gp, limit 1)
wand of haste (1 charge; 225 gp, limit 1)
wand of shield (20 charges; 300 gp, limit 1)

Apply Day job to
Student's scrolls book

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

See tracking sheet

wand of gaseous form x 9 1400
wand of lesser restore x 10 900
wand of power x 10 190

TOTAL COST OF ITEMS BOUGHT

2890

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
SUBTIER 3-4	652	1,304
SUBTIER 6-7	1,593	3,187

MAX GOLD

EXPERIENCE

7

Starting XP

+ 1 (2) XP Gained (GM ONLY)

8

Final XP Total

FAME

11

Initial Fame

9

Initial Prestige

+ 2 (2) Prestige Gained (GM ONLY)

-

Prestige Spent

13

Final Fame Current Prestige

GOLD

2631

Start GP

+ 1304 (2) GP Gained (GM ONLY)

+

Day Job (GM ONLY)

+

Items Sold

= 3935

Subtotal

- 2890

Items Bought

= 1085

Total

For GM Only

Pop Culture 524

EVENT

EVENT CODE

5124/14

DATE

Scorum

Game Master's Signature

9810

GM Pathfinder Society #