



Pathfinder Society Scenario #5-02: The Wardstone Patrol

Character Chronicle #

11

Scott

Player Name

A.K.A.

Tesla

Character Name

14034-23

Pathfinder Society #

Sczemi

Faction

Items Found During This Scenario

A Fair Trade: Mendev has no shortage of underground markets, and after helping connect Guaril Karela with a few contacts, you're able to negotiate a good deal with one of the local fences. When you're in a settlement with 5,000 or more people, you may spend 1 hour to find and negotiate with a fence to exchange any one magic item in your possession worth up to 2,500 gp (5,500 gp in Subtier 6-7) for any other magic item of equal or lesser value normally available for purchase in Pathfinder Society Organized Play. When you use this boon, cross it off of your Chronicle sheet.

Hero of the Inheritor: Tales of your selfless and altruistic acts have filtered back to the Church of Iomedae in Nerosyan, which recognizes you as a shining example of the faith's central tenets. While in Mendev, you may purchase the following spellcasting services at half the normal price: *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *make whole*, *remove blindness/deafness*, *remove curse*, *remove disease*, *remove paralysis*, or *lesser restoration*. Every time you use this boon, check one of the boxes. After you check the last box, cross this boon off of your Chronicle sheet.

Mendevian Commendation: You have received a medal for your service to Mendev and the Fifth Crusade. For every Mendevian Commendation you have, you gain a cumulative +1 bonus on Charisma-based skill and ability checks made to influence crusaders of Mendev (maximum +3).

Using their Strength Against Them: You have learned several of the key strategies of both players in the Fifth Crusade, and with the help of Zarta Dralneen you have developed a strategy that you might use to surprise either side. As a standard action while in combat against a demon or Mendevian crusader, you may use the cavalier's tactician class feature, though it lasts for a number of rounds equal to 1 plus your Intelligence or Charisma modifier (minimum 1 round). The teamwork feat you grant must be chosen from the following: *Coordinated Defense*^{APG}, *Escape Route*^{APG}, *Paired Opportunist*^{APG}, or *Precise Strike*^{APG}. After you use this boon, cross it off of your Chronicle sheet.

Potion of haste (750 gp)

Potion of shield of faith (CL 6th; 300 gp, limit 3)

+1 planar cold iron lance (10,320 gp; Pathfinder RPG Ultimate Equipment 146)

Potion of barkskin (CL 9th; 900 gp, limit 2)

Ring of protection +1 (2,000 gp)

Wand of haste (6 charges; 1,350 gp, limit 1)

Pay Job for Student of Scrolls boon

Hardy Haversack (2000)
4 mals holy water (100) 100

For GM Only

Myriad
EVENT42984
EVENT CODE5/31/14
DATEDavid Moody
Game Master's Signature41542
GM Pathfinder Society #SUBTIER ☐ Slow ☒ Normal

3-4 640 1,280

SUBTIER ☐ Slow ☐ Normal

Out of subtier 1,124 2,248

SUBTIER ☐ Slow ☐ Normal

6-7 1,608 3,216

SUBTIER ☐ Slow ☐ Normal