

Pathfinder Society Scenario #8-25: Unleashing the Untouchable

Character Chronicle # 036

Core Campaign

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Player Name		Character Name	Organized Play #	Character #	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
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thronicle sheet grants access to the following:

Elemental Boon: Your connection to the four elements has grown stronger over the course of your recent adventures. Choose one of the four elements (air, earth, fire, or water), and treat this boon as though it were the boon Air Affinity, Earth Affinity, Fire Affinity, or Water Affinity respectively. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the Elemental Planes.

Isah's Wish: You secured a wish from the efreeti Isah. When you gain this boon, either spend 8 Prestige Points or cross this boon off your Chronicle sheet. Choose one of the following benefits and cross out the others.

Wish for Glory: Your Fame score increases to a total of 2 x your XP, as though you had earned the maximum amount of Fame in each adventure to this point. This does not increase your Prestige Point total.

Wish for Power: You gain a permanent +1 inherent bonus to one of your ability scores.

Wish for Wealth: Increase your gold earned for this adventure by 25% (rounded up).

Hammer of Smiting: You have recovered an incomplete magic weapon designed to shatter constructs and outsiders. You can purchase a lesser mace of smiting or mace of smiting (Pathfinder RPG Ultimate Equipment 157), but you can apply the weapon's unique enchantment to any weapon of your choice from the hammers weapon category (Pathfinder RPG Core Rulebook 56). A lesser mace of smiting increases its critical multiplier against constructs by 2 and its critical multiplier against outsiders by 1 (maximum x5). A mace of smiting destroys a construct on a successful critical hit, and its critical multiplier increases by 2 against outsiders (maximum x5).

Liberated Divinity: You have released the elemental lord of air Ranginori, long sealed within the Untouchable Opal. He is a legal deity in Pathfinder Society Roleplaying Guild for any characters you play or create. Ranginori is a neutral good deity who grants the Air, Good, Travel, and Weather domains (and the Clouds, Exploration, Storms, and Wind subdomains). His favored weapon is the whip.

bracers of volcanic might (15,000 gp; slot wrists; CL 10th; aura moderate abjuration and evocation: Once per day as a swift action, you can gain the benefits of fire shield [warm] and stoneskin [50 points] until the beginning of your next turn. If you activate these bracers as a standard action, the effect lasts for 5 rounds instead)

ring of air elemental command (150,000 gp; this ring is discounted, and its price decreases by an additional 10,000 gp for each Air Affinity boon this character has and by an additional 20,000 gp if this character has the Ranginori's Debt boon—minimum 100,000 gp)

ring of fire storing (40,000 gp; functions as a ring of spell storing but only for spells with the fire descriptor)

wings of flying (54,000 ap)

arachnid goggles (15,000 gp; Pathfinder RPG Ultimate Equipment 224)

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ring of fire storing (40,000 gp; functions as a ring of spell storing but only for spells with the fire descriptor) wings of the gargoyle (72,000 qp; Ultimate Equipment 269)

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