



Pathfinder Society Scenario #7-20: All for Immortality, Part 1: First Taste of Eternity

Character Chronicle #

037

☐ Core Campaign

Glade

Player Name

A.K.A.

Don Luis Mini-Bleedsey Tedy
Pederia

Character Name

14034 - 23

Pathfinder Society #

Faction

The Exchange

This Chronicle sheet grants access to the following:

Field Commander: You directed three teams of Pathfinders during the Pashow operation. This boon tracks how many of each team perished while fulfilling the orders you gave them.

Axe-Fixers ☐ ☐ ☐Kernaug Group ☒ ☐ ☐Scroll-Seekers ☒ ☐ ☐

Savor the Sun Orchid: Few ever gaze upon a vial of *sun orchid elixir*, much less hold one in their hands. For you, the opportunity was too great to ignore. You can either drink the elixir to erase any signs of aging or attempt to sell it. Choose one of the following benefits and cross the others off your Chronicle sheet.

Eternal Health: You gain a permanent +1 inherent bonus to Constitution and a +2 bonus on saving throws against aging, curses, diseases, and poisons.

Flawless Recovery: When you gain this boon, you may cross out any other boon on any of this character's Chronicle sheets. You are so healthy that any mistake from your past virtually melts away.

The Price of Eternity: Rather than drink the elixir, you sold it on the black market. Increase your gold earned for this adventure by 50% (rounded up).

True to the Mission: Even when presented with an elixir worth a king's ransom and a lifetime of second chances, you dutifully returned the prize to its rightful owner. Your dedication inspires your followers, granting each Pathfinder team you direct during this series a +1 bonus on checks to complete missions. If all of the PCs participating in the adventure have this boon, increase the bonus to +2.

All Subtiers

+2 *bardiche* (8,313 gp; *Pathfinder RPG Ultimate Equipment* 23)

gauntlets of giant strength +4 (24,000 gp; functions as a *belt of giant strength* +4, but occupying the hands slot; can be upgraded into *gauntlets of giant strength* +6 only if the character played through this scenario in Subtier 14-15)

headband of alluring charisma +4 (16,000 gp)

headband of inspired wisdom +4 (16,000 gp)

portable hole (20,000 gp)

potion of barkskin (CL 9th; 900 gp, limit 1)

wyrmslayer's shield (20,170 gp; *Ultimate Equipment* 133)

Revan 2 lord's sac to
Arcane Samr:
-14 PP
-182079

92

Subtier 14-15

+2 *shock adamantite bardiche* (21,013 gp; *Ultimate Equipment* 23)

+3 *light fortification scale mail* (16,200 gp)

gauntlets of giant strength +6 (54,000 gp; functions as a *belt of giant strength* +4, but occupying the hands slot)

staff of second chances (21,900 gp; CL 13th; this magic staff can cast the following spells: *breath of life* [2 charges] and *regeneration* [3 charges])

Scrolls: True Seem,
Pillar of Life, Serling,
Annals of Death + C=10hd,
Concordance, Discal
Magic, Banishment
Black Throated, Green
Crown Untold, Cure mod
Wounds, Mass, Discal Magic
Green, Lincoln, Under by
Pearly

+ character demerit, used as Recall = 20275

For GM Only

Gaming Etc PPS

EVENT

337534

EVENT CODE

10/29/18

DATE

Game Master's Signature

224293

GM Pathfinder Society #

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
12-13	6,555	13,110

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	8,692	17,384

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
14-15	10,829	21,658

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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MAX GOLD

EXPERIENCE

FAME

GOLD

40

Starting XP

+ 1 17
XP Gained (GM ONLY)

= 41

Final XP Total

32 69

Initial Prestige Initial Fame

+ 2 12
Prestige Gained (GM ONLY)

- 14

Prestige Spent

~~20 71~~
Current Prestige Final Fame

8172

Starting GP

+ 17,384 12
GP Gained (GM ONLY)

+ 20 17
Day Job (GM ONLY)

- 22095
Gold Spent

= 3481

Total

28171