



# Pathfinder Society Scenario #10-09: The Rasping Rebirth

Character Chronicle #

041

☐ Core Campaign

Scott

A.K.A.

Tesla

14034

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The  
Exchange

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

**✓ End of Lying Horns (Legacy):** Thanks to your heroic efforts, Koth'Vaul did not become a new demon lord, and the Pathfinder Society no longer has to fear the wrath and guile of this formidable adversary. Among his many plans, Koth'Vaul had begun planting tieflings in the Society that he planned to subtly transform into his own agents. Write an organized play number and First Edition Pathfinder Society character number at the end of this boon. That character gains the following benefit. Include a copy of this Chronicle sheet with that character's records, crossing off all other rewards on the copied sheet.

**Abyssal Heritage:** You can play a tiefling character (*Pathfinder RPG Advanced Race Guide* 268, *Pathfinder RPG Bestiary* 264), beginning at level 1 as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the *Pathfinder Society Roleplaying Guild Guide*. This Chronicle sheet must be the first Chronicle sheet for the given character, and you must bring a copy of one of the rulebooks listed above to all sessions in which this character appears as if access to this race selection were granted by the Additional Resources list.

Character Number: -

**Master of the Rasping Rifts:** You devoured Deskari's heart, becoming the new immortal master of the Abyssal realm known as the Rasping Rifts. Deskari expected you to serve him as his loyal steward, but he is not strong enough to command you from his grave. You will be unable to leave the Rasping Rifts for several centuries, but the direction the realm takes is now in your hands. This PC is permanently retired from play. However, he becomes a legal deity for your future Pathfinder Society characters. Include a copy of this Chronicle sheet with the records of any PC who worships this PC. You grant access to the same domains and favored weapon as Deskari.

**Corona Blade** (aura moderate evocation; CL 10th; Price 50,355 gp; Weight 2 lbs.): This weapon was once a sun blade, but the Abyss has slowly altered its abilities. It has the properties of a sun blade, with the following changes. It deals additional damage to creatures with a strong or overwhelming aura of law (see *detect law*) instead of to Negative Energy plane creatures or undead creatures. Additionally, instead of the sunlight power, it allows its wielder to create an unholy nimbus of light as a standard action in a 30-foot radius burst, dazing all non-demon creatures other than its wielder for 1d4 rounds (Will DC 20 negates) and suppressing the weapon's additional enhancement bonus against evil creatures for 1 minute.

**Deskari's Wing** (aura moderate abjuration and evocation; CL 10th; Discounted Price 20,000 gp; Weight 1 lb.): This cloak is made from one of the wings of the demon lord Deskari. It functions as a cloak of resistance +3, but the resistance bonus it grants increases by 1 against acid, cold and fire attacks, and by 2 against charm, compulsion, death, electricity, and poison effects. Additionally, once per day when the wearer takes damage from an attack that deals bludgeoning, force, piercing, or slashing damage, the wearer can spend an immediate action to cause the wing to release a discordant rasping sound. All non-demon creatures within 10 feet must succeed at a DC 24 Fortitude save or be sickened for 1d4 rounds. This is a sonic effect. Deskari's wing can be upgraded, improving its baseline resistance bonus (+3 to +4 for 10,000 gp, +4 to +5 for 15,000 gp).

**Staff of Locusts** (aura moderate conjuration; CL 9th; Discounted Price 25,000 gp; Weight 5 lbs.): This +1 quarterstaff is made of the compacted husks of locusts. While holding the staff, the wielder gains DR 5/— against the attacks of swarms. Melee attacks with the staff deal double damage to all swarms, even those that would normally be immune to weapon damage. In addition, any time the wielder casts a spell or uses an ability that summons a swarm, he can spend 1 charge from the staff as a swift action to add 1d6 to the swarm's damage and increase the save DCs to resist its effects by 2. The staff allows the use of *summon swarm* (1 charge) and *insect plague* (3 charges).

Subtier 12-13

belt of physical might +2 (10,000 gp; Strength and Constitution)  
cloak of resistance +4 (16,000 gp)  
corona blade (50,355 gp)  
Deskari's wing (discounted price 20,000 gp or more, see above)  
staff of locusts (discounted price 25,000 gp)

Subtier 14-15

belt of physical might +4 (40,000 gp; Strength and Constitution)  
cloak of resistance +4 (16,000 gp)  
corona blade (50,355 gp)  
Deskari's wing (discounted price 20,000 gp or more, see above)  
headband of vast intelligence +6 (36,000 gp; Diplomacy, Knowledge [religion], Survival)  
pearl of power (4th level; 16,000 gp)  
staff of locusts (discounted price 25,000 gp)

SUBTIER ☐ Slow ☐ Normal

12-13 6,639 13,277

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 8,681 17,361

SUBTIER ☐ Slow ☐ Normal

14-15 10,722 21,444

SUBTIER ☐ Slow ☐ Normal

- - -

MAX GOLD

EXPERIENCE

FAME

GOLD

44

Starting XP

XP Gained (GM ONLY)

45

Final XP Total

34

77

Initial Prestige

Initial Fame

2

Prestige Gained (GM ONLY)

Prestige Spent

36

79

Current Prestige

Final Fame

5295.5

Starting GP

17361

GP Gained (GM ONLY)

100

Day Job (GM ONLY)

Gold Spent

22756.5

Total

For GM Only

CTcon

EVENT

2694574 7/14/19

EVENT CODE

DATE

Game Master's Signature

105431

GM Pathfinder Society #