

Pathfinder Society Scenario #10-22: Passing the Torch Part 1:

Who Wears the Mask

Character Chronicle #

Slow

6,500

Slow

Slow

Slow

Slow

17-18 21,000 42,000

8

Starting XP

XP Gained (GM ONLY) 49

Final XP Total

Prestige Gained (GM ONLY)

Prestige Spent

Initial Prestige

14-15 11,000 22,000

SUBTIER

12-13

SUBTIER

Out of

Subtier

SUBTIER

SUBTIER

Subtier

SUBTIER

Core Campaign

Normal

13,000

Normal

17,500

Normal

Normal

Normal

16,000 32,000

Faction

This Chronicle sheet grants access to the following:

🗆 🗅 🗅 Eylysia's Insight: Eylysia's extensive notes are filled with keen insights that can help you on your journeys. Before rolling a Knowledge check, you can check a box that precedes this boon to gain one of following benefits. For the purposes of this roll, treat yourself as if you had a number of ranks in that skill equal to your character level (including gaining the +3 bonus for putting a rank into a class skill). Alternatively, you can roll the Knowledge check twice and take the higher result.

□ Mantis-Bane: Your infiltration of Mediogalti Island was one of the most devastating assaults on the Red Mantis assassins in recent memory. Fighting these deadly foes has sharpened your defenses against lethal attacks. You can check the box that precedes this boon to gain the following benefit for one scenario. When a critical hit or sneak attack is scored against you, there is a 25% chance that the critical hit or sneak attack is negated. This stacks with other abilities that grant similar benefits, such as fortification armor.

Nemesis of Torch: Although targeting Grandmaster Torch was the objective of this scenario, you've gotten a jump-start on your efforts to stop this enigmatic rogue. This boon has effects in this scenario's sequel, Pathfinder Society Scenario #10-23: Passing the Torch Part 2: Who Speaks for the Ten.

+1 sawtooth sabre (2,335 gp; Pathfinder RPG

Adventurer's Guide 158)

boots of speed (12,000 gp),

crimson bluff (65,575 gp, Adventurer's Guide 158)

mask of the mantis (6,000 gp, Adventurer's Guide 159) monstrification staff (12,000 gp; Pathfinder RPG

Advanced Class Guide 221)

wand of restoration (5 charges, can dispel permanent

negative levels, 7,100 gp; limit 1)

+2 sawtooth sabre (8,335 qp; Pathfinder RPG Adventurer's Guide 158)

boots of the battle herald (30,000 qp; Pathfinder RPG Advanced Class Guide 227)

crimson bluff (65,575 gp; Adventurer's Guide 158) mask of the mantis (6,000 gp; Adventurer's Guide 159) monstrification staff (12,000 gp; Advanced Class Guide

runestone of power (5th level, 50,000 gp; Advanced Class Guide 234)

wand of restoration (5 charges, can dispel permanent negative levels, 7,100 gp; limit 1)

wand of see invisibility (6 charges, 540 gp; limit 1)

Gabban of Mann Blads: 5000, 9

+2 sawtooth sabre (8,335 gp; Pathfinder RPG

Adventurer's Guide 158)

belt of physical might (+4 Dex, +6 Con; 65,000 gp, limit 1) boots of the battle herald (30,000 gp; Pathfinder RPG

Advanced Class Guide 227)

crimson bluff (65,575 gp; Adventurer's Guide 158)

mask of the mantis (6,000 qp; Adventurer's Guide 159)

monstrification staff (12,000 gp; Advanced Class Guide

ring of freedom of movement (40,000 qp)

runestone of power (6th level, 72,000 gp; Advanced Class Guide 234)

wand of restoration (5 charges, can dispel permanent negative levels, 7,100 gp; limit 1)

wand of see invisibility (6 charges, 540 gp; limit 1)

Day Job (GM ONLY)

32,000

5850

GP Gained (GM ONLY)

Gold Spent

For GM Only