



# Pathfinder Society Scenario #10-16: What The Helms Hide

Character Chronicle #

008

☐ Core CampaignSUBTIER ☐ Slow ☐ Normal

1 Special Special

SUBTIER ☐ Slow ☐ Normal

2 Special Special

SUBTIER ☐ Slow ☐ Normal

3 Special Special

SUBTIER ☐ Slow ☐ Normal

4 Special Special

SUBTIER ☐ Slow ☐ Normal

5 Special Special

MAX GOLD

5

Starting XP

1

XP Gained (GM ONLY)

6

Final XP Total

8

8

Initial Prestige Initial Fame

2

Prestige Gained (GM ONLY)

0

0

10

10

Current Prestige

Final Fame

835

Starting GP

700

GP Gained (GM ONLY)

0

Day Job (GM ONLY)

1165

Gold Spent

370

Total

GOLD

Score

A.K.A.

Thanos

14034-05

Dark  
Archon

Player Name

Character Name

Organized Play # Character #

Faction

This Chronicle sheet grants access to the following:

**Variable Rewards:** The gp, XP, and Prestige Points you earn on this Chronicle sheet are based on your level and how many of the quests you complete. Until you play an adventure other than *What The Helms Hide*, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Circle the name of the quests you have completed and check off the appropriate influence boxes below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below. PCs that have selected the slow advancement track receive half of the gp, XP, and Prestige Points listed below.

Quests	Gold Pieces	XP	Prestige Points	Other
1	125	1	1	
2	175	1	1	Impressive Find
3	300	1	1	A Torch in the Dark and Impressive Find
4	400	1	2	A Torch in the Dark, Impressive Find, and Piercing the Veil

**Quests Played**

- ☐ Collection ☐ Autumn  
☐ Dust ☐ Witness

**A Torch in the Dark [Legacy]:** Your efforts to peel back the mists of time and learn the truth about the early days of the Decemvirate has uncovered certain disturbing truths. While some would prefer these truths stay hidden, your actions have paved the way for a stronger Society and higher accountability from the members of the Decemvirate. Keep this Chronicle sheet, as this boon will have certain benefits in the new organized play campaign for the Pathfinder RPG's second edition.

**Impressive Find:** The Pathfinder Society is impressed with your efforts in uncovering the truth behind Elyssia's long ago conflict with the early members of the Decemvirate. Once you earn 12 or more Fame, your superiors award you 1 additional Prestige Point (but not Fame) in recognition of your excellence. You cannot have more Prestige Points than Fame, and if you would exceed this maximum, the bonus Prestige Point must be spent immediately or be lost. When you use this boon, cross it off your Chronicle sheet.

**Piercing the Veil:** You have seen the deceptions that the powerful hide behind and have broken through them, restoring truth to the Society's history and vindicating the unjustly persecuted former Pathfinder Elyssia. At the start of any adventure, you may check a box next to this boon to gain a +1 bonus on all Perception and Sense Motive checks, as well as all Will saving throws made to resist or disbelieve illusions, for the duration of the adventure.

**Dark Life Ring:** You can purchase a *dark life ring* (see below). This black ring's carved pattern makes it resemble fossilized bone. It grants its wearer a +2 profane bonus on Will saving throws against effects that deal negative energy damage. In addition, anytime the wearer takes negative energy damage, she subtracts 5 from the damage taken (calculated after the wearer has rolled her Will save against the effect), to a minimum of 0 points of damage.

upgrade Hellwing's Plan → +1 (1000)  
11 charges and bless (165)

dark life ring (1,250 gp; see above)  
scroll of heroism (200 gp)  
wand of bless (11 charges remaining; 165 gp; limit 1)

+1 flaming arrows (167 gp, limit 5)  
dark life ring (1,250 gp; see above)  
scroll of blindness/deafness (150 gp)  
wand of prayer (5 charges remaining; 1,125 gp; limit 1)

For GM Only

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EVENT CODE4-22-19  
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Game Master's Signature65077  
GM Pathfinder Society #