



# Pathfinder Society Scenario #6-09: By Way of Bloodcove

Character Chronicle #  
11

Glas 684  
Player Name

A.K.A.

Zander  
Character Name

14034-27  
Pathfinder Society #

Liberty  
Edge  
Faction

This Chronicle sheet grants access to the following:

**Mwangi Exports (The Exchange Faction):** Your faction's ability to import goods to and export goods from the Mwangi Expanse without the Aspis Consortium's oversight makes it possible to undercut the competition. It's only a matter of time before the authorities in Bloodcove catch on and take additional precautions, but in the meantime you enjoy cheaper prices on Garundi products. You can cross this boon off your Chronicle sheet when purchasing an item found on one of your Chronicle sheets to reduce its cost by 10%. If you use this boon with another ability that allows you to reduce an item's cost, the two effects stack to a maximum reduction of 15%.

## HEMATITE SPHERE IOUN STONE (FLAWED)

Aura moderate divination and evocation; CL 12th

Slot none; Price 500 gp; CL 12th; Weight —

While orbiting a creature's head, this ioun stone provides its bearer a +2 enhancement bonus on Survival checks to avoid becoming lost. Once per day, its user can use it to cast *know direction*.

When slotted into a *wayfinder*, the stone causes the *wayfinder*'s needle to point toward the nearest *hematite sphere ioun stone*, no matter the distance, enabling bearers to locate one another across a city or even across a continent. When an *ioun stone* of this type comes in contact with another *hematite sphere ioun stone*, one of the two stones fades into a *dull gray ioun stone*, while the other stone begins to home in on the next nearest stone.

## CONSTRUCTION

Requirements Craft Wondrous Item, *know direction*, *sending*; Cost 250 gp

+1 seeking arrow (167 gp, limit 2)  
black adder venom (110 gp, limit 1)  
cracked hematite sphere ioun stone (500 gp)  
potion of barkskin (CL 9th; 900 gp, limit 1)  
vive (200 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide 34*)  
wolfsbane poison (500 gp, limit 5 doses)

+1 shock arrow (167 gp, limit 4)  
cloak of resistance +3 (9,000 gp)  
hemochem (grade III; 750 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide 34*)

~~Potion of invisibility (200)~~ Now legal  
5 gp bane (5)  
4000 gp +2 silver headband

SLAYER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	629	1,258
SLAYER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,111	2,222
MAX GOLD	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-7	1,593	3,185
SLAYER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—
SLAYER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—
EXPRIENCE	14 Starting XP	
+	1	14
XP Gained (GM ONLY)		
=	15	Final XP Total
FAME	9	24
Initial Prestige Initial Fame		
+	2	26
Prestige Gained (GM ONLY)		
Prestige Spent		
11	26	
Current Prestige Final Fame		
3879 Starting GP		
+	2222	6099
GP Gained (GM ONLY)		
+	50	6149
Day Job (GM ONLY)		
4005 Gold Spent		
=	2146	Total

For GM Only

Glas 684  
EVENT

54242  
EVENT CODE

12/14/14  
DATE

[Signature]  
Game Master's Signature

74554  
GM Pathfinder Society #