



Pathfinder Society Scenario #8-22: Wrath of the Fleshwarped Queen

Character Chronicle #

006

☐ Core Campaign

Gcod

A.K.A.

Zapakado

14034

53

Dark
Archivist

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Protoflesh Mutation: You have acquired a mutation from the protoflesh. This mutation's effect is purely cosmetic. You can remove this mutation with *remove disease* or *heal*. The DC of the mutation for the purposes of *remove disease* is 12 if you played in Subtier 1-2 or 15 if you played in Subtier 4-5. If you do not immediately remove the mutation, describe it below.

Runewarden's Teachings: So long as you possess this boon, all of your Pathfinder Society Roleplaying Guild characters have access to the Runeguard prestige class from *Pathfinder Player Companion: Paths of the Righteous* as if it appeared on the Additional Resources page. Refer to the Campaign Clarifications page for this prestige class.

☐☐☐ **Thassilonian Archivist:** Although the goblins thoroughly ransacked the Wrathwarped Halls, a few documents survived their fires and knives. Before you attempt a Knowledge check, you can check a box before this boon to add 1d4 to the result. If the Knowledge check is related to Thassilon, sin magic, fleshwarping, or similar topics (at the GM's discretion), add 1d8 instead.

EXPLOSION POCKETPRICE
3,000 GP

SLOT none

CL 1st

WEIGHT 1/2 lb.

AURA faint evocation

An explosion pocket looks like a cloth pouch just large enough to contain a Small or Medium humanoid's hand. When placed against a shirt, vest, jacket, trousers, or similar piece of clothing, this ragged green patch attaches to the clothing, creating a loose pocket. The

pocket functions as a normal pocket, but once per day the pocket's wearer can, as a standard action by speaking a command word while his hand is in the pocket, cause the pocket to create a single vial of alchemist's fire. If a vial of alchemist's fire is in the explosion pocket when it is commanded to create a vial of alchemist's fire, the pocket instead supercharges the existing vial within so that it deals double the normal fire damage a vial of alchemist's fire would normally inflict. An explosion pocket can be removed as a full-round action, allowing it to be placed on a different piece of clothing as the owner wishes. A vial of alchemist's fire created or supercharged by an explosion pocket reverts to a vial of inert, bitter-tasting water 1 minute after it is created or supercharged.

CONSTRUCTION REQUIREMENTS

COST 1,500 GP

Craft Wondrous Item, burning hands

All Subtiers

bookplate of recall (1,000 gp; *Pathfinder RPG Ultimate Equipment* 284)
baro bead (1st level, 1,000 gp; *Ultimate Equipment* 284)
cloak of resistance +1 (1,000 gp)
dust of dryness (850 gp)
scroll of cure moderate wounds (150 gp)
scroll of lesser restoration (150 gp)
steadfast gut-stone (800 gp; *Ultimate Equipment* 320)

Subtier 4-5

aegis of recovery (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)
explosion pocket (3,000 gp)
origami swarm (300 gp; *Ultimate Equipment* 314)
scroll of flaming sphere (150 gp)
scroll of magic missile (75 gp; CL 3; limit 1)
scroll of molten orb (150 gp; *Pathfinder RPG Advanced Class Guide* 188)
scroll of remove disease (375 gp)
scroll of wind wall (375 gp)
wand of scorching ray (11 charges; 990 gp, limit 1)
word bottle (1,500 gp, *Ultimate Equipment* 325)

SUBTIER ☐ Slow ☐ Normal

1-2

253

506

SUBTIER ☐ Slow ☒ Normal

Out of Subtier

590

1,180

SUBTIER ☐ Slow ☒ Normal

4-5

927

1,853

SUBTIER ☐ Slow ☐ Normal

-

-

-

MAX GOLD

EXPERIENCE

FAME

GOLD

9

Starting XP

1

CW

XP Gained (GM ONLY)

10

Final XP Total

13

14

Initial Prestige

Initial Fame

2

CW

Prestige Gained (GM ONLY)

Prestige Spent

15

16

Current Prestige

Final Fame

35

Starting GP

1180

CW

GP Gained (GM ONLY)

50

CW

Day Job (GM ONLY)

Gold Spent

1265

Total

For GM Only

CTCon 17

EVENT

153468

EVENT CODE

7/8/17

DATE

Game Master's Signature

125136

GM Pathfinder Society #