

PATHFINDER ADVENTURE PATH: JADE REGENT

PATHFINDER SOCIETY ORGANIZED PLAY

The Jade Regent Adventure Path may be played as part of the Pathfinder Society Organized Play campaign for credit. These adventures are produced for a wider audience than just Pathfinder Society Organized Play, and are thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain faction missions, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

SANCTIONED CONTENT

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the Jade Regent Adventure Path are considered sanctioned content.

LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific Shattered Star adventure being played.

For the sanctioned content in "The Brinewall Legacy" and "Night of Frozen Shadows," if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com. You may apply the credit for the adventure to a Pathfinder Society character as soon as she reaches the

SANCTIONED CONTENT KEY

Adventure	Sanctioned Content	Legal Character Levels
"The Brinewall Legacy"	Brinewall (areas M-W2) of Winter (area A1-P5)	2-4
"Night of Frozen Shadows"	Ravenscraeg (areas C1-C22 and areas D1-D19)	5-7
"The Hungry Storm"	Katiyana's Storm Tower (area M) and Uqtaal Necropolis (area S)	8-10
"Forest of Spirits"	House of Withered Blossoms (areas B1-E7)	10-12
"Tide of Honor"	Namidakame Lagoon (areas B-End)	11-13
"The Empty Throne"	Imperial Shrine (areas D1-H39)	14-16

level of the pregenerated character played. Equipment listed on the pregenerated character sheet may only be sold to clear conditions, such as death, during the play of the adventure and any remaining wealth does not carry over at the end of the sanctioned content.

Alternatively, if you are participating in the Jade Regent Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in Chapter 5 of the *Guide to Pathfinder Society Organized Play*, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum

PC requirement (see Chapter 7 of the *Guide to Pathfinder Society Organized Play*), but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the

Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet's rewards and effects immediately.

A GM who runs any of the sanctioned content from the Jade Regent Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the medium advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track. There are no Day Job checks when playing a sanctioned Adventure Path.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES

Since sanctioned Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.



ABOUT PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for all six parts of the Jade Regent Adventure Path are contained in this document.

For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety



Pathfinder Adventure Path #49: The Brinewall Legacy

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Select one of the following boons, and cross the other off your Chronicle sheet.

Amatatsu Scion: The *Amatatsu Seal* has marked you as a scion of that ancient house, regardless of your birth. As such, you may recall the visions it granted you and take 10 on Knowledge (nobility) or Knowledge (history) checks regarding Tian Xia. This check may be made untrained.

Five Storms's Ruin: When you defeated the oni Kikonu, it was only the beginning. The visions of the Five Storms's wickedness shown to you by the *Amatatsu Seal* filled you with righteous fury. Once per day as a free action, you may channel this fury to gain a +1 morale bonus on attack and damage rolls against targets with the oni subtype and a +1 morale bonus on saving throws against spells and spell-like abilities from oni sources. These bonuses last for 1 minute.

DANCING WASP

Aura moderate conjuration; **CL** 7th

Slot none; **Price** 12,392 gp; **Weight** 3 lbs.

DESCRIPTION

This +1 *kusarigama* (*Pathfinder RPG Ultimate Equipment* 31) makes a shrill whistling sound whenever it is used in combat. Once per day as a standard action, the wielder of *Dancing Wasp* can whirl the weapon above his head as a full-round action to summon a giant wasp (*Pathfinder RPG Bestiary* 275). The wasp appears in the air above the wielder's head and follows the wielder's mental commands to the best of its ability as long as the user continues to twirl the weapon (requiring a standard action each round), to a maximum of 5 rounds, after which the wasp vanishes.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *summon monster IV* or *summon nature's ally IV*; **Cost** 6,352 gp

+1 *flaming arrow* (166 gp, limit 1)

+1 *flaming burst arrow* (366 gp, limit 5)

+1 *light fortification light steel shield* (4,159 gp)

+1 *returning starknife* (8,324 gp)

+2 *evil outsider bane arrow* (366 gp, limit 4)

circlet of persuasion (4,500 gp)

earth elemental gem (2,250 gp)

pearl of power (1st-level spell; 1,000 gp)

phylactery of faithfulness (1,000 gp)

ring of the ram (10 charges; 1,720 gp, limit 1)

scroll of restoration (800 gp)

wand of inflict moderate wounds (12 charges; 990 gp, limit 1)

wand of scorching ray (30 charges; 2,700 gp, limit 1)

Notes

SUBTIER ☐ Slow ☐ Normal

2-4

1,855

3,711

SUBTIER ☐ Slow ☐ Normal

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—

—

SUBTIER ☐ Slow ☐ Normal

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—

SUBTIER ☐ Slow ☐ Normal

—

—

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #50: Night of Frozen Shadows

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Select one of the following boons, and cross the other off your Chronicle sheet.

Suishen's Wisdom: The Guardian Blade of the Amatatsu respects your dedication to restoring that Imperial family to power. He has schooled you in courtly matters, granting you a +2 bonus on Diplomacy checks when dealing with members of royalty or nobility. In addition, you may reroll such a check once per day, making the second roll before you know the results of the first roll and taking the result of the reroll even if it is worse.

Ulf's Debt: You rescued Ulf Gormundr from Ravenscraeg, and the freelance guide is indebted to you. In addition to guiding your caravan along the Path of Aganhei, he has taken you under his wing to teach you several tricks about the difficult crossing. You gain a permanent +1 bonus on Knowledge (geography) checks and can make Knowledge (geography) checks untrained.

SHOZOKU OF THE NIGHT WIND

Aura moderate illusion; **CL** 4th

Slot body; **Price** 12,000 gp; **Weight** 2 lbs.

DESCRIPTION

This black bodysuit is of the type typically worn by ninjas and assassins, but it grants its wearer a +2 armor bonus and a +5 competence bonus on Stealth checks. In addition, if the wearer is in illumination of less than normal light, she can use *invisibility*, as the spell, once per day. If the wearer is a ninja with the vanishing trick ninja trick, then the wearer can use that ability twice per day without the expenditure of any ki points and regardless of the surrounding light level.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*; **Cost** 6,000 gp

amulet of natural armor +1 (2,000 gp)

black lotus extract (4,500 gp, limit 1 dose)

boots of the winterlands (2,500 gp)

deathblade (1,800 gp, limit 2 doses)

earthfire shuriken (400 gp, limit 3; +1 *flaming burst* shuriken plus target must make a DC 15 Reflex save or catch fire if hit)

greater magical beast slaying arrow (4,057 gp)

lesser bracers of archery (5,000 gp)

malyass root paste (250 gp, limit 5 doses)

ring of counterspells (4,000 gp)

ring of protection +1 (2,000 gp)

scroll of summon nature's ally V (1,125 gp)

stone salve (4,000 gp)

wand of flame arrow (10 charges; 2,250 gp, limit 1)

NotesSUBTIER ☐ Slow ☐ Normal

5-7

4,356

8,712

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #51: The Hungry Storm

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Select one of the following boons, and cross the others off your Chronicle sheet.

Ghostly Defiance: After witnessing the possession of the yeti chieftain Bormurg and the resulting near destruction of his tribe, you've dedicated yourself to a strict regimen of mental conditioning to prevent the same. You gain a permanent +1 bonus on Will saves against any effect that would give a creature direct continuing control over your actions (such as *dominate person*, but not *sleep*). Furthermore, once per day as an immediate action, you gain the slippery mind rogue talent for one round if you fail a Will save against such an effect.

Comprehension of the Nameless: You have studied the crystalline structure of one of the Nameless Spires of the Boreal Expanse, revealing to you a heretofore unknown secret of ice magic. Once per day when you cast a spell with the cold descriptor, you may increase the saving throw DC by 2.

Trek Over the High Ice: You traveled across the Crown of the World, and surviving the extreme temperature has hardened you against the cold. You gain the permanent benefits of *endure elements* but only in cold temperatures; you gain no bonuses in extreme heat. In addition, you gain a +2 bonus on saving throws against spells and abilities with the cold descriptor or that deal cold damage.

NINE-FOLD SPIRIT SWORD

Aura moderate conjuration; **CL** 9th

Slot none; **Price** 28,800 gp; **Weight** 4 lbs.

DESCRIPTION

This broad-bladed +1 *ghost touch nine-ring broadsword* (*Pathfinder RPG Ultimate Equipment* 33) is crafted of silvery-gray steel, with nine golden rings threaded through its spine that glow with magical power.

The nine-fold spirit sword has 9 charges, represented by its nine rings. As a swift action, the wielder can discharge the energy in these rings to create one of three effects. By expending 1 charge, the wielder can add the *undead bane* special ability to the sword for 1 minute. By expending 2 charges, the wielder can attempt to banish a creature possessing another creature (such as a ghost possessing a creature with its malevolence ability) with a successful hit on the possessed creature. The possessing creature must succeed at a DC 17 Will save or be driven out of the body of the creature it is possessing. By expending 3 charges, the wielder can attempt to destroy a single undead creature with a successful hit. The creature must succeed at a DC 17 Will save or be utterly destroyed. Spell resistance does not apply against either the banishing or destruction effect.

Each ring holds 1 charge; when a charge is expended, one ring stops glowing. The sword recharges 1 charge weekly.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *dispel evil*, *disrupting weapon*, *plane shift*, *summon monster I*; **Cost** 14,560 gp

amulet of natural armor +1 (2,000)

cube of frost resistance (27,000 gp)

cloak of elvenkind (2,500 gp)

dark blue rhomboid ioun stone (10,000 gp)

gem of brightness (13,000 gp)

goggles of minute seeing (2,500 gp)

headband of mental superiority +2 (12,000 gp; Int and Cha, Dwarven, Use Magic Device)

Notes

SUBTIER ☐ Slow ☐ Normal

8-10 8,883 17,766

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

—

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

—

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #52: Forest of Spirits

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Select one of the following boons, and cross the others off your Chronicle sheet.

Debt of Honor: You rescued the tiny shikigami (*Pathfinder RPG Bestiary* 3163) Shunkichi's ward, a small bonsai, from certain doom within the House of Withered Blossoms. The overjoyed kami offers to serve as your familiar. You must be lawful neutral, have the Improved Familiar feat, and be an arcane caster of at least 7th level to take Shunkichi as a familiar. As a familiar, Shunkichi treats you as his ward.

Steeled Resolve: The scenes Munasukaru crafted beneath the House of Withered Blossoms have made all other horrors tame by comparison. You gain a permanent +2 morale bonus on saves against fear and once a day, as a standard action, you may suppress any fear effect from which you are suffering for 1 minute. During this minute, any further fear effects are also suppressed, but you still suffer the effects of any whose durations would go beyond the minute duration of this ability. This ability can be used even if you would normally be forced to flee.

THE THUNDERING BLADE OF THE HOUSE OF SUGIMATU

Aura moderate evocation; CL 7th

Slot none; **Price** 28,415 gp; **Weight** 9 lbs.

DESCRIPTION

Once per day as a standard action, the bearer of this +1 *thundering naginata* (*Pathfinder RPG Ultimate Equipment* 33) can strike the blade against the ground, causing it to ring with a deafening clangor that functions as the *shout* spell.

The *thundering blade* is imbued with royal honor, and bestows one permanent negative level on any creature without honor that attempts to wield it (such as oni, traitors, kinslayers, and the like). The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including by *restoration* spells) while the weapon is wielded.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blindness/deafness, shout*; **Cost** 14,375 gp

brooch of shielding (13 points remain; 223 gp, limit 1)

drums of panic (30,000 gp)

flawed crystal ball (35,700 gp; the subject of the scrying automatically notices the magical sensor created by the *crystal ball*)

wand of lightning bolt (23 charges; 5,175 gp, limit 1)

Notes

SUBTIER ☐ Slow ☐ Normal

10-12 11,787 23,574

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

=

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

=

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #53: Tide of Honor

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Select one of the following boons, and cross the others off your Chronicle sheet.

The Ronin's Wisdom: You answered the riddle posed by Hatsue and Jiro, and upon contemplating the many possibilities, consequences, and motivations, you have acquired a deeper understanding of honor and duty. If you have either the smite or challenge class ability, you may use that ability one additional time per day.

Angle-Mover's Ingenuity: You freed Habesuta Hatsue from her nightmares, and though it was only a dream, she left her mark on you in the form of a tactical sixth sense. As a swift action you gain exceptional battlefield acuity for 3 rounds. During this time you may move an additional 5 feet when you make a 5-foot step. In addition, you gain a +2 insight bonus to AC. When you use this boon, cross it off your Chronicle sheet.

The Ninjas' Respect: In your tireless dealings to oppose the Jade Regent, you impressed the Three Monkeys, the leaders of the three main ninja clans of Minkai. The ninjas have agreed to perform one task for you, free of charge. You may use this boon to cancel the effects of any other boon that appears on one of your Chronicle sheets as the ninjas remove those harming your reputation, "convince" old foes to give up on vengeance, or use esoteric medical arts to undo effects that left you mentally or physically weaker. When you use this boon, cross it off your Chronicle sheet.

DAIKYU OF COMMANDING PRESENCE

Aura strong evocation; CL 12th

Slot none; **Price** 26,000 gp; **Weight** 3 lbs.

DESCRIPTION

The daikyu of commanding presence is a +2 *seeking composite longbow* that adjusts its strength rating to match the Strength bonus of its wielder. Once per day, the wielder of the *daikyu of commanding presence* can fire a single arrow into the air, which illuminates the surrounding area with the effects of a *daylight* spell for 1d6 rounds. All allies within the *daylight* spell's area of increased illumination (120 feet) receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge, for the duration of the *daylight* effect. If the wielder of the *daikyu of commanding presence* is a cavalier or samurai, this *daylight* effect counts as a banner for the purpose of the character's banner ability, and the morale bonuses are treated as for a cavalier or samurai of five levels higher. In addition, a cavalier or samurai wielding the *daikyu of commanding presence* can use his challenge ability against a foe within the first range increment of the bow, and deals extra damage to the target of his challenge with arrows fired from the bow.

The daikyu is imbued with royal honor, and bestows one permanent negative level on any creature without honor who attempts to wield it (such as oni, traitors, kinslayers, and the like). The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including by *restoration* spells) while the weapon is wielded.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bull's strength*, *daylight*, *heroism*, *true seeing*; **Cost** 13,200 gp

cloak of resistance +4 (16,000 gp)

helm of underwater action (24,000 gp)

potion of shield of faith (CL 18th; 900 gp, limit 2)

wand of cure moderate wounds (39 charges; 3,510 gp, limit 1)

wand of speak with animals (36 charges; 540 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

11-13 16,399 32,799

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #54: The Empty Throne

Character Chronicle #

A.K.A. _____
Player Name Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

Select one of the following boons, and cross the others off your Chronicle sheet.

Friends in High Places: You are among the closest friends of Jade Empress Amatatsu Ameiko, and she happily grants you favors in your continued adventures. At the beginning of each scenario or module you gain 4 temporary Prestige Points that you may spend in any way, but any unspent points are lost at the end of the adventure. These temporary Prestige Points cannot be combined with other Prestige Points to purchase boons and favors, and they do not increase your Fame score. Any items, property, vanities, followers, or other perpetual benefits gained with this prestige likewise return to the Jade Empress at the end of play.

Master of Rebellion: You've always hated tyranny, but in directly effecting a tyrant's downfall and leading the people to rise up and aid your cause, you've discovered a truly frightening ability. This functions like a paladin's smite evil class ability save that you use your character level as your paladin level, you may only use it once per day, and the target must be a slaver, an evil ruler of at least 5,000 people, or an individual fighting in the service of one of either of the former. Choosing this boon shifts your alignment one step toward Chaotic.

OTHERWORLDLY KIMONO

Aura strong conjuration; **CL** 15th

Slot body; **Price** 67,000 gp; **Weight** 1 lb.

DESCRIPTION

This embroidered kimono grants its wearer a +4 resistance bonus on all saving throws and a +4 bonus on all caster level checks. Once per day, the wearer can draw a single creature within 60 feet into the kimono (no save), effectively shunting the victim into an extradimensional space, similar to *maze*. Each round on its turn, the victim inside the kimono may attempt a DC 20 Intelligence check to escape the kimono as a full-round action. If the victim doesn't escape, it is released after 10 minutes, returning to where it had been before the kimono drew it in. If this location is filled with a solid object, the subject appears in the nearest open space.

Whenever a creature is drawn inside the kimono, the kimono's bonuses on saving throws and caster level checks are increased by 2 (to +6). The kimono's increased bonuses return to normal when the victim is freed or released.

CONSTRUCTION

Requirements Craft Wondrous Item, Heighten Spell, *maze*, *resistance*; **Cost** 33,500 gp

amulet of mighty fists +2 (16,000 gp)
amulet of natural armor +3 (18,000 gp)
belt of physical perfection +4 (64,000 gp)
belt of incredible dexterity +6 (36,000 gp)
black lotus extract (4,500 gp, limit 3 doses)
cloak of resistance +4 (16,000 gp)
dragon bile (1,500 gp, limit 3 doses)
lavender and green ellipsoid ioun stone (27 spell levels remaining; 21,600 gp, limit 1)
minor cloak of displacement (24,000 gp)

nightmare vapor (1,800 gp, limit 3 doses)
obsidian steed (28,500 gp)
potion of barkskin (CL 6th; 600 gp, limit 8)
potion of shield of faith (CL 6th; 600 gp, limit 8)
ring of evasion (25,000 gp)
ring of protection +3 (18,000 gp)
rod of splendor (25,000 gp)
wand of hold person (17 charges; 1,530 gp, limit 1)
wand of shield (33 charges; 495 gp, limit 1)

Notes

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
14–16	37,500	75,000

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total