



# PATHFINDER MODULE: NO RESPONSE FROM DEEPMAR

This Chronicle Certifies That

Player Name \_\_\_\_\_ A.K.A. \_\_\_\_\_ Character Name \_\_\_\_\_ Pathfinder Society # \_\_\_\_\_ Faction \_\_\_\_\_

Has Completed This Scenario.

## Items Found During This Scenario

TIERS

All

**Infernal Capital:** While in Cheliax, you may request 250 gp worth of precious gemstones of any type for use as spell components. Once you have used this boon, cross it off your Chronicle sheet.

**Stoic Spelunker:** Although the horrors of Deepmar assaulted both your mind and body, you persevered and learned tricks for quickly recovering from even the most terrifying experiences. You gain a +1 bonus on saves against effects that inflict confusion or deal Wisdom damage. As a full-round action you may recover 1d4 points of Wisdom damage, but you must then cross the entire boon off your Chronicle sheet. If your Wisdom score was reduced to 5 or less during this module, cross this boon off your Chronicle sheet.

**Succumbed to Cytillesh:** The depths of Deepmar tore at your sanity, and you will always bear the scars. You suffer a -1 penalty on all saving throws against effects that inflict confusion or deal Wisdom damage. Cross this boon off the Chronicle sheet if your Wisdom score was not reduced to 5 or less during this module.

+1 light steel shield of bashing (4,159 gp)  
amulet of natural armor +2 (8,000 gp)  
campfire bead (720 gp; *Advanced Player's Guide* 302)  
clear spindle ioun stone (4,000 gp)  
decanter of endless water (9,000 gp)  
elixir of fire breath (1,100 gp)  
handy haversack (2,000 gp)  
hat of disguise (1,800 gp)  
oil of gentle repose (150 gp)  
potion of cure serious wounds (750 gp)  
ring of feather falling (2,200 gp)

ring of protection +2 (8,000 gp)  
scroll of ant haul (CL 3rd; 75 gp, limit 1; *Advanced Player's Guide* 202)  
scroll of burning gaze (150 gp; *Advanced Player's Guide* 208)  
scroll of cure serious wounds (375 gp)  
scroll of fireball (CL 7th; 525 gp, limit 1)  
scroll of greater restoration (7, 275 gp)  
scroll of haste (375 gp)  
scroll of scorching ray (CL 4th; 200 gp, limit 1)  
scroll of speak with dead (375 gp)  
scroll of summon monster III (375 gp)

Scenario Chronicle # \_\_\_\_\_

☐ Slow ☐ Normal

LEVEL 7-9 7,431 14,862

MAX GOLD

## EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

## FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

## GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

=

Subtotal

-

Items Bought

=

Total

## Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD  
Add 1/2 this value to the "Items Sold" Box

## Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #