

PATHFINDER ADVENTURE PATH:



PATHFINDER SOCIETY ORGANIZED PLAY

The Strange Aeons Adventure Path may be played as part of the Pathfinder Society Roleplaying Guild campaign for credit. These adventures are produced for a wider audience than just the Pathfinder Society Roleplaying Guild, and are thus structured differently from scenarios. The specific rules changes needed for receiving Roleplaying Guild 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 specific faction-related elements, 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 Strange Aeons 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 Strange Aeons adventure being played.

For the sanctioned content in "In Search of Sanity," and "The Thrushmoor Terror," if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com.

Alternatively, if you are participating in the Strange Aeons Adventure Path with an ongoing group

SANCTIONED CONTENT KEY

Adventure	Sanctioned Content	Legal Character Levels
"In Search of Sanity"	Beginning to area C18	1–2
"The Thrushmoor Terror"	Part 3 to Conclusion	5–7
"Dreams of the Yellow King"	Part 2	8–10
"The Whisper Out of Time"	Part 2 and Part 3 Intro & area D to Conclusion	11–13
"What Grows Within"	Part 2 to Conclusion	13–15
"Black Stars Beckon"	Part 3 to Conclusion	16–18

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 Roleplaying Guild 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 the *Pathfinder Society Roleplaying Guild Guide*, 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, 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 to that character immediately.

A GM who runs any of the sanctioned content from the Strange Aeons 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 normal advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track.

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 so that everyone may receive the full award.

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 Roleplaying Guild

The Pathfinder Society Roleplaying Guild 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



PATHFINDER SOCIETY ADVENTURE PATH STRANGE AEONS

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 Strange Aeons Adventure Path are included 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 Society Adventure Path: Strange Aeons			
Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D
Character # _____		<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points	
Character Name _____			
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Character # _____		<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points	
Character Name _____			
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	



Pathfinder Adventure Path #109: In Search of Sanity

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Reclaiming Memories (Why Were You Chosen?): You have fought your way free of the madness of Briarstone Asylum, taking the first steps towards recovering your missing memories. Choose one of the options below and cross the rest off of your Chronicle sheet. You can check one of the boxes preceding your choice to apply a bonus to one of the associated skill checks. You must choose whether or not to apply this bonus after seeing the d20 roll, but before learning the outcome.

☐☐☐ **Archaeologist:** You remember parsing through old tomes and exploring dusty ruins; you must have been chosen for your archaeological skills. Gain a +2 bonus on your Knowledge or Linguistics skill check.

☐☐☐ **Detective:** You have an eye for detail and a suspicious nature; you must have been sought out for your skills as a detective. Gain a +2 bonus on your Sense Motive or Survival skill check.

☐☐☐ **Doctor:** You seem to know more about medicine and treatment than the average person; you must have been chosen for your skills as a doctor. Gain a +2 bonus on your Heal or Craft (alchemy) skill check.

☐☐☐ **Noble:** You recall memories of courtroom intrigues and clever verbal duels; perhaps your status as a member of the aristocracy brought you to your current predicament. Gain a +2 bonus on your Bluff or Diplomacy skill check.

☐☐☐ **Sea Captain:** When you close your eyes, you can feel the wind on your face and taste the salt in the air; you must have been chosen for your skills as a ship's captain. Gain a +2 bonus on your Intimidate or Profession (sailor) skill check.

☐☐☐ **Vagrant:** The emptiness of your memories seems oddly familiar; perhaps you were chosen because you never really belonged anywhere to begin with. Gain a +2 bonus on your Disguise or Stealth skill check.

+2 short sword (8,310 gp)

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

brooch of shielding (1,500 gp)

candle of spirit protection (1,500 gp; *Pathfinder RPG*

Occult Adventures 256)

cloak of resistance +1 (1,000 gp)

greater talisman of beneficial winds (500 gp;

Occult Adventures 263)

handy haversack (2000 gp)

incense of open thoughts (2,800 gp;

Occult Adventures 259)

lesser talisman of healing power (2,400 gp;

Occult Adventures 263)

lesser talisman of warrior's courage (450 gp;

Occult Adventures 263)

oil of align weapon (300 gp)

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

phylactery of faithfulness (1,000 gp)

scroll of remove paralysis (150 gp)

smelling salts (25 gp; *Pathfinder RPG Ultimate*

Equipment 101)

soothe syrup (25 gp; *Ultimate Equipment* 101)

surgeon's tools (20 gp; *Ultimate Equipment* 79)

wand of bless (18 charges; 270 gp, limit 1)

wand of lesser restoration (7 charges; 630 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

1-2

699

1,398

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 #110: The Thrushmoor Terror

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Reclaiming Memories (When Did The Madness Begin?): The chase is on, and as you set out in pursuit of Count Lowls, you discover that fragments of your memory have begun to come clear in your mind. You recall the moment you first met Count Lowls. Choose one of the options below and cross the rest off of your Chronicle sheet.

You can cast any of the spell-like abilities granted by the chosen boon by checking the listed number of boxes that precede it. For these spell-like abilities, use your character level as your caster level, and use the higher of your Wisdom or Charisma bonus to determine saving throw DCs and your bonus on concentration checks.

☐☐☐ **At the Asylum:** Your time away from the halls of Briarstone Asylum has brought some clarity to your thoughts, or perhaps reminded you of an old madness. You remember meeting Count Lowls in a dark room in Briarstone several years ago, but why were you there? And why just recently did no one there seem to remember you? You may check a box next to this boon to cast *burst of insight*^{OA}. If you are at least 7th level, you may check two boxes to cast *synaptic pulse*^{OA}.

☐☐☐ **Dreamlands:** A startling memory claws its way back into your consciousness; you know when you first met Haserton Lowls, but he was not the one who introduced to the darkened pathways of mad dreams. You and Lowls were travelers who met on a dark road in a strange place... You may check a box next to this boon to cast *mind thrust* I^{OA}. If you are at least 7th level, you may check two boxes to cast *id insinuation* II^{OA}.

☐☐☐ **Road to Briarstone:** Though you still can't remember why, you recall meeting Count Haserton Lowls as you traveled to Briarstone Asylum. Were you going there to learn something about yourself, or to visit a resident? How many times have you walked those ill-fated halls? You may check a box next to this boon to cast *deja vu*^{OA}. If you are at least 7th level, you may check two boxes to cast *analyze aura*^{OA}.

☐☐☐ **Rozenport Academic Scene:** While much of your past still eludes you, your experiences in Thrushmoor have awakened memories of your time in the town of Rozenport as a minor scholar and art collector, though the memory is tinged with the thought that maybe you weren't the most reputable of individuals. You may check a box next to this boon to cast *charge object*^{OA} or *decrepit disguise*^{OA}. If you are at least 7th level, you may check two boxes to cast *lesser object possession*^{OA}.

☐☐☐ **Searching for Lost Truths:** Ever since you passed through Lowls's private study a memory has been tugging at your subconscious, and it has finally tore its way free. You remember an event from several years ago, meeting Count Lowls in a dimly lit room full of old books and forbidden tomes, hidden away from prying eyes. You may check a box next to this boon to cast *psychic reading*^{OA} or *mindlink*^{OA}. If you are at least 7th level, you may check two boxes to cast *arcane sight*.

belt of mighty constitution +2 (4,000 gp)

book of the loremaster (15,000 gp; *Pathfinder RPG*

Advanced Player's Guide 301)

bookplate of recall (1,000 gp; *Pathfinder RPG Ultimate*

Equipment 284)

dust of appearance (1,800 gp)

headband of inspired wisdom +2 (4,000 gp)

incense of meditation (4,900 gp)

mnemonic vestment (5,000 gp; *Ultimate Equipment* 216)

padzahr (80 gp; *Ultimate Equipment* 100)

ring of protection +1 (2,000 gp)

scroll of psychic surgery (1,650 gp; *Pathfinder RPG*

Occult Adventures 183)

soul soap (200 gp; *Advanced Player's Guide* 309)

wand of cure moderate wounds (14 charges; 1,260 gp, limit 1)

wand of invisibility (9 charges; 810 gp, limit 1)

wand of scorching ray (13 charges; 1,170 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

5-7

4,356

8,712

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 #111: Dreams of the Yellow King

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Reclaiming Memories (Where Did Things Go Wrong?): Having completed your journey through the Dreamlands, you encounter Abdul Alhazred, the Mad Poet, who returns your memories to you in full. With the return of your memories, you are finally able to see exactly where things truly went wrong to bring you to this point. Choose one of the options below and cross the rest off of your Chronicle sheet. You can cast the spell-like ability granted by the chosen boon by crossing it off your Chronicle sheet. For these spell-like abilities, use your character level as your caster level, and use the higher of your Wisdom or Charisma bonus to determine saving throw DCs and your concentration bonus.

Briarstone: With your memories returned, you know now that Briarstone Asylum was a part of your life even before you first encountered Count Lowls. Madness and the search for clarity are both a part of you in ways you've always suspected but never truly understood. You may unleash the madness seething inside you by crossing off this boon as a standard action to cast *greater synaptic pulse*^{OA}.

Chance Encounter: The return of your memories brings with it the bitter-sweet realization that all the misfortune which has befallen you was simply the result of being in the wrong place at the wrong time. You can focus the raw anger engendered in you by this cruel twist of fate by crossing off this boon as a standard action to cast *explode head*^{OA}.

Dreamlands: You know now that this was not your first excursion into the Dreamlands, and the events that have taken you to this moment started when you first set foot in that enigmatic worldscape. Your connection to the dream dimension can be used to step into a personal mindscape of your own making by crossing off this boon as a swift action to cast *psychic asylum*^{OA}.

Rozenport: Memories of a life spent in the pursuit of art and academics flood back into your mind, accompanied by the first moment you laid eyes on one Count Haserton Lowls IV. Even now you're sure how you were drawn into his mad schemes, but you can use your determination to prevent it from ever happening again by crossing off this boon as an immediate action to cast *intellect fortress II*^{OA}.

The Chain of Nights: As your memories flood back into your mind, they bring with them a stunning guilt. You know now that it was you who found a copy of the *The Chain of Nights* and delivered it to Count Lowls, facilitating much of what happened after, including the devastation of Briarstone Asylum. Using knowledge gleaned from that fell tome and your overwhelming desire to prevent making such an error again, you may cross off this boon as a standard action to cast *retrocognition*^{OA}.

+1 moderate fortification glimmered full plate (20,350 gp) drinking horn of the panacea (12,000 gp; *Pathfinder RPG Advanced Class Guide* 229)
+1 vorpal scimitar (72,315 gp) gem of seeing (75,000 gp)
+2 rapier (8,320 gp) ring of mind shielding (8,000 gp)
+2 scimitar (8,315 gp) ring of psychic mastery (50,000 gp; *Pathfinder RPG Occult Adventures* 252)
amulet of natural armor +2 (8,000 gp) rod of lordly might (70,000 gp)
belt of mighty constitution +2 (4,000 gp) rod of splendor (25,000 gp)
cloak of resistance +2 (4,000 gp)
decanter of endless water (9,000 gp)

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 #112: The Whisper Out of Time

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Reclaimed Memories (What Drives You Forward?): Your memories have been restored, but Count Lowls remains frustratingly elusive. Choose one of the options below and cross the rest off of your Chronicle sheet. You may choose whether or not to gain the associated benefits and penalties at the start of each day.

Altruism: Regardless of how you ended up in this mess, you're here now and that means it's up to you to stop Lowls and the dark powers he has invoked. You may use the calm touch ability of the Community domain a number of times per day equal to 3 + your Wisdom modifier, treating your character level as your cleric level. Each time you use this ability, the effort leaves you drained and unable to defend yourself, giving you a -2 penalty to AC for 1 minute. If you already possess the Community domain, you do not gain any additional uses of calm touch, but you may heal normal damage (rather than just nonlethal) when activating it, though you take a -2 penalty to AC for 1 minute when doing so.

Knowledge: As dangerous as the events surrounding you are, you can't help but find a certain thrill in each new discovery and forbidden tome you uncover. You gain the Skill Focus feat for a single Knowledge skill of your choice. Your thirst for knowledge comes at a cost though, and the first time you fail a Knowledge check each day, you take a -1 penalty on all saving throws for the next hour.

Love: With the return of your memories, you've also realized that there is someone out there you need to protect. If Lowls is allowed to achieve his mad aims, no one will be safe, and that's simply not acceptable. You may cast *shield other* as a spell-like ability twice per day, using your character level as your caster level.

Madness: You awoke in an asylum, fought free of nightmares made flesh, battled your way through a nightmarish dreamscape, and along the way, something inside you broke. You don't just feel the need to stop what's happening, you have an irresistible need to chase the insanity as far as it will take you. You gain a +2 bonus on all Will saving throws except those with the emotion descriptor, against which you instead receive a -2 penalty.

Vengeance: Stopping an invasive evil from getting a foothold in Golarion is all well and good, but Lowls real mistake was thinking that you would allow yourself to be made into a victim without any repercussions. You will find Lowls, and when you do, you intend to make it exceedingly clear to him that he chose very poorly when he betrayed you. You gain a +2 bonus on Perception checks, Sense Motive checks, and damage rolls made against evil outsiders or any creature who you know has attempted to deceive you within the last 24 hours, but your drive for vengeance makes you rash and reckless, giving you a -2 penalty on Will saving throws.

+1 bolstering leather lamellar (4,210 gp; *Pathfinder RPG Ultimate Equipment* 12, 116)

+3 crossbow bolts (366 gp, limit 24)

+3 flaming longsword (32,315 gp)

boots of friendly terrain (desert) (2,400 gp; *Pathfinder RPG Advanced Player's Guide* 301)

candle of clean air (7,500 gp; *Ultimate Equipment* 286)

dusty rose prism ioun stone (5,000 gp)

hand of glory (8,000 gp; *Ultimate Equipment* 259)

necklace of adaptation (9,000 gp)

ring of maniacal devices (5,000 gp; *Advanced Player's Guide* 292)

ring of ferocious action (3,000 gp; *Ultimate Equipment* 170)

ring of protection +3 (18,000 gp)

robe of bones (2,400 gp; *Ultimate Equipment* 217)

rod of escape (15,000 gp; *Ultimate Equipment* 181)

wand of make whole (8 charges; 810 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

11-13 16,400 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 #113: What Grows Within

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Reclaimed Memories (How Will You Face The Challenges of Carcosa?): You have taken the final steps to pass beyond Golarion and onto the Path to the Black Stars. While you know not what dangers lie at the end of this dark journey, you do know that this journey has given you the power to face what lies ahead. Choose one of the options below and cross the rest off of your chronicle sheet. Once per day as a swift action you may gain the listed benefits for 1 minute.

Might: Your journey has hardened you and made you physically strong; gain a +1 bonus on attack rolls, non-spell damage rolls, Strength checks, Strength-based skill checks, and Fortitude saves.

Quickness: You have learned the value of fast hands and quick feet; gain a +1 bonus on Dexterity checks, Dexterity-based skill checks, and Reflex saves.

Health: You have faced undead, disease, and even stranger maladies while growing ever more doughty; gain a +1 bonus to AC and on Constitution checks, Fortitude saves, and Reflex saves.

Clear Thought: Surrounded by insanity and intrigue, your wits have been sharpened to their peak; gain a +1 bonus on concentration checks, Intelligence checks, and Intelligence-based skill checks.

Understanding: While nightmares and madness have haunted your path, a clear mind and calm observation have never failed you; gain a +1 bonus on Wisdom checks, Wisdom-based skill checks, and Will saves.

Influence: Whether through embracing the delirium of your circumstances or conquering it, your commanding presence has begun to exceed mortal limitations; gain a +1 bonus on Charisma checks and Charisma-based skill checks

+1 invulnerable parade armor (16,175 gp; *Pathfinder RPG Ultimate Equipment* 120, 13)

+1 speed whip (32,301 gp)

+2 vicious body wrap of mighty strikes (27,000 gp; *Ultimate Equipment* 214)

+4 aberration-defiant breastplate (25,350 gp, *Ultimate Equipment* 116)

+4 warhammer (32,312 gp)

ampoule of false blood (aberration) (20,000 gp; *Ultimate Equipment* 254)

celestial shield (13,170 gp; *Ultimate Equipment* 131)

expended lightning gun (4 charges; 15,000 gp, limit 1; as a standard action while wielding this device in two hands, deal 10d12 electricity damage to one target within 120 feet with a successful a ranged touch attack.)

lawful staff (29,600 gp; *Ultimate Equipment* 194)

lithomancy stones (12,000 gp; *Pathfinder RPG Occult Adventures* 260)

longarm bracers (7,200 gp; *Ultimate Equipment* 274)

mantle of copper wings (16,000 gp; this item acts as a pair of winged boots, but occupies the shoulders slot.)

mithral full plate of speed (26,500 gp)

ring of djinni calling (125,000 gp)

Song of Peyhori-Han (50,000 gp; acts as a variant bronze horn of Valhalla that summons 2d4 4th-level human fighters equipped with masterwork chainmail, masterwork heavy steel shields, masterwork throwing axes, and +1 battleaxes.)

staff of heaven and earth (54,000 gp; *Ultimate Equipment* 197)

tremor boots (10,000 gp; *Ultimate Equipment* 233)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
13–15	27,500	55,000

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)

+

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #114: Black Stars Beckon

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Reclaimed Memories (Who Are You Now?): You may completely rebuild one character, changing the character's race, class, feats, skills, faction, spells known, other class features, and other purchases. The only aspects of the character that you cannot change are XP, Fame, gold spent on spellcasting services, expended limited-use items, and Prestige Points spent on non-permanent boons and services. All changes to the character must be applied by the time the character next plays a scenario; once the scenario begins, no further changes may be made. Once you have used this boon to rebuild a character, cross it off your Chronicle sheet.

Parisian Weaponry: You have gained access to weaponry from another world. You may choose one of your characters to purchase revolvers and metal cartridges (with bullets) from *Pathfinder RPG Ultimate Combat* as though they appeared on the Additional Resources List. You can acquire masterwork, enchanted, and special material (such as cold iron or mithral) versions of these items by paying the normal prices. Include a copy of this Chronicle sheet with the records of the PC who selects this option.

*+1 vorpal greataxe (72,320 gp)**belt of incredible dexterity +6 (36,000 gp)**black soul shard (12,000 gp; Pathfinder RPG Ultimate Equipment 283)**headband of mental prowess +6 (Int, Cha) (90,000 gp)**gem of seeing (75,000 gp)**gunfighter's poncho (14,000 gp; Ultimate Equipment 266)**lesser talisman of life's breath (3,500 gp; Pathfinder RPG Occult Adventures 263)**orb of pure law (60,000 gp; Ultimate Equipment 313)**prophet's pectoral (6,000 gp; Ultimate Equipment 222)**ring of spell storing (50,000 gp)**ring of freedom of movement (40,000 gp)**ring of protection +5 (50,000 gp)**rod of lordly might (70,000 gp)**scroll of treasure stitching (1,125 gp; Pathfinder RPG Advanced Player's Guide 250)**scroll of skinsend (150 gp; Pathfinder RPG Ultimate Magic 238)**spell lattice (dimension door) (16,000 gp; Pathfinder RPG Advanced Class Guide 235)*SUBTIER ☐ Slow ☐ Normal

16-18 60,000 120,000

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 #