

PATHFINDER ADVENTURE PATH:



PATHFINDER SOCIETY ROLEPLAYING GUILD

The Ruins of Azlant 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 Ruins of Azlant 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 Ruins of Azlant adventure being played.

For the sanctioned content in "The Lost Outpost," "Into The Shattered Continent," and "The Flooded Cathedral" if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com.

SANCTIONED CONTENT KEY

Adventure	Sanctioned Content	Legal Character Levels
"The Lost Outpost"	Part 2 to Conclusion	1-3
"Into The Shattered Continent"	Area A through L13	4-6
"The Flooded Cathedral"	Part 2 to Conclusion	8-10
"City In The Deep"	Part 3 to Conclusion	11-13
"Tower Of The Drowned Dead"	Part 3 to Conclusion	13-15
"Beyond The Veiled Past"	Part 3 to Conclusion	15-17

Alternatively, if you are participating in the Ruins of Azlant 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 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 Ruins of Azlant 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

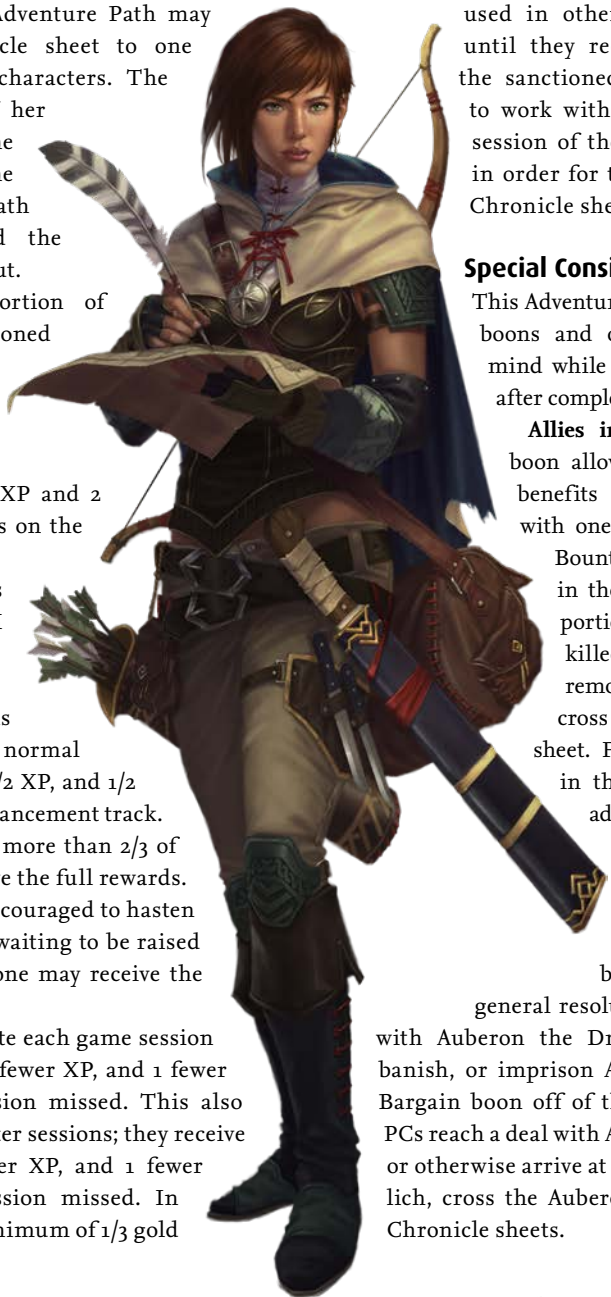
Since sanctioned Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path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

Special Considerations

This Adventure Path presents several special boons and opportunities. Keep these in mind while distributing Chronicle sheets after completing each volume of the story.

Allies in Talmandor's Bounty: This boon allows the PCs to obtain certain benefits based on their interactions with one of the NPCs in Talmandor's Bounty. Most of these NPCs appear in the Adventure Path's sanctioned portions, and if a given NPC is killed or otherwise permanently removed from the adventure, cross that option off the Chronicle sheet. For NPCs who don't show up in the sanctioned portions of the adventure, assume that the PCs successfully rescued or befriended him or her.

Auberon's Bargain / Auberon's Defeat: These boons account for two different general resolutions for the PCs' encounter with Auberon the Drowned. If the PCs destroy, banish, or imprison Auberon, cross the Auberon's Bargain boon off of their Chronicle Sheets. If the PCs reach a deal with Auberon, accept his surrender, or otherwise arrive at a peaceful resolution with the lich, cross the Auberon's Defeat boon off of 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 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 Ruins of Azlant 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 PathfinderSociety.club.

Pathfinder Society Adventure Path: Ruins of Azlant

Event _____

Date _____

GM # _____

GM Character # _____

GM Name _____

GM Prestige Earned _____

☐ Dark Archive☐ The Exchange☐ Grand Lodge☐ Liberty's Edge☐ Scarab Sages☐ Silver Crusade☐ Sovereign Court☐ Concordance☐ A☐ B☐ C☐ D

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive☐ The Exchange☐ Grand Lodge☐ Liberty's Edge☐ Scarab Sages☐ Silver Crusade☐ Sovereign Court☐ Concordance

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive☐ The Exchange☐ Grand Lodge☐ Liberty's Edge☐ Scarab Sages☐ Silver Crusade☐ Sovereign Court☐ Concordance

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive☐ The Exchange☐ Grand Lodge☐ Liberty's Edge☐ Scarab Sages☐ Silver Crusade☐ Sovereign Court☐ Concordance

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive☐ The Exchange☐ Grand Lodge☐ Liberty's Edge☐ Scarab Sages☐ Silver Crusade☐ Sovereign Court☐ Concordance

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive☐ The Exchange☐ Grand Lodge☐ Liberty's Edge☐ Scarab Sages☐ Silver Crusade☐ Sovereign Court☐ Concordance

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive☐ The Exchange☐ Grand Lodge☐ Liberty's Edge☐ Scarab Sages☐ Silver Crusade☐ Sovereign Court☐ Concordance

Character # _____

Prestige Points

Character Name _____

☐ Dark Archive☐ The Exchange☐ Grand Lodge☐ Liberty's Edge☐ Scarab Sages☐ Silver Crusade☐ Sovereign Court☐ Concordance



Pathfinder Adventure Path #121: The Lost Outpost

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Experienced Explorer:** Your time spent on the island of Ancorato has honed your survival skills and taught you to overcome a wide range of diseases and hazards. When attempting a Knowledge (dungeoneering), Knowledge (nature), or Survival check, or a Fortitude saving throw, you can check one box that precedes this boon to roll an additional 1d4 and add the result to your check or save. If the check pertains to aberrations, creatures with the aquatic subtype, environmental hazards, or Survival checks made in caves or coastal areas, instead roll 1d8 and add the result to your check or saving throw.

☐ ☐ ☐ **Skum Slasher:** Your battles against the aberrations and aquatic monsters occupying the caverns and waters around Talmandor's Bounty have taught you some handy tricks for dealing with such slippery foes. You may check one of the boxes preceding this boon as a standard action to gain a +2 bonus on all damage rolls made against aberrations and monstrous humanoids for the next 8 hours. Effects that target multiple creatures or allow for multiple damage rolls, such as a *magic missile* spell, only gain this bonus on the first damage roll.

+1 seaborne glaive (8,308 gp; *Pathfinder RPG Ultimate Equipment* 147)

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

bottle of air (7,250 gp)

cloak of resistance +1 (1,000 gp)

elixir of swimming (250 gp)

ioun torch (75 gp; *Ultimate Equipment* 305)

meridian belt (1,000 gp; *Ultimate Equipment* 212)

potion of cure moderate wounds (300 gp)

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

ring of protection +1 (2,000 gp)

ring of swimming (2,500 gp)

shield cloak (1,000 gp; *Ultimate Equipment* 268)

soul soap (200 gp; *Ultimate Equipment* 320)

star candle fireworks (5 gp; *Ultimate Equipment* 109)

vial of defoliant (30 gp; *Ultimate Equipment* 103)

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

wand of mage armor (16 charges; 240 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

1-3

768

1,536

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 #122: Into the Shattered Continent

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Allies in Talmandor's Bounty: Your heroic efforts rooting out the hidden (and not so hidden) threats around Talmandor's Bounty have earned you the loyalty of some of the town's most skilled inhabitants. Choose one of the following NPCs and cross the others off the Chronicle sheet. You gain the benefits listed for the chosen NPC.

☐ ☐ ☐ **Alba Divenvaar:** Alba is an experienced alchemist capable of brewing effective healing potions and other magical concoctions. You may check a box next to this boon to purchase a potion of up to 2nd level from Alba for 75% of its normal market price (rounded up to the nearest gp). This reduction in cost does not stack with any other boons or abilities that reduce the cost to purchase the potion, and potions obtained in this manner cannot be sold for more than was spent to acquire them under any circumstances.

☐ ☐ ☐ **Eskelda Tereadin:** The hedgewitch Eskelda Tereadin is an intelligent and knowledgeable woman whose arcane talents will surely aid you in the trials ahead. You may check a box next to this boon to purchase a scroll or a single instance of spellcasting services of up to 2nd level from Eskelda for 75% of their normal market price (rounded up to the nearest gp). This reduction in cost does not stack with any other boons or abilities that reduce the cost to purchase the scroll or spellcasting service, and scrolls obtained in this manner cannot be sold for more than was spent to acquire them under any circumstances.

☐ ☐ ☐ **Koloshkora:** The locathah ranger known as Koloshkora is a skilled scout and diplomat whose desire to be a hero makes her brave and fearless in pursuit of her goals. Your friendship with Koloshkora gives you unique insights into the threats and mercantile activities surrounding Talmandor's Bounty. You may check a box next to this boon as an immediate action to gain a +2 competence bonus on a single Appraise, Diplomacy, Knowledge (local), Perception, or Survival check, reflecting the unique insights Koloshkora's reports give you.

☐ ☐ ☐ **Medrinnah Harleau:** While Medrinnah may not be the most physically imposing or politically powerful of the inhabitants of Talmandor's Bounty, the young apprentice tailor and would-be thief sees more of the happenings around the colony than many realize, and is intimately familiar with the stitching of hidden pockets and Talmandor's Bounty's best hiding places. You may check a box next to this boon as an immediate action to gain a +2 competence bonus on a single Bluff, Escape Artist, Knowledge (nobility), Sleight of Hand, or Stealth check, reflecting the cunning tricks and hidden secrets Medrinnah has shared with you.

+1 locathah bane ammunition (167 gp, limit 3)
+1 merfolk bane ammunition (167 gp, limit 3)
+1 seaborne greataxe (8,320 gp; *Pathfinder RPG Ultimate Equipment* 147)
clear spindle ioun stone (4,000 gp)
handy haversack (2,000 gp)
ring of swimming (2,500 gp)
seafoam shawl (6,000 gp; *Ultimate Equipment* 268)

spellguard bracers (5,000 gp; *Ultimate Equipment* 275)
wand of air breathing (3 charges; 675 gp, limit 1;
Pathfinder RPG Monster Codex 189)
wand of expeditious retreat (26 charges; 390 gp, limit 1)
wand of freedom of movement (17 charges; 7,140 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

4-6

3,378

6,756

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 #123: The Flooded Cathedral

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Trade Agreements: Your unceasing efforts on behalf of the colony at Talmandor's Bounty have attracted the attention of other civilizations that occupy the waters and islands near Ancorato. Choose one of the options presented below and cross the others off your Chronicle sheet. Potions, scrolls, and wands granted by this boon have the minimum caster level necessary and cannot contain a spell with a material component whose cost is greater than 50 gp.

☐ ☐ ☐ **Okoloro Tribe:** The locathah of the Okoloro tribe were one of the first civilizations native to the waters near Ancorato amenable to friendly relations with the budding colony of Talmarand's Bounty. As the colony has grown and prospered under your protection, so too has the colony's relationship with the locathah flourished. At the start of an adventure you may check one of the boxes preceding this boon to make trade arrangements with the Okoloro tribe, granting you two potions of up to 2nd level or one 3rd-level potion. At the end of this adventure, you do not receive Downtime.

☐ ☐ ☐ **Mordant Spire:** While the elves of the Mordant Spire have spent many years protecting the ruins of Azlant from humans and other creatures seeking to uncover the lost secrets of the ancient empire, the recent activities of the alghollthu have made them more amenable to trading goods and information. At the start of an adventure you may check one of the boxes preceding this boon to make trade arrangements with the elves of the Mordant Spire, granting you two scrolls of up to 2nd level or one 3rd-level scroll. At the end of this adventure, you do not receive Downtime.

☐ ☐ ☐ **Talasantri:** The city of Talasantri is home to many aquatic races, most prominently merfolk and aquatic elves. While the people of Talasantri are somewhat insular and distrustful of the surface-dwellers, the significant resources represented by the city make it a valuable, if difficult, trading partner. At the start of an adventure you may check one of the boxes preceding this boon to make trade arrangements with the aquatic city of Talasantri, granting you a wand containing three charges of one 3rd-level spell. At the end of this adventure, you do not receive Downtime.

+1 shock amulet of mighty fists (16,000 gp)

+2 longsword (8,315 gp)

+2 mithral chainmail (8,150 gp)

blessed book (12,500 gp)

candle of invocation (8,400 gp)

deep red sphere ioun stone (8,000 gp)

extend metamagic rod (11,000 gp)

iridescent spindle ioun stone (18,000 gp)

maximize metamagic rod (54,000 gp)

minor ring of electricity resistance (12,000 gp)

necklace of adaptation (9,000 gp)

page of spell knowledge (3rd level; 9,000 gp; *Pathfinder RPG Ultimate Equipment* 314)

pearl of power (3rd level; 9,000 gp)

pearl of the sirines (15,300 gp)

ring of protection +2 (8,000 gp)

ring of spell knowledge II (6,000 gp;

Ultimate Equipment 174)

ring of the troglodyte (12,000 gp; *Ultimate Equipment* 176)

rod of the aboleth (29,000; *Ultimate Equipment* 184)

scabbard of many blades (5,000 gp; *Pathfinder RPG*

Advanced Class Guide 235)

scholar's ring (8,700 gp; *Ultimate Equipment* 177)

shark tooth amulet (9,000 gp; *Pathfinder RPG Advanced Race Guide* 178)

shocking robe (11,000 gp; *Ultimate Equipment* 219)

slippers of the triton (56,000 gp; *Ultimate Equipment* 233)

unfettered shirt (10,000 gp; *Ultimate Equipment* 223)

wand of alter self (34 charges, 3,060 gp, limit 1)

wand of make whole (48 charges, 4,320 gp, limit 1)

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 #124: City in the Deep

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Improved Trade Agreements: Your unceasing efforts on behalf of the colony at Talmandor's Bounty have begun to attract the attention of other civilizations that occupy the waters and islands near Ancorato. Choose one of the options presented below and cross the others off your chronicle sheet. Potions, scrolls, and wands granted by this boon cannot contain a spell with a material component whose cost is greater than 50 gp.

☐ ☐ ☐ **Okoloro Tribe:** The locathah of the Okoloro tribe were one of the first civilizations native to the waters near Ancorato amenable to friendly relations with the budding colony of Talmarand's Bounty. As the colony has grown and prospered under your protection, so too has the colony's relationship with the locathah flourished. At the start of an adventure you may check one of the boxes preceding this boon to make trade arrangements with the Okoloro tribe, granting you two potions of up to 3rd level. At the end of this adventure, you do not receive Downtime.

☐ ☐ ☐ **Mordant Spire:** While the elves of the Mordant Spire have spent many years protecting the ruins of Azlant from humans and other creatures seeking to uncover the lost secrets of the ancient empire, the recent activities of the alghollthu have made them more amenable to trading goods and information. At the start of an adventure you may check one of the boxes preceding this boon to make trade arrangements with the elves of the Mordant Spire, granting you two scrolls of up to 4th level. At the end of this adventure, you do not receive Downtime.

☐ ☐ ☐ **Talasantri:** The city of Talasantri is home to many aquatic races, most prominently merfolk and aquatic elves. While the people of Talasantri are somewhat insular and distrustful of the surface-dwellers, the significant resources represented by the city make it a valuable, if difficult, trading partner. At the start of an adventure you may check one of the boxes preceding this boon to make trade arrangements with the aquatic city of Talasantri, granting you a wand containing three charges of one 4th level spell. At the end of this adventure, you do not receive Downtime.

Rings of Resistance: You may purchase *rings of resistance* +3 from *Pathfinder Adventure Path #123: The Flooded Cathedral* as though they appeared on the Additional Resources List for all of your PCs. Include a copy of this Chronicle sheet with the records of any PC who uses this option. This boon appears on multiple Chronicle sheets; if you possess two Chronicle sheets from different adventures with this boon you may purchase *rings of resistance* +4, and if you possess all three Chronicle sheets with this boon you may purchase *rings of resistance* +5.

+1 wild hide armor (16,165 gp)

+2 distance underwater light crossbow (18,370 gp;
Pathfinder RPG Ultimate Equipment 40)

+2 keen dagger (18,302 gp)

+2 spell storing scimitar (18,315 gp)

+3 light fortification mithral chain shirt (17,100 gp)

belt of mighty constitution +4 (16,000 gp)

bracelet of friends (19,000 gp)

headband of alluring charisma +4 (16,000 gp)

insistent doorknocker (5,000 gp; *Ultimate Equipment* 305)

lesser mace of smiting (15,012 gp;
Ultimate Equipment 157)

sapling rod (16,650 gp; *Ultimate Equipment* 186)

sword of subtlety (22,310 gp)

wand of minor image (47 charges; 4,230 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
11-13	16,400	32,799

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #125: Tower of the Drowned Dead

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ **Auberon's Bargain:** Having arrived in the sunken sanctum of the ancient lich Auberon the Drowned, you struck a bargain with the undead Azlanti. Auberon has gifted you with a small fraction of his power in exchange for treating with him fairly. Choose one of the following spells: *mass hold person*, *power word blind*, or *spell turning*. You may check the box that precedes this boon as a standard action to cast the spell as a spell-like ability (CL 16th, DC 25).

Auberon's Defeat: You have destroyed the ancient lich Auberon, at least for now. With the lich defeated, you discover his arcane repository. You gain a scroll (CL 16th) of a single arcane spell of 8th level or lower, chosen by you. You gain a +10 circumstance bonus on Use Magic Device checks made to use this scroll due to the careful research notes found within the Omen Dominion. When casting a spell from this scroll, you add +1 to the save DC for each *ioun stone* you are currently benefiting from (maximum +3). Once the scroll has been consumed, cross this boon off of your Chronicle sheet.

Rings of Resistance: You may purchase *rings of resistance* +3 from *Pathfinder Adventure Path #123: The Flooded Cathedral* as though they appeared on the Additional Resources List for all of your PCs. Include a copy of this Chronicle sheet with the records of any PC who uses this option. This boon appears on multiple Chronicle sheets; if you possess two Chronicle sheets from different adventures with this boon you may purchase *rings of resistance* +4, and if you possess all three Chronicle sheets with this boon you may purchase *rings of resistance* +5.

+1 keen vicious amulet of mighty fists (36,000 gp)
+2 ghost touch mithral chain shirt (26,100 gp)
book of the loremaster (15,000 gp; *Pathfinder RPG Ultimate Equipment* 284)
cube of force (62,000 gp)
headband of mental prowess +4 (40,000 gp)
iridescent spindle ioun stone (18,000 gp)
lavender and green ellipsoid ioun stone (40,000 gp)

staff of divination (82,000 gp)
tome of leadership and influence +3 (82,500 gp)
vibrant purple prism ioun stone (36,000 gp)
wand of enter image (35 charges; 7,875 gp, limit 1;
Pathfinder RPG Advanced Player's Guide 219)
wand of gaseous form (46 charges; 10,350 gp, limit 1)
wand of gentle repose (28 charges; 2,520 gp, limit 1)

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)	
+	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 #126: Beyond the Veiled Past

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Legendary Azlanti Ioun Stones: Having delved into the very heart of one of ancient Azlant's most dangerous research facilities, you have uncovered the secrets behind the creation of powerful and refined *ioun stones* unlike anything known to modern Golarion. You may purchase the following *ioun stones* for the listed prices as though they appeared on the Additional Resources List. These *ioun stones* can be destroyed like any other *ioun stone*, except they have AC 26, 50 hit points, and hardness 10. These *ioun stones* are treated as *pearly white spindle*, *incandescent blue sphere*, *pale blue rhomboid*, and *dusty rose prism ioun stones* respectively for the purpose of resonance and other effects.

Amethyst crescent ioun stone (100,000 gp): An *amethyst crescent ioun stone* grants fast healing 2 and a +4 circumstance bonus on saving throws against negative energy and death effects.

Radiant blue sphere ioun stone (24,000 gp): A *radiant blue sphere ioun stone* grants a +4 enhancement bonus to Wisdom.

Sparkling blue rhomboid ioun stone (24,000 gp): A *sparkling blue rhomboid ioun stone* grants a +4 enhancement bonus to Strength.

Vivacious rose prism ioun stone (15,000 gp): A *vivacious rose prism ioun stone* grants a +2 insight bonus to AC.

Rings of Resistance: You may purchase *rings of resistance* +3 from *Pathfinder Adventure Path #123: The Flooded Cathedral* as though they appeared on the Additional Resources List for all of your PCs. Include a copy of this Chronicle sheet with the records of any PC who uses this option. This boon appears on multiple Chronicle sheets; if you possess two Chronicle sheets from different adventures with this boon you may purchase *rings of resistance* +4, and if you possess all three Chronicle sheets with this boon you may purchase *rings of resistance* +5.

+2 keen thundering longsword (32,315 gp)

+3 keen vicious thronelass bastard sword (63,335 gp; see below)

+3 aberration-bane conserving heavy crossbow (50,350 gp; *Pathfinder RPG Ultimate Equipment* 137)

headband of mental prowess +4 (40,000 gp)

helm of telepathy (27,000 gp)

preserving flask (6th level; 36,000 gp; *Ultimate Equipment* 316)

ring of freedom of movement (40,000 gp)

ring of protection +4 (32,000 gp)

vibrant purple prism ioun stone (36,000 gp)

THRONEGLASS

Throneglass is a special material as strong as steel that also provides the bearer with protection against an opponent's psychic abilities. When a creature wielding a melee weapon made of *throneglass* succeeds at a saving throw against a psychic or mind-affecting effect from a creature, the weapon stores some of that energy and holds it for a future attack. A *throneglass* weapon can store this energy for a number of rounds equal to the level of the spell, or half the creature's CR if the effect wasn't a spell or spell-like ability. If the weapon hits a creature while still holding this energy, it suffuses the target with a disruptive field for 1 round. On a critical hit, the disruptive field effect instead lasts for a number of rounds equal to the weapon's critical multiplier. While affected by this field, a target must succeed at a concentration check (DC = 15 + twice the spell's level) to cast any spell or spell-like ability (in addition to any other required concentration checks). If the check is failed, the affected creature's spell or spell-like ability is wasted. A Small or Medium weapon made of *throneglass* costs an additional 13,000 gp.

SUBTIER ☐ Slow ☐ Normal

16-18 60,000 120,000

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 #