



# Pathfinder Society Scenario #9-14: Down the Verdant Path

Character Chronicle #

☐ Core Campaign

A.K.A.

99469 - 3

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Elemental Investigator (Concordance):** The insight you have gained from your studies in the First World helps you channel the influence of the seasons, honing your understanding of the balance of elemental forces. You may check off the first box before this boon in spring, the second in summer, the third in autumn, and the fourth in winter, using real-world seasons. For the abilities listed below, your caster level is equal to your character level.

**Spring:** You can channel the essence of autumn's harvest. This functions as *goodberry*, except that its target is any plant, and it causes 2d4 pumpkins to sprout that grant the berry's typical benefits.

**Summer:** You can channel the essence of winter's chill into a creature you touch. This functions as *shocking grasp*, except that it deals cold damage instead of electricity damage.

**Autumn:** You can channel the essence of spring's growth, casting *entangle* as a spell-like ability.

**Winter:** You can channel the essence of summer's heat, casting *burning hands* as a spell-like ability.

Once you have checked all four boxes, you gain access to the elf racial spell *ward of the seasons* (*Pathfinder RPG Advanced Race Guide* 29) on all of your Pathfinder Society characters as if they were elves. Your elf PCs gain a +1 bonus to their effective caster level for the purposes of this spell.

**Remnant of the First World:** One of your items has been infused with a spark of transformation from the First World, giving it unusual characteristics. Record the name of the item and its properties on the lines below. These effects do not hamper the item's performance. If you wish to remove these effects, you may do so without cost between scenarios by encasing the item in a cold iron box for a week.

Item: torch

Properties: changes color according to Maldrek's moods

**Growling Bag of Tricks:** On the First World, you found a fur-covered bag that grumbles and growls. This functions as a typical *bag of tricks*, with the following modifications. A *growling bag of tricks* can be used once per day, to a maximum of 3 times per week, and the creatures it summons last for 5 minutes. The animals it summons come from the First World. They have unusual physical features, such as bizarre coloration or abnormally long fur. Compared to typical animals of their type, they gain resistance 5 to both cold and electricity and a +4 bonus on saving throws against mind-affecting effects. Their creature type counts as both animal and fey.

Subtier 1-2: *growling bag of tricks* (gray; 1,500 gp; CL 3rd; aura faint conjuration): This sack functions as a *gray bag of tricks*, with the differences listed above.

Subtier 1-2

*boots of the cat* (1,000 gp; *Pathfinder RPG Ultimate Equipment* 229)  
*growling bag of tricks* (gray; 1,500 gp)  
*pearl of power* (1st level, 1,000 gp)  
*scroll of elemental speech* (150 gp; *Pathfinder RPG: Advanced Player's Guide* 218)  
*scroll of hallucinatory terrain* (700 gp)  
*sleep arrow* (132 gp)  
*tangleburn bag* (150 gp; *Ultimate Equipment* 109)

SUBTIER ☐ Slow ☐ Normal

1-2

254

508

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

595

1,190

SUBTIER ☐ Slow ☐ Normal

4-5

936

1,872

SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

1

GM's Initials JC

XP Gained (GM ONLY)

Final XP Total

Initial Prestige

Initial Fame

2

GM's Initials JC

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige

Final Fame

Starting GP

508

GM's Initials JC

GP Gained (GM ONLY)

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GM's Initials JC

Day Job (GM ONLY)

Gold Spent

Total

For GM Only

PBP Myth-Weavers

60028

9/27/18

Jeremy Corff

96221

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #