

PATHFINDER ADVENTURE PATH:

RISE OF THE RUNELORDS

ANNIVERSARY EDITION

The *Rise of the Runelords Anniversary Edition* 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 installments, 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 *Rise of the Runelords Anniversary Edition* are considered sanctioned content.

LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal

Sanctioned Content Key

Adventure	Sanctioned Content	Legal Character Levels
"Burnt Offerings"	Thistletop (areas C1–E10)	3–5
"The Skinsaw Murders"	Foxglove Manor (areas B1–B37)	4–6
The Hook Mountain Massacre	Fort Rannick (areas B1–B37)	8–10
"Fortress of the Stone Giants"	Under Jorgenfist (areas B1–C9)	12–14
"Sins of the Saviors"	Runeforge (Parts Three–Ten)	14–16
"The Spires of Xin-Shalast"	Pinnacle of Avarice (areas X1–Y4)	16–18

character level range for the specific *Rise of the Runelords* adventure being played.

For the sanctioned content in "Burnt Offerings" and "The Skinsaw Murders," 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 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 *Rise of the Runelords* 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.

A GM who runs any of the sanctioned content from the Rise of the Runelords 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. 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 medium advancement track or 0 gp, 1/2 XP, and 1/2 PP on the slow advancement track. If a character participates in more than two-thirds 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 *Rise of the Runelords Anniversary Edition* 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: Rise of the Runelords Anniversary Edition Chapter One: Burnt Offerings

This Chronicle Certifies That _____

A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

Has Received This Chronicle.

☐ Slow ☐ Normal

LEVEL	2,400	4,800
3-5		

MAX GOLD

Items Found During This Scenario

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

Goblin Scourge: Once per scenario, you may call upon your memories of the battle of Thistletop to bolster your resolve against goblinoid foes. Doing so grants you a +1 morale bonus on attack and damage rolls against targets with the goblinoid subtype and a +2 morale bonus on Will saving throws against spells or effects from goblinoid sources. These bonuses last for 1 minute.

Lamashtu's Bane: Your encounter with Nualia and her burgeoning cult of Lamashtu beneath Thistletop has steeled your hatred for the Mother of Monsters and her followers. You gain a +2 bonus on attack and damage rolls against targets displaying an unholy symbol of Lamashtu.

SIHEDRON MEDALLION

Aura faint necromancy; **CL** 5th
Slot neck; **Price** 3,500 gp; **Weight** —

DESCRIPTION

This medallion, a silver disc inscribed with the Sihedron, hangs on a leather cord. These medallions were given to favored agents of the runelords.

While worn, a *Sihedron medallion* grants its wearer a +1 resistance bonus on all saving throws. Once per day, as a free action, it may be commanded to bestow the effects of *false life* on the wearer. Placed on the neck of a dead body, a *Sihedron medallion* preserves the body indefinitely via a *gentle repose* effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *false life*, *gentle repose*, *resistance*; **Cost** 1,750 gp

+1 arrow (46 gp, limit 3)
+1 elf bane arrow (166 gp, limit 4)
amulet of natural armor +1 (2,000 gp)
cloak of resistance +1 (1,000 gp)
eternal candle (25 gp; as *continual flame* but shedding only shadowy light in a 5-foot radius)
potion of barkskin (300 gp)
potion of cure moderate wounds (300 gp)
ring of force shield (8,500 gp; a shieldlike pane of force that manifests as seven-pointed star)
scroll of invisibility (150 gp)
scroll of locate object (150 gp)

scroll of minor image (150 gp)
scroll of mirror image (150 gp)
scroll of see invisibility (150 gp)
scroll of shatter (150 gp)
scroll of spider climb (150 gp)
scroll of whispering wind (150 gp)
wand of magic missile (38 charges; 570 gp, limit 1)
wand of produce flame (34 charges; 510 gp, limit 1)
wand of shield (9 charges; 135 gp, limit 1)
wand of silent image (5 charges; 75 gp, limit 1)
wand of tree shape (4 charges; 360 gp, limit 1)

EXPERIENCE

Starting XP

+

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame

Initial Prestige

+

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame

Current Prestige

GOLD

Start GP

+

GP Gained (GM ONLY)

+

0

Day Job (GM ONLY)

+

Items Sold

=

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 #



Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Chapter Two: The Skinsaw Murders

This Chronicle Certifies That

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

Has Received This Chronicle.

Items Found During This Scenario

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

Friend of the Foxgloves: Through your service to the Foxglove family in ridding the family's ancestral home of its many haunts, you have earned the respect of the surviving members of the family. You gain a +2 bonus on all Charisma-based skill checks made to influence or otherwise interact with a member of the Foxglove family.

Ghoul Hunter: Your experience fighting ghouls and ghosts beneath Foxglove Manor has given you insight into these undead abominations' strengths and methods of attack, granting you a better chance of survival against such foes in the future. You gain a +1 insight bonus to AC against natural weapon attacks made by ghouls and ghosts, and a +1 bonus on Fortitude saving throws to avoid the effects of the disease, paralysis, and stench special attacks of ghouls and ghosts.

Haunt Survivor: Your perilous interactions with the many haunts in Foxglove Manor have made you more attuned to the residual supernatural energies that power such manifestations. You gain a +2 bonus on Perception checks to notice haunts. Once per day, you can reroll a saving throw to avoid a haunt's negative effects. You may only use this ability before the results of the original saving throw are revealed and must take the second result, even if it is lower.

STALKER'S MASK

Aura faint illusion [evil]; **CL** 5th

Slot head; **Price** 3,500 gp; **Weight** 1 lb.

DESCRIPTION

This mask is crafted from preserved sections harvested from several different human faces, draped one over another almost like scales and leaving the eyes and mouth exposed—the overall effect is similar to that of a scaled skull. When worn, the mask desaturates the wearer's color, making him appear insubstantial and shadowy and granting a +5 competence bonus on Stealth checks. Once per day as a full-round action, the wearer may cause the mask's features to take on the appearance of any creature of the wearer's basic size and shape within 60 feet that he observes, allowing the wearer to adopt that creature's appearance and giving him a +10 bonus on Disguise checks made to appear as the creature. As long as he wears this guise, the wearer gains a +2 bonus on attack rolls and weapon damage rolls made against the creature he is disguised as, as the mask builds upon the wearer's rage and jealousy toward the creature.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*, *rage*; **Cost** 1,750 gp

chime of opening (5 charges; 1,500 gp, limit 1)

hat of disguise (1,800 gp)

hungry decapitant (500 gp, limit 1; mummified monkey head with a bellpull hanging from its open mouth that, when pulled, causes the head to give out a shrill simian shriek akin to an *alarm* spell)

ring of jumping (2,500 gp)

ring of protection +1 (2,000 gp)

scroll of keen edge (375 gp)

scroll of lightning bolt (375 gp)

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	MAX GOLD
LEVEL			
4–6	3,378	6,756	

EXPERIENCE

Starting XP

+

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame

Initial Prestige

+

Prestige Gained (GM ONLY)

–

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+

GP Gained (GM ONLY)

+

0

Day Job (GM ONLY)

+

Items Sold

=

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 #



Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition

Chapter Three: The Hook Mountain Massacre

This Chronicle Certifies That

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

Has Received This Chronicle.

Items Found During This Scenario

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

Fort Rannick Liberator: You were instrumental in liberating Fort Rannick from the hands of the sinister Kreeg ogres. As a result, you may use the fortress as a base of operations in Varisia. To represent the favors and influence you gain from Magnimar and the Black Arrows, you regain up to 4 Prestige Points that you had previously spent. These Prestige Points do not increase your Fame score and cannot raise your current Prestige Point total above your Fame.

Magic Tattoo: Investigating the body of the lamia matriarch Lucretia revealed a mysterious sihedron tattoo upon her left breast. After researching this tattoo, you have learned how to replicate its effects in a tattoo on your own body. This functions as a temporary *lesser caster's tattoo*. Once per day as a swift action, you may use the tattoo to enhance a spell of 3rd level or lower with Still Spell and Silent Spell. This ability can be used 5 times before the tattoo fades—check off one of the boxes below each time you use this boon. Once all five of the boxes below have been checked, cross this boon off the Chronicle sheet. For more detailed information on magical tattoos, see page 16 of *Pathfinder Campaign Setting: Inner Sea Magic*.

☐ ☐ ☐ ☐ ☐

Ogre Slayer: Your experience fighting the ogres of Hook Mountain has given you insight into combatting others of their kind. You receive a +1 bonus on attack and damage rolls against ogres.

+1 human bane ogre hook (8,324 gp; *Pathfinder RPG Ultimate Equipment* 33)
+1 keen dagger (8,302 gp)
+2 shocking burst arrow (646 gp, limit 6)
amulet of natural armor +1 (2,000 gp)
belt of giant strength +2 (4,000 gp)
boots of the mire (3,500 gp; *Ultimate Equipment* 229)

headband of alluring charisma +2 (4,000 gp)
potion of cure serious wounds (750 gp)
ring of animal friendship (10,800 gp)
ring of protection +1 (2,000 gp)
wand of acid arrow (43 charges; 3,870 gp, limit 1)
wand of scorching ray (22 charges; 1,980 gp, limit 1)

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	MAX GOLD
LEVEL	8-10	8,883	

EXPERIENCE

Starting XP

+

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame

Initial Prestige

+

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+

GP Gained (GM ONLY)

+

0

Day Job (GM ONLY)

+

Items Sold

=

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 #



Pathfinder Adventure Path Rise of the Runelords Anniversary Edition: Chapter Four: Fortress of the Stone Giants

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
Has Received This Chronicle.				

LEVEL	22,500	45,000
12-14		

MAX GOLD

☐ Slow ☐ Normal

EXPERIENCE

Starting XP
+
XP Gained (GM ONLY)
Final XP Total

FAME

Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Final Fame	Current Prestige

GOLD

Start GP	
+	
GP Gained (GM ONLY)	
+	0
Day Job (GM ONLY)	
+	
Items Sold	
=	
Subtotal	
-	
Items Bought	
=	
Total	

Items Found During This Scenario

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

Giant Killer: Your experience fighting the stone giants under Mokmurian's command has given you insight into fighting not just stone giants, but giants in general. Select one race of giant. You gain a +1 dodge bonus to your AC against weapon attacks made by giants of that race and a +2 bonus on all rolls made to confirm a critical hit against giants of that race.

Hide of Dragons (Red): You defeated the red dragons Econtredor and Sulaminga and skinned them to craft armor from their hides. If you defeated only one of the dragons, you may purchase a suit of masterwork armor and a masterwork light or heavy shield sized for a Small creature. If you defeated both dragons, you may purchase a suit of masterwork armor and a masterwork light or heavy shield sized for a Medium creature. See page 154 of the *Pathfinder RPG Core Rulebook* for pricing information on armor crafted of dragonhide.

Thassilonian Library: Your time in the ancient Thassilonian library of Jorgenfist allowed you to gather a sizeable collection of books, scrolls, and notes on the lost empire. By spending 8 hours poring over the myriad sources at your disposal, you gain a +20 competence bonus on a single Knowledge (history) check about Thassilon, the runelords, or creatures of the giant subtype. This bonus may only be conferred once per day. This check may be attempted untrained, but requires 12 hours of research to gain the library's benefit.

ROBE OF RUNES

Aura strong transmutation; CL 13th

Slot body; Price 44,000 gp; Weight 1 lb.

DESCRIPTION

This robe is made of crimson silk and emblazoned with dozens of spindly Thassilonian runes, each symbolizing a different type of magical effect or syllable of power. Though favored by wizards, this robe can provide some benefit to any spellcasting creature. While worn, it grants a +4 enhancement bonus to Intelligence and allows the wearer to recall, as a free action, up to four levels of spells per day that he had prepared and then cast. Each time a spell is recalled and prepared again in this manner, the sudden rush of magical energy infuses the wearer with power. For 1 round after recalling a spell, the wearer's spell save DCs and attack rolls made with spells gain a +2 enhancement bonus.

CONSTRUCTION

Requirements Craft Wondrous Item, fox's cunning, limited wish; Cost 22,000 gp

+1 arrow catching heavy steel shield (4,170 gp)

+1 ghost touch gauntlet (8,302 gp)

+2 breastplate (4,350 gp)

+2 falchion (8,375 gp)

+2 ranseur (8,310 gp)

+3 greataxe (18,305 gp)

+3 heavy pick (18,308 gp)

+3 shortspear (18,301 gp)

bag of holding (type II; 5,000 gp)

cloak of elvenkind (2,500 gp)

necklace of fireballs (type IV; 5,400 gp)

potion of barkskin +4 (CL 9th; 900 gp, limit 1)

ring of levitation (8,000 gp; as boots of levitation)

ring of minor acid resistance (12,000 gp)

ring of protection +2 (8,000 gp)

scroll of contact other plane (1,125 gp)

scroll of limited wish (3,775 gp)

wand of bear's endurance (13 charges; 1,170 gp, limit 1)

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 #



Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Chapter Five: Sins of the Savors

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
Has Received This Chronicle.				

☐ Slow ☐ Normal

LEVEL	37,500	75,000
14-16		

MAX GOLD

EXPERIENCE

Starting XP

+

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+

GP Gained (GM ONLY)

+

0

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Dominant Weapon: You can create a *runeforged weapon* designed to oppose Runelord Karzoug. This weapon (of your choosing and listed below) functions as a *bane weapon* against transmuters and creatures with the shapechanger subtype. As long as the weapon is carried, it can absorb up to three harmful transmutation effects inflicted on the wielder per day. The wielder gains a +2 morale bonus on all saving throws against transmutation spells. While wielding the weapon, you take on a more domineering air than before, and you take a -2 penalty on all Diplomacy checks. This weapon bonus is priced as a +2 bonus and you must still pay the cost of adding such an enhancement to the weapon. This boon may be used a single time at any time in the future.

Weapon:

Item Recharge: You may use the pool of elemental arcana to recharge a single magic item that uses charges. Refer to the table on page 271 of the *Rise of the Runelords Anniversary Edition*. Note the result of your attempt on the line below.

Recharge Results:

+1 adamantite flaming ranseur (11,010 gp)
+1 human bane dagger (8,302 gp)
+2 glamered mithral chain shirt (7,800 gp)
+2 mithral shirt (5,100 gp)
+3 chain shirt (9,250 gp)
+4 mithral breastplate (20,200 gp)
amulet of natural armor +2 (8,000 gp)
belt of physical might +4 (Con, Dex; 40,000 gp)
belt of physical perfection +2 (16,000 gp)
bracers of armor +3 (9,000 gp)
bracers of armor +5 (25,000 gp)
cape of the mountebank (10,080 gp)
cloak of resistance +3 (9,000 gp)
eversmoking bottle (5,400 gp)
gem of brightness (13 charges; 3,380 gp, limit 1)
headband of vast intelligence +4 (16,000 gp)

headband of vast intelligence +6 (36,000 gp)
immovable rod (5,000 gp)
manual of gainful exercise +2 (55,000 gp)
ring of protection +2 (8,000 gp)
ring of wizardry II (40,000 gp)
robe of the archmagi (75,000 gp)
rod of absorption (50,000 gp)
rod of extend metamagic (11,000 gp)
rod of metal and mineral detection (10,500 gp)
scroll of binding (13,000 gp)
tome of leadership and influence +2 (55,000 gp, limit 1)
wand of clairsentience/clairvoyance (32 charges; 7,200 gp, limit 1)
wand of lightning bolt (CL 10th, 25 charges; 11,250 gp, limit 1)

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 #



Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition: Chapter Six: Spires of Xin Shalast

This Chronicle Certifies That _____

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

Has Received This Chronicle. _____

Items Found During This Scenario

Hide of Dragons (Blue): You defeated Runelord Karzoug's blue dragon in Part Seven: The Eye of Avarice and skinned it to craft armor from its hide. You may purchase a suit of masterwork armor and a masterwork light or heavy shield sized for a Medium creature. See page 154 of the *Pathfinder RPG Core Rulebook* for pricing information on armor crafted of dragonhide.

Runelord's Reputation: You defeated Runelord Karzoug, preventing his return to Golarion and the age of destruction and terror he would have ushered in. Your name is known far and wide for discovering Xin-Shalast and for bringing one of the mightiest wizards of all time to his ultimate ruin. As a result, your Fame score increases to equal 6 × your character level (as though you had earned maximum prestige in each adventure up to this point).

Thassilonian Ioun Stone: In your battle against Karzoug and his minions, you encountered several *ioun stones* from ancient Thassilon that were unknown until you discovered them. While there are a limited number of each, and the means of creating them have been lost since Thassilon's fall, you were able to keep one *ioun stone* for personal use. Select one of the four *ioun stones* listed below, crossing the others off the Chronicle sheet. You gain the selected *ioun stone* at no cost. For resonant powers of these *ioun stones* and pricing to purchase additional stones (their effects stack), see *Pathfinder Campaign Setting: Seekers of Secrets*.

Amber Spindle: Grants a +1 resistance bonus on all saving throws.

Crimson Sphere: Grants a +2 enhancement bonus to Intelligence.

Emerald Ellipsoid: Grants 5 bonus hit points.

Onyx Rhomboid: Grants a +2 enhancement bonus to Constitution.

+1 unholy dagger (18,302 gp)

+4 full plate (17,650 gp)

+5 full plate (26,650 gp)

+5 heavy steel shield (25,170 gp)

amulet of natural armor +2 (8,000 gp)

belt of physical might +6 (90,000 gp)

boots of teleportation (49,000 gp)

cloak of minor displacement (24,000 gp)

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

headband of inspired wisdom +6 (36,000 gp)

necklace of adaptation (9,000 gp)

periapt of proof against poison (27,000 gp)

ring of force shield (8,500 gp)

ring of freedom of movement (40,000 gp)

ring of protection +5 (50,000 gp)

robe of the archmagi (variant: +4 resistance bonus on saving throws is replaced by +4 enhancement bonus to Intelligence; 75,000 gp)

rod of greater quicken metamagic (170,000 gp)

scarab of protection (10 charges; 31,667 gp, limit 1)

scroll of resurrection (12,275 gp)

staff of size alteration (26,150 gp)

vibrant purple ioun stone (contains fly spell when purchased; 36,000 gp)

wand of dispel magic (CL 10th, 40 charges; 18,000 gp, limit 1)

wand of magic missile (CL 9th, 24 charges; 3,240 gp, limit 1)

wand of stoneskin (CL 10th, 17 charges; 14,450 gp, limit 1)

☐ Slow ☐ Normal

LEVEL 16–18 60,000 120,000

MAX GOLD

EXPERIENCE

Starting XP

+

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame

Initial Prestige

+

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame

Current Prestige

GOLD

Start GP

+

GP Gained (GM ONLY)

+

0

Day Job (GM ONLY)

+

Items Sold

=

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 #