

PATHFINDER ADVENTURE PATH: SERPENT'S SKULL

PATHFINDER SOCIETY ROLEPLAYING GUILD

The Serpent's Skull 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 Serpent's Skull 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 Serpent's Skull adventure being played.

For the sanctioned content in "Souls for Smuggler's Shiv" and "Racing to Ruin," 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 Levels	Sanctioned Content	Legal Character
"Souls for Smuggler's Shiv"	Area Q to Conclusion	2-4
"Racing to Ruin"	Area I to Conclusion	4-6
"City of Seven Spears"	Special	8-10
"Vaults of Madness"	Part 5 to Conclusion	11-13
"The Thousand Fangs Below"	Areas N1-N43	13-15
"Sanctum of the Serpent God"	Area B1 to Conclusion	16-18

Alternatively, if you are participating in the Serpent's Skull 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 in this campaign (for example, in the Core Campaign), 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 Serpent's Skull 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.

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 in the Standard Campaign and one Chronicle sheet per adventure in the Core Campaign.

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, opportunities, and encounters. Keep these in mind while distributing Chronicle sheets after completing each volume of the story.

Awakened Totem: The PCs can gain this boon in Pathfinder #38 by helping the spirit dancers in area R. Select each PC's spirit animal using the table on page 20 of the adventure. If a PC has an especially strong connection to a type of animal, such as with an animal companion, familiar, domain, or other thematic class feature, consider allowing that PC to gain the associated spirit animal rather than rolling randomly.

Racing to Ruin: During this adventure, the PCs ally with one of five factions, and this choice does not impact which faction's benefit each PC receives on this and later adventures' Chronicle sheets; that should be an individual choice.

City of Seven Spears: This adventure is especially nonlinear, allowing the PCs to explore seven different districts (Areas D, E, F, G, J, K, and L). The sanctioned content for this adventure involves exploring five districts: the Artisan District (area J) and any four other districts. Part Nine, including Juliver's Escape and Night of the Hissing Dead, concludes the sanctioned content.

Achievement Points: Pathfinder #42 uses Achievement Points to track the PCs' army assembled to fight the serpentfolk. Significant scenes for gathering these forces fall outside the sanctioned portion of the adventure, so if playing only the sanctioned portion, assume the PCs earned 4 Achievement Points (just 1 short of reducing key encounters' difficulty). When setting up the adventure, explain how the PCs have gathered an army that might not be strong enough for the task ahead, but by pressuring their patrons from earlier adventures, the PCs can bolster their forces. Each PC who has earned the Burgeoning Alliance or Growing Alliance boons from early parts of the Adventure Path can spend up to 2 Prestige Points for each boon in order to increase the PCs' effective Achievement total by 1 (up to 2 Achievement Points per PC). Each of these points only applies to one encounter, and apply only enough points to increase an encounter's Achievement Point total to 5.



PCs who allied with the Red Mantis organization automatically gain the Achievement Point benefits for each boon without spending Prestige Points, as the assassins agree to help for the challenge alone.

Selaxasp at Large: The PCs earn this boon only if the succubus Selaxasp escapes, after which she warns her allies of the PCs' approach. This negates the first two additional Achievement Points the PCs earn when playing the sanctioned portion of Pathfinder #42. Do not apply this penalty unless at least half of the PCs who participated in Pathfinder #41 earned this boon.

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 Serpent's Skull 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 Adventure Path #37: Souls for Smuggler's Shiv

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Nightvoice Chronicler: You recovered the records of the *Nightvoice*, a Society vessel that carried explorers up and down the coast of Garund. Although its crew cannot continue its work, you have delivered their documents to a venture-captain for further study. This has enhanced your standing among western Garund's Pathfinders. When you receive any other Chronicle sheet from an adventure in the Mwangi Expanse, Sargava, the Shackles, the Sodden Lands, or the uncharted Garundi lands south of the Inner Sea region, you can check the box that precedes this boon to increase the Prestige Points earned by 1 (or by 0.5 if using the slow advancement track). This cannot increase the Prestige Points higher than 2 for every 1 XP granted by the Chronicle sheet.

Rugged Survivalist: Weeks spent shipwrecked have honed your survival skills and taught you to overcome a wide range of toxins and hazards. Before attempting a Knowledge (nature) check, a Survival check, or a Fortitude save, you can check one box that precedes this boon to roll 1d4 to the result. If the check pertains to aquatic or jungle creatures, hazards, survival or other lore (such as identifying a jungle creature or resisting its poison), instead roll 1d8 and add the result to your check or saving throw.

- +2 ammunition (166 gp, limit 2)
- aberration slaying arrow (2,282 gp)
- amulet of natural armor +1 (2,000 gp)
- bracers of armor +1 (1,000 gp)
- candle of truth (2,500 gp)
- efficient quiver (1,800 gp)
- incense of meditation (4,900 gp)

- javelin of lightning (1,500 gp)
- ring of mind shielding (8,000 gp)
- ring of swimming (2,500 gp)
- rope of climbing (3,000 gp)
- wand of mirror image (5 charges; 450 gp, limit 1)
- wand of vampiric touch (8 charges; 1,800 gp, limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	2-4	1,856	3,711
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+	XP Gained (GM ONLY)		
	=			
	Final XP Total			
FAME	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-			
	Prestige Spent			
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	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 #
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Pathfinder Adventure Path #38: Racing to Ruin

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Awakened Totem: You have participated in a series of Zenj rituals that awoke your spirit animal, commemorated by a stylized tattoo. You gain one of the following spirit animals. Before attempting one of the animal's associated skill checks or a wild empathy check to communicate with animals related to your totem, you can check one of the boxes that precedes this boon to gain a +5 sacred bonus on the check.

- Hoofed Mammal* (antelope, buffalo, cow, or goat): Handle Animal, Heal, Survival
- Canine* (hyena, jackal, or wild dog): Bluff, Perception, Sleight of Hand
- Carnivorous Vermin* (mantis, spider, or wasp): Climb, Stealth, Survival
- Equine* (horse, wild donkey, or zebra): Diplomacy, Handle Animal, Ride
- Feline* (cheetah, lion, or leopard): Disguise, Perception, Stealth
- Large Mammal* (elephant, hippopotamus, or rhinoceros): Bluff, Intimidate, Survival
- Bird* (eagle, hawk, owl, or vulture): Appraise, Fly, Perception
- Reptilian* (crocodile, dinosaur, lizard, or turtle): Intimidate, Stealth, Swim
- Small Mammal* (rat, porcupine, or weasel): Climb, Escape Artist, Stealth
- Simian* (ape, gorilla, lemur, or monkey): Acrobatics, Climb, Disable Device

Burgeoning Allegiance: An extended expedition into the Mwangi Expanse requires considerable resources and support, so you have allied with an organization hoping to share in your find. Choose one of the options below, and cross the others off your Chronicle sheet.

Aspis Consortium: The Consortium's agents are unparalleled in their ability to turn a profit on even the most unscrupulous opportunity. Increase this Chronicle sheet's granted gold to 7,200 (3,600 if using the slow advancement option).

Free Captains: Few are as renowned for navigating hard-to-reach regions as the Shackles pirates. Reduce the cost of purchasing a Prestige Award in Garund while outside a settlement of 5,000 residents or more by 3. If you have a boon that grants you Disrepute and Infamy, you gain 2 additional points of each.

Pathfinder Society: By working directly for the Pathfinder Society, you have virtually guaranteed your findings' publication in a Pathfinder Chronicle. Increase this Chronicle sheet's granted Prestige Points by 1 (or by 0.5 if using the slow advancement option).

Red Mantis: The disciples of Achaehek are peerless killers, and they're tools and talents are at your disposal. Whenever a Chronicle sheet grants you access to poison, you increase the purchase limit by 50% (round down) and can purchase those poisons at a 10% discount (does not stack with other discounts). Allying with assassins may have additional benefits in later Serpent's Skull adventures.

Sargavan Government: Although not wealthy, Sargava's proximity and necessity make it especially capable of keeping operating expenses low while allowing the PCs to keep a greater cut of their finds. At the end of each Serpent's Skull adventure, mark one of the items that appear on that Chronicle sheet. You can purchase the marked item at a 10% discount (maximum discount 15%).

- +1 human-bane ammunition (166 gp, limit 4)
- amulet of natural armor +1 (2,000 gp)
- blue whinnis poison (120 gp, limit 5)
- elixir of fire breath (1,100 gp)
- golden lions figurines of wondrous power (16,500 gp)
- ring of protection +1 (2,000 gp)
- ring of sustenance (2,500 gp)

- shatterspike (4,315 gp)
- spider vine poison (500 gp, limit 8; injury; save Fort 15; frequency 1/round for 6 rounds; initial effect paralysis 1 round; secondary effect 1d2 Con damage; cure 2 consecutive saves)
- wand of glyph of warding (5 charges; 2,375 gp, limit 1)
- wand of web (20 charges; 1,800 gp, limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	4-6	3,378	6,756
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+	XP Gained (GM ONLY)		
	=			
	Final XP Total			
FAME	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-			
	Prestige Spent			
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	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 #
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Pathfinder Adventure Path #39: City of Seven Spears

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Growing Allegiance: The expedition has established itself as a major power in Savith-Yhi, and as your allies receive a return on their investment, they expand their support of your adventures. If you have the Burgeoning Allegiance boon, you must select the same organization and cross out the other options. Otherwise, choose one organization below and cross the other options off the Chronicle sheet.

Aspis Consortium: The relics pulled from the lost city are even more valuable than expected. Increase this Chronicle sheet's granted gold to 19,000 gp (9,500 gp if using the slow advancement option)

Free Captains: Everything's going according to plan, and everyone's getting rich, giving the Shackles pirates ample time to educate you in proper shipboard skills. Choose two of the following skills: Acrobatics, Climb, Profession (sailor), or Swim. Your bonus (after applying any armor check penalty) in the selected skills is always at least +5. If your own bonus is higher, you instead gain a +1 bonus on all checks with that skill. If you have a boon that grants you Disrepute and Infamy, you gain 3 additional points of each.

Pathfinder Society: Your preliminary findings have already earned you fame within the Pathfinder Society and other academic circles. Increase this Chronicle sheet's granted Prestige Points by 1 (or 0.5 if using the slow advancement option).

Red Mantis: In addition to the city's cultural riches, Achaekek's disciples have made optimal use of the region's natural toxins. Whenever a Chronicle sheet grants you access to poison, you can purchase those poisons at a 15% discount (stacks only with the discount provided by the Burgeoning Allegiance boon). Allying with assassins may have additional benefits in later Serpent's Skull adventures.

Sargavan Government: With its treasury gradually filling up thanks to your efforts, Sargava has dispatched an eclectic team of experts to assist your ongoing efforts. You can check the box that precedes this boon to call in one of these professionals as a standard action; the individual appears adjacent to you, takes her turn immediately after yours ends, and remains for the duration of the encounter. Select one of the following: adventuring blacksmith (*Pathfinder RPG NPC Codex* 82), guild initiate (*NPC Codex* 146), successful merchant (*NPC Codex* 263), wise sage (*NPC Codex* 263).

AREA D

bracers of armor +4 (16,000 gp)

stone salve (4,000 gp)

wand of silence (11 charges; 990 gp, limit 1)

AREA E

wand of charm animal (45 charges; 675 gp, limit 1)

wand of daze monster (11 charges; 990 gp, limit 1)

AREA F

ring of water walking (15,000 gp)

savage sting (38,302; functions as a +1 seeking blowgun that can fire a dart tipped with venom [functions as poison] three times per day)

AREA G

wand of bestow curse (9 charges; 2,025 gp, limit 1)

wand of lighting bolt (23 charges; 5,175 gp, limit 1)

AREA J

+1 flaming ammunition (166 gp, limit 3)

+1 frost ammunition (166 gp, limit 3)

+1 merciful ammunition (166 gp, limit 2)

+1 monstrous humanoid bane ammunition (166 gp, limit 3)

scroll of animate dead (CL 15th; 2,650 gp, limit 1)

wand of enervation (10 charges; 4,200 gp, limit 1)

wings of flying (54,000 gp)

AREA K

chime of opening (7 charges; 2,100 gp, limit 1)

litheria blossoms (1,400 gp, limit 2; a wielder can inhale this flower's pollen [single use] as a standard action, gaining the benefits of *deathwatch* and *death ward* for 10 minutes)

AREA L

stunstone (350 gp, limit 3; this stone has a 20-foot range increment and shatters in a 10-foot-radius burst that replicates *sound burst* [Fortitude DC 13] and *faerie fire* [CL 5th])

wand of lesser restoration (13 charges; 1,170 gp, limit 1)

wand of sound burst (19 charges; 1,710 gp, limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	8-10	8,883	17,766
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+ <small>GM'S Initials</small>	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+ <small>GM'S Initials</small>	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
GOLD	Current Prestige	Final Fame		
	Starting GP			
	+ <small>GM'S Initials</small>	GP Gained (GM ONLY)		
DAY JOB	+ <small>GM'S Initials</small>	Day Job (GM ONLY)		
	-	Gold Spent		
	=	Total		

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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Pathfinder Adventure Path #40: Vaults of Madness

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Argent Font: Your explorations have turned up another of Savith-Yhi's wonders: the Argent Font, a stone fountain that runs with healing waters. The water retains its potency for only a short span and only a few times in a creature's lifetime, but it's practically a panacea for you between adventures. During the conclusion of an adventure—or whenever you have access to the city Savith-Yhi—you can check one box that precedes this boon in order to gain the benefits of either *greater restoration* or *heal*. You can instead check both boxes in order to gain this benefit even when you are outside the lost city, in which case you can drink a carefully preserved flask of the water as though it were a potion.

Lingering Infection: Your travels through the vaults of Savith-Yhi exposed you to a psychotropic pathogen that lies latent in your body, waiting to be triggered by stress. When you would be slain by hit point damage, you can activate this boon to both increase your effective Constitution score by 1d10+10 for the purpose of determining when you would die as well as gain the benefits of the Diehard feat for 5 rounds. During this time, you also become cripplingly paranoid, suffering a -4 penalty on Will saving throws, gaining no benefit from the aid another action, and attempting a saving throw to resist all spells cast against you (including harmless ones). After this effect ends, you could die unless you received enough healing to raise your hit point total to a safe level. After you use this boon, cross it off your Chronicle sheet.

- +1 *flaming club* (8,300 gp)
- +1 *monstrous humanoid bane returning trident* (18,315 gp)
- +1 *shotel* (2,330 gp; *Pathfinder RPG Ultimate Equipment* 36)
- +1 *wounding dagger* (18,302 gp)
- +2 *dwarven waraxe* (8,330 gp)
- amulet of natural armor +4* (32,000 gp)
- boots of speed* (12,000 gp)
- boots of striding and springing* (5,500 gp)

- bracers of armor +4* (16,000 gp)
- deathblade poison* (1,800 gp, limit 3)
- horn of Valhalla* (50,000 gp)
- portable hole* (20,000 gp)
- ring of improved jumping* (10,000 gp)
- ring of protection +2* (8,000 gp)
- staff of necromancy* (82,000 gp)
- stone of good luck* (20,000 gp)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	11-13	16,400	32,799
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	-	-	-
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
	-	-	-
Starting XP			
+	XP Gained (GM ONLY)		<small>GM's Initials</small>
=	Final XP Total		
Initial Prestige		Initial Fame	
+	Prestige Gained (GM ONLY)		<small>GM's Initials</small>
-	Prestige Spent		
Current Prestige		Final Fame	
Starting GP			
+	GP Gained (GM ONLY)		<small>GM's Initials</small>
+	Day Job (GM ONLY)		<small>GM's Initials</small>
-	Gold Spent		
=	Total		

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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Pathfinder Adventure Path #41: The Thousand Fangs Below

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Eando's Comrade: You saved the famous explorer Eando Kline, once a Pathfinder in high standing who resigned in anger based on the actions of the Decemvirate. He seems destined for great things, and just by association you find yourself fated to defy misfortune until you achieve equally wondrous goals. You can activate this boon as an immediate action when subject to a critical hit in order to gain the benefits of the *moderate fortification* armor special ability for 1 round. If this benefit negates a critical hit, cross this boon off your Chronicle sheet.

Eando's Pupil: When you earn this Chronicle sheet, you must choose whether to keep or cross out this boon. The more time you spend with Eando, the more his disdain for the Grand Lodge rubs off on you, and you have finally made the decision to abandon the Pathfinder Society. You immediately lose all of your Prestige Points and can no longer gain additional Prestige Points or Fame. However, as a well-trained free agent, you're quickly able to capitalize on the lack of oversight and accountability, earning you 350 gp for every 1 Prestige Point you lost by gaining this boon. Furthermore, you are no longer a Pathfinder, though you occasionally work with the Society's agents (i.e. you can continue to participate in the organized play campaign). Beyond your lack of Pathfinder affiliation, all other rules and assumptions of the *Pathfinder Society Roleplaying Guild* still apply.

Scale Slayer: You have emerged triumphant after conquering the Fortress of Thousand Fangs, leaving countless serpentfolk casualties in your wake. You gain a +1 bonus on attack rolls, damage rolls, and saving throws against serpentfolk. Once per day as a swift action, you can declare your next attack that round against a serpentfolk to be especially effective. This attack gains an additional +2 bonus to hit and deals additional damage equal to your character level. Alternatively, you can use this ability to augment the attack of an ally within 30 to whom you have granted a bonus on the attack roll through other means (e.g. *bless*, *guidance*, the aid another action, etc.). You can cross this boon off your Chronicle sheet in order to apply the benefit against any one creature with the reptilian subtype or another serpentine creature, such as a giant snake, hollow serpent, behir, or the like at the GM's discretion.

Selaxasp at Large: The villain Selaxasp escaped and has alerted serpentfolk allies that of your imminent attack. This boon impacts the adventure in *Sanctum of the Serpent God*.

- +2 rhoka sword (8,325 gp; *Pathfinder RPG Ultimate Equipment* 35)
- amulet of natural armor +4 (32,000 gp)
- candle of invocation (8,400 gp)
- crystal ball (42,000 gp)

- draw poison (75 gp, limit 3)
- ring of protection +4 (32,000 gp)
- scroll of clone (4,000 gp, limit 1)
- staff of healing (29,600 gp)
- wand of summon monster III (11,250 gp)

MAX GOLD	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	-	-	-
EXPERIENCE	Starting XP			
	+	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	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 #
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Pathfinder Adventure Path #42: Sanctum of the Serpent God

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Inheritor of Savith-Yhi: The city's seven spears are gone, in return removing the Savith-Yhi's magical defenses and opening it to re-colonization. Now that Ydersius is defeated, you dedicate yourself to rebuilding and governing this city as one of its foremost leaders. From the ambitious and industrious settlers arise not only great prosperity but also a new generation of explorers ready to brave the wilds. When creating a new character, you can record that PC's name and Pathfinder Society number below in order to choose from among the following unique regional traits. Include a copy of this Chronicle sheet with that character's records. You can only apply these traits to two characters.

Character: _____	Character Number: _____
Character: _____	Character Number: _____

Azlant Salvager: Even after a team of Pathfinders explored the city, there remain countless Azlanti treasures hidden under, within, and near the city. You honed your skills by discovering these overlooked caches. Choose one of the following skills: Appraise, Climb, Knowledge (geography), Knowledge (history), Perception, Stealth, or Survival. You gain a +1 trait bonus on that skill, and it is always a class skill for you. You also gain a +2 trait bonus on Reflex saving throws against traps.

Legacy of Savith: The city of Savith-Yhi stands as a monument to heroes both new and old who defied the serpent god Ydersius. Choose one simple or martial slashing melee weapon. You gain proficiency with the weapon, and when purchasing or upgrading weapons of that type, you treat the *vorpal* weapon special ability as though its base price modifier were only +4.

Scion of the Seven Spears: The illusions that veiled Savith-Yhi may have faded, but they resonate and manifest in you. Treat the effective caster level of any illusion spell you or your allies cast on you as 1 higher. Once per day as a swift action, you can cast *blur* on yourself as a spell-like ability with a duration of 1 round.

Scales of the Serpent God: You have thwarted the Headless King, and you might convince an ambitious smith to craft a suit of unrivaled armor from the deity's scales. You can purchase a single suit of god-scale armor, which behaves and costs the same as dragonhide armor. However, god-scale armor has no associated energy type, provides the wearer a +6 resistance bonus on saving throws against poison, and reduces the cost of adding the *determination* armor special ability (*Pathfinder RPG Ultimate Equipment* 117) to the armor by 25%.

Rather than purchase new armor, you can instead transfer your armor's existing enchantments to a suit of god-scale armor by expending a number of Prestige Points equal to the new armor's base armor bonus (e.g. 9 Prestige Points for god-scale full plate). You cannot transfer specific magic armor traits in this way (as for *breastplate of command*, for example).

- +2 *speed scimitar* (50,315 gp)
- belt of physical perfection* +4 (64,000 gp)
- manual of quickness of action* +2 (55,000 gp)
- pale lavender ioun stone* (5 levels; 5,000 gp, limit 1)
- ring of protection* +5 (50,000 gp)
- rings of friend shield* (50,000 gp)
- scroll of gate* (3,825 gp, limit 1; you must provide any additional material components)

- snakehead shield* (9,170 gp; functions as a *lion's shield* but with a fanged serpent's head)
- staff of abjuration* (82,000 gp)
- tome of clear thought* +4 (110,000 gp)
- tome of understanding* +2 (55,000 gp)
- wand of cure serious wounds* (30 charges; 6,750 gp, limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	16-18	60,000	120,000
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+ <small>GM'S Initials</small>	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+ <small>GM'S Initials</small>	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+ <small>GM'S Initials</small>	GP Gained (GM ONLY)		
	+ <small>GM'S Initials</small>	Day Job (GM ONLY)		
	-	Gold Spent		
		=	Total	

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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