



Pathfinder Society Scenario #7-15: Within Antiquated Halls

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You ventured into a temple to the Azlanti god of magic after it suddenly rose from beneath the ocean waves. While there, you learned more about Amaznen and his priests before fighting some clockwork guardians and locating the strange and mysterious *clockwork compass*. You retrieved the compass and escaped before the island collapsed back into the sea.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

adamantine chunk (level 8, 500 gp; *Pathfinder GM Core* 253)
scholarly journal of Amaznen's faith (level 3, 6 gp; *Pathfinder Player Core* 290)
scroll of lightning bolt (level 5, 30 gp; *Pathfinder GM Core* 262)
smoothing aeon stone (level 7, 310 gp; *Pathfinder GM Core* 285)
wand of revealing light (level 5, 160 gp; *Pathfinder GM Core* 282)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: Q3V7

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club