

# PATHFINDER ADVENTURE PATH: WRATH OF THE RIGHTEOUS

## PATHFINDER SOCIETY

The *Wrath of the Righteous 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.

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. Players and GMs can receive credit for playing this adventure as if they had played a pregenerated character; this is referred to as Campaign Mode in the Pathfinder Society Roleplaying Guild Guide.

### APPLYING CREDIT

Players who play through each volume of this Adventure Path, as well as GMs who run the adventure, gain the Chronicle Sheet for each completed volume, which they can apply to any of their Pathfinder Society (First Edition) characters. The character receives an amount of gold appropriate for a PC of their level, as listed on the Chronicle Sheet. Additionally, the character automatically earns access to all items listed on the Chronicle Sheet.

Each Chronicle Sheet gives 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 earns more XP than she

needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

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 adventure, 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 can receive the full award.

Players who miss game sessions 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.

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.

### 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.

# PATHFINDER SOCIETY ADVENTURE

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 Wrath of the Righteous 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](http://pathfindersociety.club).

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PATHFINDER ADVENTURE PATH #73:

# THE WORLDWOUND INCURSION

(Wrath of the Righteous 1 of 6)

Player Name _____	A.K.A. _____	Character Name _____	Pathfinder Society # _____	Faction _____
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MAX GOLD	
LEVEL	AMOUNT
ALL	VARIES

## BOONS

## EXPERIENCE

**Variable Rewards:** Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.

LEVELS	GP EARNED	LEVELS	GP EARNED
1–2	1,500	11–12	29,000
3–4	3,750	13–14	50,000
5–6	6,500	15–16	85,000
7–8	8,500	17–18	137,000
9–10	18,000	19–20	195,000

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

## ITEMS

## FAME

- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li>+1 blinding heavy steel shield (4,170 gp)</li> <li>+1 evil outsider bane longsword (8,315 gp)</li> <li>amulet of natural armor +1 (2,000 gp)</li> <li>cloak of resistance +1 (1,000 gp)</li> <li>cloak of resistance +2 (4,000 gp)</li> <li>horn of battle clarity (3,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 302)</li> <li>manual of war (7,500 gp; <i>Ultimate Equipment</i> 310)</li> <li>potion of cure moderate wounds (300 gp)</li> <li>potion of darkvision (300 gp)</li> </ul> | <ul style="list-style-type: none"> <li>potion of invisibility (300 gp)</li> <li>potion of spider climb (300 gp)</li> <li>ranseur of the gargoyle (42 gp; <i>The Worldwound Incursion</i> 65)</li> <li>ring of protection +1 (2,000 gp)</li> <li>scroll of dimensional lock (28,500 gp)</li> <li>scroll of dispel magic (375 gp)</li> <li>scroll of remove disease (375 gp)</li> <li>scroll of restoration (1,700 gp)</li> <li>slaying arrow (evil outsiders, 2,282 gp)</li> <li>wand of false life (20 charges, 1,800 gp; limit 1)</li> </ul> |
|--|---|

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

## GOLD

## GOLD

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
–
Gold Spent
=
Total Gold

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #



PATHFINDER ADVENTURE PATH #74:  
**SWORD OF VALOR**  
 (Wrath of the Righteous 2 of 6)

Player Name	A.K.A.	Character Name	-	Pathfinder Society #	-	Faction
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MAX GOLD	
LEVEL	AMOUNT
ALL	VARIES

**BOONS**

**Variable Rewards:** Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.

LEVELS	GP EARNED
1–2	1,500
3–4	3,750
5–6	6,500
7–8	8,500
9–10	18,000

LEVELS	GP EARNED
11–12	29,000
13–14	50,000
15–16	85,000
17–18	137,000
19–20	195,000

**EXPERIENCE**

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

**ITEMS**

- +1 adamantine greatsword (5,050 gp)
- +1 cold iron longspear (4,310 gp)
- +1 flaming heavy crossbow (8,350 gp)
- +1 frost rapier (8,320 gp)
- +1 ghost touch full plate (17,650 gp)
- +1 keen longsword (8,315 gp)
- +1 spell storing light hammer (8,301 gp)
- +1 returning dagger (8,302 gp)
- +1 vicious dagger (8,302 gp)
- +2 elven chain (9,150 gp)
- +2 fire resistance banded mail (22,400 gp)
- +2 magical beast bane arrow (366 gp each; limit 19)
- armor of the pious (23,300 gp; *Sword of Valor* 62)
- bag of holding (type III) (7,400 gp)
- blessed book (12,500 gp)
- cloak of resistance +2 (4,000 gp)
- Fiendsplitter (28,715 gp; *Sword of Valor* 66)
- headband of vast intelligence +2 (4,000 gp)
- horn of assured victory (13,000 gp; *Sword of Valor* 62)

- knight's pennon (battle, 4,500 gp; *Pathfinder RPG Ultimate Equipment* 307)
- The Lymirin Discourses (15,000 gp; *Sword of Valor* 68)
- pearl of power (2nd level, 4,000 gp)
- potion of barkskin (CL 12, 1,200 gp; limit 2)
- righteous medal of clarity (6,000 gp; *Sword of Valor* 62)
- righteous medal of agility (6,000 gp; *Sword of Valor* 62)
- righteous medal of command (6,000 gp; *Sword of Valor* 62)
- righteous medal of spirit (6,000 gp; *Sword of Valor* 62)
- righteous medal of valor (6,000 gp; *Sword of Valor* 62)
- righteous medal of vigor (6,000 gp; *Sword of Valor* 62)
- ring of forcefangs (8,000 gp; *Ultimate Equipment* 171)
- rod of metal and mineral detection (10,000 gp)
- slaying arrow (humans, 2,282 gp)
- wand of death knell (39 charges, 3,510 gp; limit 1)
- wand of dimension door (9 charges, 3,780 gp; limit 1)
- wand of hold person (10 charges, 900 gp; limit 1)
- wand of nondetection (23 charges, 5,175 gp; limit 1)
- wand of silence (8 charges, 720 gp; limit 1)

**FAME**

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

**GOLD**

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Gold Spent
=
Total Gold

**FOR GM ONLY**

EVENT

EVENT CODE

DATE

GM Organized Play #



PATHFINDER ADVENTURE PATH #75:  
**DEMON'S HERESY**  
 (Wrath of the Righteous 3 of 6)

Player Name _____	A.K.A. _____	Character Name _____	Pathfinder Society # _____	Faction _____
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MAX GOLD	
LEVEL	AMOUNT
ALL	VARIES

**BOONS**

**Variable Rewards:** Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.

LEVELS	GP EARNED	LEVELS	GP EARNED
1–2	1,500	11–12	29,000
3–4	3,750	13–14	50,000
5–6	6,500	15–16	85,000
7–8	8,500	17–18	137,000
9–10	18,000	19–20	195,000

**EXPERIENCE**

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

**ITEMS**

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>+1 axiomatic holy evil outsider bane ammunition (1,446 gp each; limit 5)</li> <li>+1 cold iron holy starknife (20,348 gp)</li> <li>+1 evil outsider bane arrow (166 gp each; limit 20)</li> <li>+1 phase locking arrow (366 gp each; Pathfinder RPG Ultimate Equipment 146; limit 10)</li> <li>+1 vermin bane ammunition (166 gp each; limit 8)</li> <li>+2 corrosive scythe (18,318 gp; Ultimate Equipment 138)</li> <li>+2 keen glaive (18,308 gp)</li> <li>+2 unholy longsword (32,315 gp)</li> <li>+2 vicious battleaxe (18,310 gp)</li> <li>+3 cold iron evil outsider bane longsword (34,330 gp)</li> <li>+3 mithral full plate armor (19,500 gp)</li> <li>+4 mithral scale mail (20,200 gp)</li> <li>assassin's dagger (10,302 gp)</li> <li>bag of holding (type IV, 10,000 gp)</li> <li>belt of dwarvenkind (14,900 gp)</li> <li>belt of physical perfection +2 (16,000 gp)</li> <li>blessed book (12,500 gp)</li> <li>boots of speed (12,000 gp)</li> <li>carpet of flying (5 ft by 5 ft, 20,000 gp)</li> <li>celestial armor (22,400 gp)</li> <li>empower metamagic rod (32,500 gp)</li> <li>headband of mental prowess +4 (Int and Wis; 40,000 gp)</li> <li>instant fortress (55,000 gp)</li> </ul> | <ul style="list-style-type: none"> <li>manual of bodily health +2 (55,000 gp)</li> <li>maximize metamagic rod, lesser (14,000 gp)</li> <li>quicken metamagic rod (75,500 gp)</li> <li>ring of evasion (25,000 gp)</li> <li>ring of major fire resistance (28,000 gp)</li> <li>ring of protection +5 (50,000 gp)</li> <li>rod of the python (13,000 gp)</li> <li>rod of withering (25,000 gp)</li> <li>scroll of greater restoration (7,275 gp)</li> <li>scroll of limited wish (3,775 gp)</li> <li>scroll of resurrection (12,275 gp)</li> <li>scroll of summon monster VII (2,275 gp)</li> <li>spherewalker staff (43,400 gp; Demon's Heresy 63)</li> <li>staff of conjuration (82,000 gp)</li> <li>staff of healing (29,600 gp)</li> <li>starbow (30,400 gp; Demon's Heresy 63)</li> <li>swallowtail bracers (27,000 gp; Demon's Heresy 63)</li> <li>swarmlord's jar (3,000 gp; Demon's Heresy 63)</li> <li>sword of the planes (22,315 gp)</li> <li>wand of confusion (7 charges, 2,940 gp; limit 1)</li> <li>wand of cure serious wounds (28 charges, 6,300 gp; limit 1)</li> <li>wand of mirror image (8 charges, 720 gp; limit 1)</li> <li>wand of stonewall (22 charges, 14,740 gp; limit 1)</li> <li>wand of summon monster IV (14 charges, 5,880 gp; limit 1)</li> <li>word bottle (1,500 gp; Ultimate Equipment 325)</li> </ul> |
|---|---|

**FAME**

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

**GOLD**

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
–
Gold Spent
=
Total Gold

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #



PATHFINDER ADVENTURE PATH #76:  
**THE MIDNIGHT ISLES**  
 (Wrath of the Righteous 4 of 6)

\_\_\_\_\_

\_\_\_\_\_ A.K.A. \_\_\_\_\_

Player Name \_\_\_\_\_ Character Name \_\_\_\_\_ Pathfinder Society # \_\_\_\_\_ Faction \_\_\_\_\_

MAX GOLD	
LEVEL	AMOUNT
ALL	VARIES

**BOONS**

**EXPERIENCE**

**Variable Rewards:** Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.

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7–8	8,500	17–18	137,000
9–10	18,000	19–20	195,000

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

**ITEMS**

**FAME**

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>+1 elf bane ammunition (166 gp each; limit 10)</li> <li>+1 expeditious chainmail (5,250 gp; Pathfinder RPG Ultimate Equipment 118)</li> <li>+1 good outsider bane ammunition (166 gp each; limit 10)</li> <li>+1 holy cold iron arrow (406 gp each; limit 10)</li> <li>+1 human bane ammunition (166 gp each; limit 10)</li> <li>+2 ghost touch warhammer (18,312 gp)</li> <li>+2 holy evil outsider bane cold iron longsword (52,330 gp)</li> <li>+2 shotel (8,330 gp; Ultimate Equipment 20)</li> <li>+3 heavy fortification studded leather (64,175 gp)</li> <li>+3 unholy scythe (50,318 gp)</li> <li>+4 full plate (17,650 gp)</li> <li>+4 glamered breastplate (19,050 gp)</li> <li>alkali flask (15 gp; Ultimate Equipment 107)</li> <li>amulet of mighty fists +2 (16,000 gp)</li> <li>amulet of natural armor +3 (18,000 gp)</li> <li>belt of incredible dexterity +6 (36,000 gp)</li> <li>belt of mighty constitution +4 (16,000 gp)</li> <li>belt of thunderous charging (10,000 gp; Ultimate Equipment 211)</li> <li>Blancher (63,312 gp; The Midnight Isles 60)</li> <li>boots of speed (12,000 gp)</li> <li>boots of teleportation (49,000 gp)</li> <li>dust of acid consumption (1,600 gp; Ultimate Equipment 293)</li> <li>headband of alluring charisma +6 (36,000 gp)</li> </ul> | <ul style="list-style-type: none"> <li>headband of inspired wisdom +6 (36,000 gp)</li> <li>major crown of blasting (23,760 gp)</li> <li>portable hole (20,000 gp)</li> <li>ring of minor electricity resistance (12,000 gp)</li> <li>ring of protection +4 (32,000 gp)</li> <li>ring of spell storing (50,000 gp)</li> <li>ring of telekinesis (75,000 gp)</li> <li>rod of wonder (12,000 gp)</li> <li>scarab of protection (38,000 gp)</li> <li>scroll of ghost wolf (700 gp; Advanced Race Guide 58)</li> <li>scroll of greater scrying (2,275 gp)</li> <li>scroll of limited wish (3,775 gp)</li> <li>scroll of true resurrection (28,825 gp)</li> <li>shadow essence poison (250 gp; Ultimate Equipment 111)</li> <li>stalker's crossbow (54,735 gp; The Midnight Isles 61)</li> <li>talisman of true faith (3,000 gp; The Midnight Isles 61)</li> <li>wand of cure moderate wounds (5 charges, 450 gp; limit 1)</li> <li>wand of dismissal (2 charges, 840 gp; limit 1)</li> <li>wand of dispel magic (2 charges, 450 gp; limit 1)</li> <li>wand of prayer (31 charges, 6,975 gp; limit 1)</li> <li>wand of restoration (11 charges) (15,620 gp; limit 1)</li> <li>wand of shield of faith (CL 6th; 5 charges, 450 gp; limit 1)</li> <li>wand of water breathing (26 charges, 5,850 gp; limit 1)</li> <li>wand of whispering wind (18 charges) (1,620 gp; limit 1)</li> </ul> |
|---|--|

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

**GOLD**

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Gold Spent
=
Total Gold

**FOR GM ONLY**

EVENT	EVENT CODE	DATE	GM Organized Play #



PATHFINDER ADVENTURE PATH #77:  
**HERALD OF THE  
 IVORY LABYRINTH**  
 (Wrath of the Righteous 5 of 6)

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

MAX GOLD	
LEVEL	AMOUNT
ALL	VARIES

**BOONS**

**EXPERIENCE**

**Variable Rewards:** Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.

LEVELS	GP EARNED	LEVELS	GP EARNED
1–2	1,500	11–12	29,000
3–4	3,750	13–14	50,000
5–6	6,500	15–16	85,000
7–8	8,500	17–18	137,000
9–10	18,000	19–20	195,000

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

**ITEMS**

**FAME**

- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li>+1 dancing glaive (50,308 gp)</li> <li>+1 mithral defending longsword (10,015 gp)</li> <li>+1 wounding glaive (18,308 gp)</li> <li>+2 disruption warhammer (32,312 gp)</li> <li>+3 anarchic greataxe (50,320 gp)</li> <li>+4 animated heavy wooden shield (36,157 gp)</li> <li>+4 mithral buckler (17,005 gp)</li> <li>+4 unholy speed glaive (162,308 gp)</li> <li>+4 wounding adamantite warhammer (75,012 gp)</li> <li>+5 axiomatic glaive (98,308 gp)</li> <li>+5 unholy glaive (98,308 gp)</li> <li>belt of mighty constitution +6 (36,000 gp)</li> <li>belt of physical perfection +4 (64,000 gp)</li> <li>bracers of armor +4 (16,000 gp)</li> <li>dagger of venom (8,302 gp)</li> <li>deathblade (1,800 gp; Pathfinder RPG Ultimate Equipment 111)</li> </ul> | <ul style="list-style-type: none"> <li>dimensional shackles (28,000 gp)</li> <li>dusty rose prism ioun stone (5,000 gp)</li> <li>headband of inspired wisdom +6 (36,000 gp)</li> <li>medallion of thoughts (12,000 gp)</li> <li>pale green prism ioun stone (30,000 gp)</li> <li>pale lavender ioun stone (20,000 gp)</li> <li>potion of barkskin (CL 12, 1,200 gp; limit 2)</li> <li>rapier of puncturing (50,320 gp)</li> <li>ring of invisibility (20,000 gp)</li> <li>ring of protection +4 (32,000 gp)</li> <li>robe of scintillating colors (27,000 gp)</li> <li>rod of security (61,000 gp)</li> <li>scroll of greater teleport (2,275 gp)</li> <li>scroll of heal (1,650 gp)</li> <li>staff of evocation (82,000 gp)</li> <li>wand of stoneskin (22 charges, 13,400 gp; limit 1)</li> </ul> |
|--|---|

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

**GOLD**

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Gold Spent
=
Total Gold

**FOR GM ONLY**

EVENT

EVENT CODE

DATE

GM Organized Play #





PATHFINDER ADVENTURE PATH #78:  
**CITY OF LOCUSTS**  
 (Wrath of the Righteous 6 of 6)

Player Name _____	A.K.A. _____	Character Name _____	Pathfinder Society # _____	Faction _____
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MAX GOLD	
LEVEL	AMOUNT
ALL	VARIES

**BOONS**

**Variable Rewards:** Because you can apply credit for this adventure to a PC of any level, the amount of wealth it awards is flexible. Use the table below.

LEVELS	GP EARNED
1–2	1,500
3–4	3,750
5–6	6,500
7–8	8,500
9–10	18,000

LEVELS	GP EARNED
11–12	29,000
13–14	50,000
15–16	85,000
17–18	137,000
19–20	195,000

**EXPERIENCE**

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

**ITEMS**

- +2 dancing rapier (72,320 gp)
- +3 construct bane returning throwing cold iron warhammer (74,324 gp)
- +3 flaming burst composite longbow (50,400 gp)
- +3 flaming burst holy scimitar (98,315 gp)
- +3 flaming/+3 frost kusarigama (64,612 gp; Pathfinder RPG Ultimate Equipment 20)
- +3 keen lawful outsider bane falcata (50,318 gp; Ultimate Equipment 20)
- +3 reflecting heavy steel shield (64,170 gp)
- +3 unholy khopesh (50,320 gp; Ultimate Equipment 20)
- +3 vorpal longsword (128,315 gp)
- +3 wounding katana (50,350 gp; Ultimate Equipment 20)
- +5 defending battleaxe (72,310 gp)
- +5 flaming burst whip (98,301 gp)
- +5 heavy fortification leather armor (100,160 gp)
- +5 keen scythe (72,310 gp)
- +5 thundering evil outsider bane heavy repeating crossbow (98,700 gp)
- amulet of mighty fists +4 (64,000 gp)
- amulet of the planes (120,000 gp)
- belt of physical might +4 (Str and Con, 40,000 gp)
- belt of physical perfection +6 (144,000 gp)
- book of the loremaster (15,000 gp; Pathfinder RPG Ultimate Equipment 284)
- bracers of armor +6 (36,000 gp)
- crystal ball with true seeing (80,000 gp)
- greater book of extended summoning (6,126 gp; Ultimate Equipment 283)
- headband of inspired wisdom +6 (36,000 gp)

- iron flask (170,000 gp)
- mace of smiting (75,312 gp)
- mantle of faith (76,000 gp)
- master's lash (120,302 gp; City of Locusts 62)
- mirror of mental prowess (175,000 gp; Ultimate Equipment 311)
- mournful razor (182,308 gp; City of Locusts 62)
- quasit key (70,000 gp; City of Locusts 63)
- ring of major spell storing (200,000 gp)
- ring of protection +5 (50,000 gp)
- robe of scintillating colors (27,000 gp)
- rod of lordly might (70,000 gp)
- scarab of protection (38,000 gp)
- scroll of gate (3,825 gp)
- scroll of greater planar ally (5,500 gp)
- scroll of polymorph any object (3,000 gp)
- selective metamagic rod (11,000 gp; Pathfinder RPG Advanced Player's Guide 296)
- staff of the hierophant (220,000 gp; Ultimate Equipment 201)
- staff of the woodlands (100,400 gp)
- sun blade (50,335 gp)
- sylvan scimitar (47,315 gp)
- tears of death (6,500 gp; Ultimate Equipment 111)
- wand of cure serious wounds (3 charges, 675 gp; limit 1)
- wand of enervation (20 charges, 8,400 gp; limit 1)
- wand of greater invisibility (10 charges, 4,200 gp; limit 1)
- wand of inflict serious wounds (20 charges, 4,500 gp; limit 1)
- wand of scrying (1 charge; 420 gp; limit 1)

**FAME**

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

**GOLD**

Starting GP
+
GP Gained (GM ONLY)
+
Day Job (GM ONLY)
-
Gold Spent
=
Total Gold

**FOR GM ONLY**

EVENT

EVENT CODE

DATE

GM Organized Play #