



Year of the Open Road



**PATHFINDER
SOCIETY**

SHADOWS OF THE BLACK SOVEREIGN

By Alexandria Bustion

PATHFINDER SOCIETY

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How To Play

Pathfinder Society Quest #8: Shadows of the Black Sovereign is a Pathfinder Society Quest designed for 3rd- through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Shadows of the Black Sovereign makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Flip-Mat Classics: Warehouse*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at www.organizedplayfoundation.org/paizo/guides/. This scenario has no scenario tags.

Shadows of the Black Sovereign

By Alexandria Bustion

GM SYNOPSIS

This quest involves a quick investigation to track down the missing scribe, followed by a combat encounter with his technological zombie bodyguards.

ADVENTURE BACKGROUND

Numeria's Black Sovereign, a mighty warrior named Kevoth-Kul, conquered the city of Starfall in his youth. Later, he succumbed to the influence of the Technic League, a cabal of secretive arcanists and researchers obsessed with unlocking the secrets of Numerian technology. The Technic League plied Kevoth-Kul with mind-altering Numerian fluids, and soon the Black Sovereign became addicted, withdrawing from society. Recently, the captain of the Technic League died under closely concealed circumstances, and the League fell into squabbling, murderous disarray within weeks. The survivors largely fled Starfall, and the Black Sovereign, freed from their control, has begun to break free from his addiction. Many fear that as he regains his senses, Kevoth-Kul will resume his campaign of conquest across Numeria.

The Pathfinder Society finds itself in a politically difficult position. The Technic League once roused Kevoth-Kul against the Society, using the warrior-king's compromised state to convince him that the Pathfinders were stealing treasures and secrets that belonged to Numeria's ruler to invoke his wrath.

The Kellid warrior Dagur Hawksight has maintained the secret Pathfinder Lodge in Hajoth Hakados, a small border town in Numeria, for nearly 20 years. Dagur has quietly worked to avoid drawing Kevoth-Kul's ire while waiting for an opportunity to bring Numeria's Pathfinders out of hiding and reestablish positive relations between Numeria's leader and the Society.

With the Technic League's power over the Black Sovereign broken, Dagur has decided upon a dangerous but potentially rewarding course of action: she has sent an invitation to Kevoth-Kul himself, asking the Black Sovereign to treat with her as a representative of the Pathfinder Society to start a new relationship between Numeria's preeminent warlord and the Pathfinders.

The powers behind the Technic League have not fallen entirely, however. The gnome Khismar Crookchar co-leads a secret organization known as the Blue Streaks alongside his medusa compatriot, Gawta. Hearing of Venture-Captain Dagur's invitation to Kevoth-Kul, Khismar has called upon a low-ranking double-agent inserted into the Hajoth Hakados Lodge to help him sabotage the meeting.

WHERE ON GOLARION?

Shadows of the Black Sovereign takes place in Numeria, a harsh land littered with technology and hazards that crashed to Golarion from beyond the stars. For more information on Numeria and the Broken Lands, see the *Pathfinder Lost Omens World Guide*, available in hobby and game stores and online at paizo.com.



ADVENTURE SUMMARY

The PCs have been in the city of Hajoth Hakados for over a week, assisting Venture-Captain Dagur Hawksight with preparing the Pathfinder lodge to receive an important guest: Kevoth-Kul, Numeria's Black Sovereign. But disaster has struck. The day before the Black Sovereign was due to arrive, documents that Dagur had prepared for her negotiations have disappeared, along with the lodge's scribe, a gnome bard named Zatqualmish. Venture-Captain Dagur fears the worst: Zatqualmish must have slipped out of the lodge with the documents, most likely as part of some plan to sabotage the proceedings, though she is uncertain as to whether Zatqualmish was a willing participant or an unfortunate witness. Either way, Dagur needs someone to find Zatqualmish and the documents fast.

With Kevoth-Kul and his warband so close, Dagur and the upper-ranking Pathfinders can't afford to leave the lodge and must prepare to receive the Black Sovereign, with or without the documents. Dagur entrusts the PCs with finding Zatqualmish and the documents and returning them to the lodge as quickly as possible. Dagur's assistant Vanis Mercuria takes the PCs to the scribe Zatqualmish's quarters. The PCs can investigate the room to uncover information on Zatqualmish's motives and to uncover his trail. The PCs then follow the trail into Hajoth Hakados's Homeshore District,

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where they can gather information from the locals to pinpoint where Zatqualmish ran off to: a derelict store named Morgan's Potions & Tinctures Emporium. There, they must confront Zatqualmish and his Technic zombie bodyguards. After defeating them, the PCs can then recover the documents just in time for the meeting with the Black Sovereign.

GETTING STARTED

Inform the PCs that they have been in the city of Hajoth Hakados in Numeria for over a week, assisting Venture-Captain **Dagur Hawksight** (CN female human wizard) with preparing the Pathfinder lodge to receive an important guest: **Kevoth-Kul** (CN male human sovereign), Numeria's ruler. Dagur has arranged for Hajoth Hakados's leader, Lady **Altouna** (NG female lashunta aristocrat) to participate in the event. Preparations have been going well up until this point, and Kevoth-Kul is expected to arrive the following morning.

Vanis Mercuria (LN nonbinary human secretary), Hawksight's assistant, comes to find the PCs. Vanis gives them brief nod before speaking.

"We of the Hajoth Hakados Lodge thank you for your willingness to contribute in this politically sensitive endeavor. Our attentions cannot be diverted from other matters presently. I shall be brief. Our scribe, a gnome named Zatqualmish, has gone missing as of this morning, along with several necessary documents. We suspect foul play, potentially from an internal element, as the documents were magically hidden. A preliminary search has given us nothing conclusive, but you are welcome to investigate any areas or staff of the lodge you feel may help."

They gather their sheaf of notes and hold out a silver compass. "Take this, should you need something to give you a bit of authority with the locals."

Vanis holds out a *wayfinder* for the PCs, then suggests that the PCs speak with the support staff of the lodge. If the PCs ask for further direct assistance from them, the secretary explains that the Lodge needs to focus its efforts on reconstructing the documents as best they can in case the PCs are unable to track them down.

Though Zatqualmish rarely strayed from his room, which he also uses as his office, he spoke most with the lodge's cook, **Miro Loamgarden** (NG male halfling chef). However, a quick word with any of the staff confirms that currently Miro is browsing the markets in town for ingredients.

Give the PCs an opportunity to slot their boons for the adventure, if they haven't already done so, and remind them that they each have 1 Hero Point available.

Room Check

Vanis is willing to unlock Zatqualmish's room for a deeper investigation beyond the basics provided in their initial report to the PCs. No check is required to notice the following.

- A cold, half-finished breakfast for one is laid out on a small table.
- While messy, the room shows no obvious signs of a struggle.
- The desk and cabinets seem to have hastily stripped of quills, inkpots, and other scribing tools, though none of the drawers and wardrobes seem touched.

With a few minutes of careful investigation and a successful check, PCs can also learn the following. Each PC can attempt each check once.

- There are no footprints or any other sign of passage below the window. A PC who is trained in Survival and succeeds at a DC 18 Survival check to Track finds a trail beyond the tree line that leads into town.
- A PC who asks around among the staff finds a staff member who saw Zatqualmish packing a bag. She reports that he seemed clearly agitated. A PC who spends 10 minutes and succeeds at a DC 20 Diplomacy check to Gather Information (DC 22 in Subtier 5–6) draws the attention of another staff member who saw Zatqualmish heading toward the forest. This clue allows the PCs to discover the trail.

Picking Up the Trail

If the PCs find the trail at the lodge, they find that it is a shortcut to a marketplace in the Homeshore District. If the PCs do not find the trail, Vanis tells them the next best place to search is the markets in the Homeshore District. These markets are closest place to gather supplies for a trip out of Hajoth Hakados. If the PCs did not find the trail, getting to the marketplace through the crowds takes longer. The PCs take –1 circumstance penalty to their skill checks in the market, as it is later in the day and the various shopkeepers are busier with their tasks.

GONE TO MARKET

The Homeshore District's markets are buzzing with activity. Some peruse at their whims, pointing out odds and ends, while others move with focused purpose to exact stalls and prepare to haggle. While it seems impossible to find anyone here, an obvious path of disgruntled citizens winds its way around stalls and storefronts.

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Once in the markets, the party can easily recognize lodge chef Miro Loamgarden haggling with a merchant near the entrance for a very large quantity of tubers. Though he would rather not be distracted, he makes time to answer any questions for the party about Zatqualmish. He notes that while Zatqualmish always orders a meal an hour after breakfast of fresh coffee and jam pastries, today, he didn't place that order (which usually happens only when he plans to travel because "jam disagrees with a nervous belly"). Zatqualmish is a coward who does everything he can to avoid conflict. Miro believes it's unlikely that he would do anything that could cause blowback to himself, so he was most likely coerced into whatever mess he's in. While Miro doesn't know where Zatqualmish has gone, his frequent trips to market means he can point out a few individuals who might have the information the PCs seek.

Asking Around

Miro points the PCs towards three likely sources of information: ink vendor Orin Blackfingers, construction worker Bia Blazebane, and local gang leader Neesquix. Each knows roughly the same information and is willing to share it with the PCs if a PC impresses them in some way. Each time a PC succeeds at a check to impress one of the marketgoers, they learn a piece of information. Each PC can attempt to speak with up to two marketgoers and cannot attempt checks against the same marketgoer more than once.

Orin Blackfingers (N male gnome shopkeeper) is busy fussing over his stall of quills and inks, moving jars back and forth and making minute adjustments to his display to ensure all his products line up in neat right angles. He can be convinced to talk with a successful DC 15 check to Make an Impression with Diplomacy or a DC 13 Scribing or Mercantile Lore check to help him arrange his stall. If any PC purchases a writing set from him, which costs 1 gp, the DC for all subsequent checks to impress Orin is reduced by 1.

Bia Blazebane (N female dwarf shift supervisor) is resting with her construction crew, who are enjoying their lunch break. She tells the PCs about what she's seen in the market if they aid her with a DC 15 Athletics check to move some timber while her crew rests or a DC 13 Labor Lore skill to make some suggestions as to how she might improve her crew's allocation. If any PC provides Bia or the crew with a cold drink or cools them off such as with a frost vial or a cold or water spell of some kind, the DC for all subsequent checks to impress Bia is reduced by 1.

Neesquix (CN male goblin gang leader), the leader of the local Ash Callers gang, is adjusting his prosthetic

leg near an alleyway as a taller, more muscular goblin holds an umbrella out to cover the boss's head from the sun. Neesquix deigns to supply the PCs with information gleaned from his underlings if they impress him by stealing a card he's planted on himself (a DC 15 Thievery check to Palm an Object), or if they prove their credentials to him with a successful DC 13 Underworld Lore check. Neesquix's love of tricks is matched only by his love of fire, and if any PC produces a flashy pyrotechnic effect, such as with alchemist's fire or a fire spell of some kind, the DC for subsequent checks to impress Neesquix is reduced by 1.

First Success: A gnome indeed ran through the markets in an unheeding rush only a few hours ago, heading for the district of condemned alchemical and blacksmithing workshops known as the Crafters' Quarters.

Second Success: Someone saw a harried and frantic gnome enter an old building in the Crafters' Quarters, Morgan's, a long-since abandoned potion shop.

Third Success: Though the scribe came to the market alone, when he got to Morgan's, he was joined by a number of slowly moving humanoid figures who followed his every command and who occasionally twitched as sparks flew from bits of metal in their flesh. A PC who succeeds at a DC 15 check to Recall Knowledge using Arcana or Crafting realizes these were likely Technic zombies, living creatures reduced to zombie-like complacency using implanted electronics.

Finding the Way

If the PCs discover that Zatqualmish is in Morgan's, they are able to get the jump on him, and they receive a +1 bonus to their initiative rolls in Encounter A.

If the PCs discover that Zatqualmish is in the Crafters' Quarters but not that he is in Morgan's, they must search through the condemned buildings; though they eventually find Zatqualmish's hiding place, they receive a -1 penalty to their initiative rolls, as Zatqualmish has become more alert and skittish from the activity in the usually quiet district.

If they are unable to uncover any information about Zatqualmish's whereabouts at all, 1 hour later an electrical explosion sounds from the center of the Crafters' Quarter as one of Zatqualmish's Technic zombies suffers a malfunction and performs an emergency vent of its electricity. They take a -1 penalty to their initiative rolls, and the documents they seek are damaged.

A. MEETING AT MORGAN'S MODERATE

The miraculously attached sign creaking above the barred door reads "Morgan's," the only thing making this squat

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A. MEETING AT MORGAN'S



1 square = 5 feet

Z = Zatqualmish
T = Technic Zombie
Pathfinder Flip-Mat Classics: Warehouse

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building distinguishable from the other warehouses crumbling around it. A firmly nailed placard states that the proprietor can now be found at the outskirts of town if needed. The few sooty windows near the ceiling are more for ventilation than passing perusal and are an unlikely point of entry.

Zatqualmish is holed up inside the decrepit Morgan's Potions & Tinctures Emporium, a large shop and workshop space in the heart of the Crafters' Quarter. None of the windows allow easy access or a view inside and there are only two entrances: the front where the store once stood and the back. Both have been barred on the outside and secured with a lock.

If the PCs decide to make a careful approach and listen before entering, they can easily overhear an exasperated feminine voice.

"This affair has taken entirely too long and you have drawn far too much attention to yourself," a woman grumbles imperiously, her rasping growl cutting through static pops and crackles. "Maybe you've had second thoughts. I would consider just where that would leave you."

A cowardly squeak and pleading murmurs are the only response, the words too slurred to understand.

"Get it done, Zatqualmish. I would suggest expediently."

A PC who succeeds at a DC 20 Society check to Recall Knowledge check identifies the sibilant voice as belonging to a medusa, though they aren't sure who. In the silence that follows, the only other sounds inside are shuffling feet, the soft crackles of electricity, and the feverish scratching of quills.

"No, no, no!" cries a terrified voice from a back corner of the workshop. A trembling diminutive figure frantically blows air onto a page while simultaneously putting away numerous inks, quills, and parchments. "I should've found somewhere safer to work! I should've known... You're supposed to protect me, right? Well, protect me!"

Creatures: Zatqualmish is guarded by one or more technic zombies loaned to him by Gawta and Crookchar to protect their investment. These living creatures are controlled by ingrained technological implants, stripping them of free will and ensure they fight to the death. Zatqualmish, however, cherishes his life and surrenders if he loses enough Hit Points (as detailed in the Appendixes).

SUBTIER 3-4

ZATQUALMISH

Page 8

CREATURE 4

TECHNIC ZOMBIES (2)

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CREATURE 1

SUBTIER 5-6

ZATQUALMISH

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CREATURE 6

TECHNIC ZOMBIES (3)

Page 9

CREATURE 3

The original documents, as well as the forgeries, were hastily shoved into a sturdy drawer at the desk Zatqualmish was using, located in the southeast corner of the warehouse. The documents include a ledger of activities the Hajoth Hakados Lodge has undertaken in or near Numeria over the last two decades, with careful notes showing that the Pathfinders didn't steal or damage any of the technological equipment they studied. As long as the PCs found this location before an explosion occurred, the documents are in good condition; otherwise, they're singed but still functional.

Though not given explicit instructions to, the party can bring a captured Zatqualmish back to Vanis for judgement along with the recovered documents and the half-finished forgeries.

CONCLUSION

With Zatqualmish either captured or eliminated and the documents recovered, the PCs now simply need to make it back to the lodge in time. When the PCs arrive, Vanis is relieved to see them. Vanis asks for the PCs' report on what happened. After they provide the report, Vanis gives them a reward for their work: several gold pieces each and a polytool (*Pathfinder Lost Omen Gods & Magic* 120).

If the PCs recovered the documents undamaged, they thank the PCs profusely and offer to provide additional training in handling threats unique to Numeria; each PC earns the Numerian Archaeologist boon. Regardless, the documents are intact enough to avert disaster.

Reporting Notes

If the PCs killed Zatqualmish, check box A. If the PCs took Zatqualmish back to the lodge alive, check box B.

Primary Objective

PCs fulfill their primary objective if they recover the original documents in any condition and return them to the Pathfinder lodge. Doing so earns each PC 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.

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APPENDIX 1: SUBTIER 3-4 ENCOUNTERS

Encounter A (Subtier 3-4)

Zatqualmish may be skilled in many areas and incredibly capable but he's still a coward to his core. He always tries to take some for of cover, keeps himself as far away from battle as possible, and uses the advantages of range to protect himself first and foremost. If reduced to 8 or fewer Hit Points, he drops to his knees and begs for mercy.

ZATQUALMISH

CREATURE 4

UNIQUE NE SMALL GNOME HUMANOID

Perception +9; low-light vision

Languages Common, Dwarven, Elven, Gnomish, Sylvan

Skills Crafting +7, Deception +10, Diplomacy +10, Legal Lore +7, Occultism +9, Performance +12, Society +9 (+10 to Create Forgeries), Thievery +9, Underworld Lore +7

Str +0, **Dex** +3, **Con** +2, **Int** +1, **Wis** +1, **Cha** +4

Items fine clothing, dagger, minor healing potion, paper and ink, piccolo, shortbow (10 arrows), thieves' tools, wax and official seals (Pathfinder Society), writing set

AC 21; **Fort** +8, **Ref** +11, **Will** +9 (+1 status against illusions)

HP 55

Run Away! ⤿ **Trigger** A creature ends its movement adjacent to Zatqualmish; **Effect** Zatqualmish Strides up to 10 feet (or his Speed, if that Speed is less than 10 feet). He must end his movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

Speed 25 feet

Melee ⤿ dagger +9 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4 piercing

Ranged ⤿ shortbow +9 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Occult Spontaneous Spells DC 23, attack +14; **2nd** (3 slots) *blur*, *hideous laughter*, *invisibility*; **1st** (3 slots) *charm*, *color spray*, *magic missile*, *unseen servant*; **Cantrips (2nd)** *chill touch*, *detect magic*, *guidance*, *read aura*, *shield*

Bard Composition Spells 2 Focus Points, DC 23; *counter performance* (Core Rulebook 386), *inspire courage* (Core Rulebook 386)

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

10+ Challenge Points: Add one Technic zombie to the encounter for every 2 Challenge Points beyond 8.

TECHNIC ZOMBIE

CREATURE 1

N MEDIUM HUMANOID

Perception +4; darkvision

Skills Athletics +9

Str +4, **Dex** -3, **Con** +4, **Int** -4, **Wis** +1, **Cha** -2

AC 12; **Fort** +9, **Ref** +2, **Will** +5

HP 45; **Weaknesses** slashing 10; **Resistances** electricity 3

Speed 25 feet

Melee ⤿ fist +8 (reach 10 feet), **Damage** 1d10+4 bludgeoning plus Improved Push 5 feet

Voltaic Surge ⤿ (electricity) **Trigger** The technic zombie critically hits a creature with a fist Strike; **Effect** The Technic zombie releases a jolt of electricity through its fist, dealing 1d8 electricity damage to the target. Additionally, the target becomes clumsy 2 for 1 round (DC 15 Reflex negates); **Frequency** once per minute

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APPENDIX 2: SUBTIER 5-6 ENCOUNTERS

Encounter A (Subtier 5-6)

Zatqualish may be skilled in many areas and incredibly capable, but he's still a coward to his core. He always tries to take some form of cover, keeps himself as far away from battle as possible, and uses the advantages of range to protect himself first and foremost. If reduced to 12 or fewer Hit Points, he drops to his knees and begs for mercy.

ZATQUALMISH

CREATURE 6

UNIQUE NE SMALL GNOME HUMANOID

Perception +12 (+1 against illusions); low-light vision

Languages Common, Dwarven, Elven, Gnomish, Sylvan

Skills Crafting +9, Deception +14, Diplomacy +12, Legal Lore +9, Occultism +11, Performance +14, Society +11 (+12 to Create Forgeries), Thievery +11, Underworld Lore +9

Str +1, **Dex** +3, **Con** +2, **Int** +1, **Wis** +1, **Cha** +4

Items fine clothing, minor healing potion, paper and ink, piccolo, +1 rapier, shortbow (10 arrows), thieves' tools, wax and official seals (Pathfinder Society), writing set

AC 24; **Fort** +10, **Ref** +15, **Will** +13 (+1 status against illusions)
HP 76

Run Away! ⤴ **Trigger** A creature ends its movement adjacent to Zatqualmish; **Effect** Zatqualmish Strides up to 10 feet (or his Speed, if that Speed is less than 10 feet). He must end his movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

Speed 25 feet

Melee ♦ *rapier* +12 (deadly d8, disarm, finesse), **Damage** 1d6+1 piercing

Ranged ♦ shortbow +12 (deadly d10), **Damage** 1d6+1 piercing

Occult Spontaneous Spells DC 25, attack +16; **3rd** (3 slots) *haste*, *slow*, *vampiric touch*; **2nd** (3 slots) *blur*, *hideous laughter*, *invisibility*; **1st** (3 slots) *charm*, *color spray*, *magic missile*, *unseen servant*; **Cantrips (3rd)** *chill touch*, *detect magic*, *guidance*, *inspire courage*, *read aura*, *shield*

Bard Composition Spells 2 Focus Points, DC 25; *counter performance* (Core Rulebook 386), *inspire courage* (Core Rulebook 386), *triple time* (Core Rulebook 387)

SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

20+ Challenge Points: Add one Technic zombie to the encounter for every 4 Challenge Points beyond 20.

TECHNIC ZOMBIE

CREATURE 3

N MEDIUM HUMANOID

Perception +4; darkvision

Skills Athletics +11

Str +5, **Dex** -3, **Con** +4, **Int** -4, **Wis** +0, **Cha** -2

AC 16; **Fort** +11, **Ref** +4, **Will** +7

HP 70; **Weaknesses** slashing 10; **Resistances** electricity 5

Speed 25 feet

Melee ♦ fist +12 (reach 10 feet), **Damage** 1d10+4 bludgeoning plus 1d6 electricity plus Improved Push 5 feet

Voltaic Surge ⤴ (electricity) **Trigger** The technic zombie critically hits a creature with a fist Strike; **Effect** The Technic zombie releases a jolt of electricity through its fist, dealing 2d6 electricity damage to the target. Additionally, the target becomes clumsy 2 for 1 round (DC 18 Reflex negates); **Frequency** once per minute

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APPENDIX 3: ART



DAGUR HAWKSIGHT

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GM REFERENCE

Treasure Table

Level	Gold Earned
3	9.5 gp
4	16 gp
5	25 gp
6	37.5 gp

Chronicle Sheet

Successfully completing this quest earns PCs the polytool on their Chronicle sheets. PCs who recover the documents prior to an explosion also earn the Numerian Archeologist boon.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		☐ A ☐ B ☐ C ☐ D
Bonus Faction Goal Achieved:	☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A
Fame Earned:		

Faction:		
Player Name:	Class	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track
Character Name:	Org Play #:	☐ Radiant Oath ☐ Horizon Hunters ☐ Dead
		☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy
		☐

Faction:		
Player Name:	Class	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track
Character Name:	Org Play #:	☐ Radiant Oath ☐ Horizon Hunters ☐ Dead
		☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy
		☐

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		☐

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		☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy
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Pathfinder Society Quest #8: Shadows of the Black Sovereign

Character Chronicle #

Herolab Code

R3A5

A.K.A.		- 2	
Player Name	Character Name	Organized Play #	Character #
Faction		Reputation	
Faction		Reputation	
Faction		Reputation	

Adventure Summary

Numeria has long been a land hostile to the Pathfinder Society. Hopefully, with the aid you rendered to Venture-Captain Dagur Hawksight, it won't remain so for much longer. With the saboteur Zatqualmish ☐ captured / ☐ killed, you might be able to find out who the true masterminds behind the plot to undermine the Hajothe Hakados Lodge truly are.

Boons

☐☐☐ **Numerian Archaeologist (General)** You have garnered some unique experience with the unusual technology of Numeria. You can use the following free action by checking off a box next to this boon.

Technological Defense ☒ **Trigger** You attempt a saving throw against a technological weapon or effect, but you haven't rolled it yet; **Effect** You gain a +1 circumstance bonus to the saving throw.

Items

Purchases

polytool (level 1; 10 gp; *Lost Omens: Gods and Magic* 120)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

polytool (level 1; 10 gp; *Lost Omens: Gods and Magic* 120)

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #