



Pathfinder Society Scenario #7-27: Beyond Azlant Ridge

Character Chronicle #

006

Core Campaign

Score 5000 A.K.A. Amenopheus 14034 - 48 Scrub Sages
 Player Name Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

Azlant Historian: You rescued Juliet Dias and her team from a xacarba's influence, and prevented the xacarba from unleashing itself on the Mwangi expanse. To thank you for your efforts, Juliet Dias shares some of her extensive knowledge about Azlant history and language. You gain a +1 bonus on all Knowledge (history) checks pertaining to Azlant, and a +2 bonus on Linguistics checks to interpret Azlant writing. Check off the box next to this boon to gain a +2 bonus on any Knowledge (history) check before rolling. This bonus stacks with the bonus on Knowledge checks about Azlant history, to a total of +3.

Slitherbane: Imbued with a spiritual fragment from a long-dead Azlant crusader, *Slitherbane* was gifted to a cyclops hero of Ghol-Gan to carry on the fight against serpentfolk. Many of *Slitherbane's* powers are dormant, but you can awaken them with research and rituals with rare components. His current statistics appear below.

SLITHERBANE		PRICE
		94,515
SLOT none	CL 8th	WEIGHT 10 lbs.
AURA moderate conjuration and evocation		
ALIGNMENT lawful neutral		
SENSES 30 ft.		
INTELLIGENCE 10	WISDOM 10	
CHARISMA 10	EGO 14	
LANGUAGE empathy (Cyclops)		

This +1 *heavy flail* has a heavy ball etched with images of stylized eagles and sunbursts and has the special purpose to slay serpentine creatures. *Slitherbane* empathically encourages its wielder to enter melee with serpentine monsters and to distrust serpents of any kind.

CONSTRUCTION REQUIREMENTS COST 47,415 GP

Craft Magic Arms and Armor, *liberating command*^{UC}, *neutralize poison*, *order's wrath*, *summon monster I*

You may upgrade *Slitherbane* in the following ways before an adventure, checking off the box next to the upgrade once you have done so.

- You can expend 1,150 gp and 2 Prestige Points to awaken *Slitherbane's* sentience; increase the flail's Charisma and Intelligence scores to 12, increase its Wisdom score to 14, and it can now understand Ancient Azlant as a language.
- You can expend 625 gp and 1 Prestige Point to give *Slitherbane* telepathy. Even with telepathy, *Slitherbane* communicates infrequently, primarily in archaic aphorisms.
- You can expend 625 gp and 1 Prestige Point to increase *Slitherbane's* senses to 60 feet and give *Slitherbane* darkvision.
- If your Fame score is at least 22 and you have already purchased the telepathy upgrade, you can expend 1,500 gp and 2 Prestige Points to give *Slitherbane* the ability to cast *liberating command*^{UC} on its wielder once per day.
- If your Fame score is at least 27, you can expend 4,500 gp and 4 Prestige Points to give *Slitherbane* the *bane* (monstrous humanoid) weapon enhancement.
- If your Fame score is at least 45 and you have checked off the previous box to give *Slitherbane* the *bane* weapon enhancement, you can expend 21,750 gp and 6 Prestige Points to give *Slitherbane* the *axiomatic* weapon enhancement.
- If your Fame score is at least 58 and you have checked off all the boxes above, you can expend 20,000 gp and 20 Prestige Points to give *Slitherbane* the ability to cast *neutralize poison* at will when you are in combat with a serpentine creature. Additionally, this upgrade grants *Slitherbane* the ability to cast *liberating command*^{UC} three times per day on any target (replacing the previous once per day casting on the wielder only).

aegis of recovery (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)
lens of detection (3,500 gp)
lesser veil of fleeting glances (as per *veil of fleeting glances* [Ultimate Equipment 247] without any saving throw bonuses, 5,000 gp)
Slitherbane (3,815 gp)
wand of bull's strength (16 charges; 1,080 gp, limit 1)

+1 *bashing heavy steel shield* (4,170 gp; *Pathfinder RPG Ultimate Equipment* 115)
bracers of steadiness (2,000 gp; *Ultimate Equipment* 272)
heavyload belt (2,000 gp; *Ultimate Equipment* 212)
lucky horseshoe (6,800 gp; *Pathfinder RPG Occult Adventures* 260)
veil of fleeting glances (9,000 gp; *Ultimate Equipment* 247)
wand of arcane sight (8-charges; 1,800 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal	
	3-4	638	1,275
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	Out of Subtier	748	1,496
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	6-7	1,607	3,213
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	-	-	-
EXPERIENCE	9		
	Starting XP		
	+	2	XP Gained (GM ONLY)
EXPERIENCE	= 10		
	Final XP Total		
FAME	9	13	
	Initial Prestige	Initial Fame	
	+	2	Prestige Gained (GM ONLY)
FAME	-		
	Prestige Spent		
FAME	11	15	
	Current Prestige	Final Fame	
GOLD	434		
	Starting GP		
	+	1275	GP Gained (GM ONLY)
GOLD	+	50	Day Job (GM ONLY)
	-		
GOLD	Gold Spent		
	= 1759		
Total			

For GM Only

Event Pandy Event Code 89742 Date 8/14/16 Game Master's Signature [Signature] GM Pathfinder Society # 120937