



Pathfinder Society Special: Ruins of Bonekeep, Level One: The Silent Grave

Scenario Chronicle #

011

☐ Slow ☒ Normal

SUBTIER	1,280	2,561
3-4		
SUBTIER	3,248	6,496
6-7		

MAX GOLD

This Chronicle Certifies That

Scott

Player Name

A.K.A.

Boem

Character Name

14034 - 59

Pathfinder Society #

Dark
Archae

Faction

Has Completed This Scenario.

Items Found During This Scenario

SUBTIER

3-4

Bonekeep Malady: You suffer from a lingering malady after your exploration of Bonekeep. While any diseases you contracted there (noted below) seem to have faded upon leaving the dungeon, you still seem to suffer from sporadic coughing fits and fevers. You take a -2 penalty on any Fortitude saving throws made against a disease.

Diseases Contracted: Filth Fever ☐ Flesh Rot ☐ Red Ache ☐

Nexus Crystal: You discovered a mysterious crystal within the dungeons below Bonekeep. Aside from its obvious power, however, the extent of its abilities and its true purpose are unclear.

bag of holding, type I (2,500 gp)
cloak of resistance +1 (1,000 gp)
elemental gem (any type) (2,250 gp)
elixir of fire breath (1,100 gp)
elixir of hiding (250 gp)
hybridization funnel (200 gp; Ultimate Equipment 304)
metamagic rod of lesser extend (3,000 gp)

nightdrops (250 gp; Ultimate Equipment 312)
potion of cure serious wounds (750 gp)
potion of invisibility (300 gp)
ratskull (7,200 gp; limit 1)
ring of feather falling (2,200 gp)
silversheen (250 gp)
wand of sound burst (4,500 gp)

SUBTIER

6-7

+2 chain shirt (4,250 gp)
bag of holding, type II (5,000 gp)
cloak of resistance +2 (4,000 gp)
crown of swords (6,000 gp; Ultimate Equipment 242)

dagger of venom (8,302 gp)
ring of protection +1 (2,000 gp)
ring of the ram (8,600 gp)
wand of searing light (11,250 gp)

RATSKULL

Aura moderate necromancy; CL 5th
Slot neck; Price 7,200 gp; Weight 1/2 lb.

DESCRIPTION

This gnarled black rat skull is carved with intricate necromantic runes and hangs on a ragged leather strap. Three times per day, the wearer of the ratskull can call upon its power as a full-round action to summon a swarm of undead rats. This functions as *summon swarm*, using the exact same statistics as a rat swarm except that they are also undead. The rat swarm obeys the wearer's commands for 5 rounds before crumbling to dust.

CONSTRUCTION

Requirements Craft Wondrous Item, animate dead, summon swarm; Cost 3,600 gp

NEXUS CRYSTAL (MINOR ARTIFACT)

Aura moderate necromancy; CL 12th
Slot none; Weight 1/2 lb.

DESCRIPTION

This black crystal feels cold to the touch. Simply carrying this crystal provides protection against negative energy. Whenever the bearer takes damage from negative energy, such as channel energy or an inflict spell, she takes 10 less points of damage. This reduction is applied after any saving throw is made. The crystal may possess other powers, but they are unknown at this time.

DESTRUCTION

The means of destroying this crystal are unknown.

EXPERIENCE

12

Starting XP

+

1

XP Gained (GM ONLY)

13

Final XP Total

FAME

23

Initial Fame

23

Initial Prestige

+

2

Prestige Gained (GM ONLY)

-

Prestige Spent

25

Final Fame Current Prestige

GOLD

694

Start GP

+

3893

GP Gained (GM ONLY)

+

100

Day Job (GM ONLY)

+

Items Sold

=

4687

Subtotal

-

950

Items Bought

=

3737

Total

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

CabotCon
EVENT

674489
EVENT CODE

6/21/18
DATE

William P. Zili
Game Master's Signature

76576
GM Pathfinder Society #

use 4 charges shield, 2 charges max armor,
7 charges CLW, 1 charge resist energy
spend 950 on small swarms (used)