

## SCENARIO 2-09; The Heresy of Man, Part III; Benfath Forgotten Sands

2,564 5-6 This Chronicle Certifies That TIER pem **EXPERIENCE** Pathfinder Society # П Has Completed This Scenario. Starting XP Ь ☐ Items Found During This Scenario +1 XP Pipes of terror (9,000 gp; Those within 30 feet who hear music from these panpipes must TIER succeed on a DC 16 Will save or become panicked for 7 rounds. Those who make their save are all instead shaken for 1 round. While pipes of terror may be played as often as one chooses, their Final XP Total fear-inducing qualities may only be activated once per day.) Ring of the Weary Sky (11,200 gp; once per day, the wearer of this ring may attempt to charm **PRESTIGE AWARD** any creature with the elemental subtype [as charm monster, Will DC 15 negates].) Intelligent Ring of the Weary Sky (11,200 gp + 10 PA; [AL N; Ego 7; Senses 30 ft. vision and hearing; Int 12, Wis 10, Cha 11; Communication empathy; Lesser Powers resist energy 1/day (CL 3rd, Starting PA affects wielder only); Special Purpose control or defeat elementals]; Whenever facing a creature of the elemental subtype, the ring casts resist energy on the wearer, attuned to the applicable energy type. If the wearer has charmed the elemental with the ring's charm monster ability, the PA Gained (GM ONLY ring does not abjure the wearer against that elemental's energy type.) Final PA Total Scroll of arcane sight (375 gp) **GOLD** Scroll of gust of wind (150 gp) Scroll of knock (150 gp) Items Sold Items Bought Items Bought / Conditions Cleared Items Sold / Conditions Gained TOTAL COST OF ITEMS BOUGHT TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box For GM Only

For GM Only

Tabletop

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Game Master's Signature

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GM Pathfinder Society

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Scenario Chronicle #

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