



Pathfinder Online: Thornkeep The Enigma Vaults

GM Sheet This Chronicle Certifies That

Scott **Green** **14034-25** **Chelax**

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

Has Completed This Scenario.

Items Found During This Scenario

LEVEL 3-5

Noqual Ore: Among the otherworldly treasures of the Enigma Vaults, you discovered a cache of rare noqual ore. You may purchase equipment made from this rare skymetal.

Noqual looks almost like a pale green crystal to the untrained eye, but can be worked as iron despite its appearance. It is light—half as heavy as iron, yet just as strong. More importantly, noqual is strangely resistant to magic. An object made of noqual gains a +4 bonus on any saving throw made against a magical source. Creating a magic item that incorporates any amount of noqual into it increases the price of creation by 5,000 gp, as costly reagents and alchemical supplies must be used to treat the metal during the process.

Weapons made of noqual weigh half as much as normal, and gain a +1 enhancement bonus on damage rolls against constructs and undead created by feats or spells. Noqual armor weighs half as much as other armors of its type, and is treated as one category lighter than normal for the purposes of movement and other limitations (light armor is still treated as light armor, though). The armor's maximum Dexterity bonus increases by 2, and armor check penalties are reduced by 3. The armor's spell failure chance increases by 20% and applies to all magic used while wearing the armor, regardless of the magic's source or class abilities possessed by the wearer. The wearer of a suit of noqual armor gains a +2 resistance bonus on all saving throws against spells and spell-like abilities.

Noqual has 30 hit points per inch of thickness and hardness 10. A suit of noqual light armor costs +4,000 gp, medium armor +8,000 gp, and heavy armor +12,000 gp. A shield costs +2,000 gp, and a weapon or other item +500 gp.

+1 keen three-fingered spiked gauntlet (8,305 gp; imparts a -2 penalty on attack rolls)
amulet of natural armor +1 (2,000 gp)
bloodstone of Gultariix (200 gp; when this dark crystal is dissolved into a potion, the potion is enhanced as if by the Extend Spell metamagic feat)
elemental gem (fire) (2,250 gp)
goggles of minute seeing (2,500 gp)
Medium spider venom (150 gp, limit 2)
scroll of summon monster III (375 gp)
scroll of summon monster IV (700 gp)
wand of charm monster (10 charges; 4,200 gp, limit 1)
wand of invisibility (15 charges; 1,350 gp, limit 1)
wand of sound burst (15 charges; 1,350 gp, limit 1)

Scenario Chronicle # **6**

☐ Slow ☒ Normal

LEVEL 3-5 2,400 4,800

EXPERIENCE

~~4800~~ **7**

Starting XP

+ **3**

XP Gained (GM ONLY)

10

Final XP Total

FAME

10 **8**

Initial Fame Initial Prestige

+ **4**

Prestige Gained (GM ONLY)

-

Prestige Spent

14 **12**

Final Fame Current Prestige

GOLD

4918

Start GP

+ **4800**

GP Gained (GM ONLY)

+ **X**

Day Job (GM ONLY)

+ ~~2375~~ **0**

= 9718

Subtotal

- 8500

Items Bought

= 1218

Total

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

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

Items Bought / Conditions Cleared

Wand of Sound Burst 15 charges	1350
Wand of Sound Burst 15 charges	1350
Wand of Sound Burst 15 charges	1350
Wand of Sound Burst 15 charges	1350
Wand of Sound Burst 15 charges	1350
Wand of Sound Burst 15 charges	1350
Wand of Sound Burst 15 charges	1350
Wand of Sound Burst 15 charges	1350
Wand of Sound Burst 15 charges	1350
Wand of Sound Burst 15 charges	1350

TOTAL COST OF ITEMS BOUGHT

8500

For GM Only

Thornkeep
Morrow

EVENT

45854

EVENT CODE

7/9/14

DATE

Game Master's Signature

14034-25

GM Pathfinder Society #