



Pathfinder Society Scenario #8-12: Tyranny of Winds, Part 3: Caught in the Eclipse

Character Chronicle #

009

Core Campaign

Scal A.K.A. Ivan
 Player Name Character Name
 14024-51
 Pathfinder Society #
 Savage Core
 Faction

This Chronicle sheet grants access to the following:

Air Affinity: Your connection to elemental air has grown stronger over the course of your recent adventures. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the elemental planes.

Foe of All Winds: Striking into the depths of the Plane of Air, you've defeated the resurrected champion of Hshurha, the Duchess of All Winds. Word spreads of how you defied the will of a demigod, and as a result, you gain a +2 circumstance bonus on all Diplomacy and Intimidate checks made against natives of the Plane of Air.

In addition, your time on the Plane of Air has granted you some means of control over its natural powers. Once per adventure, you can check a box that precedes this boon to cast *gust of wind* as a spell-like ability (CL 6th). If you have two or more Air Affinity boons, you can instead cast *wind wall* (CL 8th). If you have three or more Air Affinity boons, you can instead choose to cast *wind walk* (CL 10th).

Partner to Elemental Balance (Grand Lodge): Dedicated to balance within the elemental planes, the Concordance of Elements was pleased you entrusted the *Horn of the Hurricane* to them. You can call upon allies within the Concordance for assistance before traveling the elemental planes. During any adventure taking place on an elemental plane, you may cross this boon off your Chronicle sheet to gain the following ability associated with your planar destination for the next 24 hours:

- You gain a 30-foot fly speed with good maneuverability (Plane of Air)
- You gain a 20-foot climb speed; you also gain the effects of the Nimble Moves feat (Plane of Earth).
- You gain fire resistance 10 (Plane of Fire).
- You can breathe underwater as per *water breathing*, and gain a 30-foot swim speed (Plane of Water).

HORN OF THE HURRICANE		PRICE 20,000 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate evocation		

This curved length of opaque crystal twists and expands from its mouthpiece, ending in a small raging tornado. Angry lightning dances within the crystal whenever the horn is sounded. The horn can be blown, as a standard action, to create a 30-foot cone of eviscerating elemental lightning that deals 5d6 points of electricity damage. This cone deals 10d6 points of electricity damage against creatures with the air subtype, and it ignores any immunities or resistances to electricity that such creatures may possess. A successful DC 17 Reflex save reduces the damage by half. Creatures with the air subtype take a -4 penalty on their saves against this effect.

If the *Horn of the Hurricane* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of electricity damage to the person sounding it.

CONSTRUCTION REQUIREMENTS	COST 10,000 gp
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Craft Wondrous Item, lightning bolt, shout

Stored Hurricane (Grand Lodge): The decision to keep the *Horn of the Hurricane* secured in the vaults of the Grand Lodge grants the Society access to the weapon when necessary. You may check the box that precedes this boon when purchasing the *Horn of the Hurricane* to reduce the item's cost by to 16,000 gp (this does not stack with other discounts). Alternatively, you may check the box at the start of an adventure to gain access to the *Horn of the Hurricane* for the duration of that adventure. If you use this boon to borrow the *Horn of the Hurricane*, you lose 1 Prestige Point if the horn is destroyed during the course of the adventure.

All Subtiers

- +1 heavy pick (2,316 gp)
- Horn of the Hurricane* (20,000 gp)
- liquid ice (40 gp; *Pathfinder RPG Ultimate Equipment* 108)
- necklace of fireballs (type I) (1,650 gp)
- potion of cure moderate wounds* (300 gp)
- scroll of dimension door (700 gp)
- wand of glide^{APG} (4 charges; 360 gp, limit 1) ✓

Subtiers

- +1 frost heavy pick (8,316 gp)
- necklace of fireballs (type III) (4,350 gp)
- potion of cure serious wounds* (750 gp)
- potion of good hope* (750 gp)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	3-4	656	1,312
	SUBTIER <input type="checkbox"/> Slow <input checked="" type="checkbox"/> Normal	Out of Subtier	1,140	2,281
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	6-7	1,627	3,254
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
FAME	12		Starting XP	
	1	GM's Initials	XP Gained (GM ONLY)	
	13		Final XP Total	
	16	20	Initial Prestige Initial Fame	
	2	GM's Initials	Prestige Gained (GM ONLY)	
	18		22	
GOLD	1205		Starting GP	
	2281	GM's Initials	GP Gained (GM ONLY)	
	—		Day Job (GM ONLY)	
	360		Gold Spent	
3126		Total		

For GM Only

Gaming Etc.
EVENT

89643
EVENT CODE

1/30/2017
DATE

DEVON KERPENING
Game Master's Signature

116711
GM Pathfinder Society #