



Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Chapter Two: The Skinsaw Murders

This Chronicle Certifies That

Score 5000 A.K.A. Kubg 14034 - 31 Southern
Player Name Character Name Pathfinder Society # Faction

Has Received This Chronicle.

☐ Slow ☐ Normal

LEVEL 4-6 3,378 6,756

MAX GOLD

EXPERIENCE

9

Starting XP

+ 3

XP Gained (GM ONLY)

12

Final XP Total

FAME

15

Initial Fame

13

Initial Prestige

+ 4

Prestige Gained (GM ONLY)

-

Prestige Spent

19

Final Fame Current Prestige

GOLD

1495

Start GP

+ 6,756

GP Gained (GM ONLY)

+ 0

Day Job (GM ONLY)

+

Items Sold

= 8251

Subtotal

- 7800

Items Bought

= 451

Total

Items Found During This Scenario

Select one of the three following boons and cross the others off your Chronicle sheet.

Friend of the Foxgloves: Through your service to the Foxglove family in ridding the family's ancestral home of its many haunts, you have earned the respect of the surviving members of the family. You gain a +2 bonus on all Charisma-based skill checks made to influence or otherwise interact with a member of the Foxglove family.

Ghoul Hunter: Your experience fighting ghouls and ghosts beneath Foxglove Manor has given you insight into these undead abominations' strengths and methods of attack, granting you a better chance of survival against such foes in the future. You gain a +1 insight bonus to AC against natural weapon attacks made by ghouls and ghosts, and a +1 bonus on Fortitude saving throws to avoid the effects of the disease, paralysis, and stench special attacks of ghouls and ghosts.

Haunt Survivor: Your perilous interactions with the many haunts in Foxglove Manor have made you more attuned to the residual supernatural energies that power such manifestations. You gain a +2 bonus on Perception checks to notice haunts. Once per day, you can reroll a saving throw to avoid a haunt's negative effects. You may only use this ability before the results of the original saving throw are revealed and must take the second result, even if it is lower.

STALKER'S MASK

Aura faint illusion [evil]; CL 5th

Slot head; Price 3,500 gp; Weight 1 lb.

DESCRIPTION

This mask is crafted from preserved sections harvested from several different human faces, draped one over another almost like scales and leaving the eyes and mouth exposed—the overall effect is similar to that of a scaled skull. When worn, the mask desaturates the wearer's color, making him appear insubstantial and shadowy and granting a +5 competence bonus on Stealth checks. Once per day as a full-round action, the wearer may cause the mask's features to take on the appearance of any creature of the wearer's basic size and shape within 60 feet that he observes, allowing the wearer to adopt that creature's appearance and giving him a +10 bonus on Disguise checks made to appear as the creature. As long as he wears this guise, the wearer gains a +2 bonus on attack rolls and weapon damage rolls made against the creature he is disguised as, as the mask builds upon the wearer's rage and jealousy toward the creature.

CONSTRUCTION

Requirements Craft Wondrous Item, disguise self, rage; Cost 1,750 gp

✓ chime of opening (5 charges; 1,500 gp, limit 1)

✓ hat of disguise (1,800 gp)

hungry decapitant (500 gp, limit 1; mummified monkey head with a bellpull hanging from its open mouth that, when pulled, causes the head to give out a shrill simian shriek akin to an alarm spell)

ring of jumping (2,500 gp)

✓ ring of protection +1 (2,000 gp)

scroll of keen edge (375 gp)

scroll of lightning bolt (375 gp)

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

The Garage
EVENT

68581

EVENT CODE

October 23, 2015

DATE

R. Diaz
Game Master's Signature

60243

GM Pathfinder Society #