



# Pathfinder Society Special Ruins of Bonekeep Level Two: Maze of the Mind Slave

Character Chronicle #

13

Score

Player Name

Paulo

A.K.A.

Character Name

14034-22

Pathfinder Society #

Andoran

Faction

This Chronicle sheet grants access to the following:

**Bonekeep Malady 2:** You suffer from a lingering malady after your exploration in Bonekeep. While the mental damage you suffered while inside the dungeon has faded, your mind is still quite fragile. Whenever you take any Intelligence, Wisdom, or Charisma damage (or drain), you are also confused for a number of rounds equal to the damage taken. In addition, any Will saving throw penalty you accumulated in the dungeon fades upon leaving, but should be noted below.

Will Save Penalty: -1

**MIND CRYSTAL (MINOR ARTIFACT)**

Aura moderate enchantment; CL 12th

Slot none; Weight 1/2 lb.

**DESCRIPTION**

This pale blue crystal hums with hidden power. Simply carrying this crystal provides protection against mental intrusions. Whenever you fail a saving throw against a compulsion effect, you can attempt a new saving throw at the end of your turn (using the original DC). If you succeed at this saving throw, the effect is negated or reduced (as per the compulsion effect). The crystal may have other powers, but they are not known to you at this time.

**DESTRUCTION**

The means of destroying this crystal are unknown.

**All subtiers**

Cloak of resistance +1 (1,000 gp)

Lesser empower metamagic rod (9,000 gp)

Necklace of fireballs, type I (1,650 gp)

Ring of counterspells (4,000 gp)

Ring of ferocious action (3,000 gp; Pathfinder RPG

Ultimate Equipment 170)

Ring of protection +1 (2,000 gp)

Wand of glitterdust (25 charges; 2,250 gp, limit 1)

**Subtier 18-2**

+2 chain shirt (4,250 gp)

Hand of glory (8,000 gp)

Lesser maximize metamagic rod (14,000 gp)

Necklace of fireballs, type V (5,850 gp)

Ring of protection +2 (8,000 gp)

Wand of glitterdust (4,500)

**Notes**SUBTIER ☐ Slow ☐ Normal

3-4 1,253 2,506

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 2,258 4,516

SUBTIER ☐ Slow ☐ Normal

6-7 3,263 6,527

SUBTIER ☐ Slow ☐ Normal

- - -

MAX GOLD

EXPERIENCE

FAME

GOLD

20

Starting XP

+

1

XP Gained (GM ONLY)

=

21

Final XP Total

32

32

Initial Prestige

Initial Fame

+

1

Prestige Gained (GM ONLY)

-

0

Prestige Spent

33

33

Current Prestige

Final Fame

5572

Starting GP

+

3351

GP Gained (GM ONLY)

+

25

Day Job (GM ONLY)

-

Gold Spent

=

8998

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #