



Pathfinder Adventure Path #69: Maiden, Mother, Crone

Scenario Chronicle #

16

This Chronicle Certifies That

Gloel

A.K.A.

Paulo

14034

22

Ardena

Player Name

Character Name

Pathfinder Society #

Faction

Has Received This Chronicle.

☐ Slow ☐ Normal

LEVEL	8,883	17,766
8-10		

MAX GOLD

Items Found During This Scenario

Mantle of the Black Rider (Wisdom of Eons): As you recovered the next set of keys and faced the trials of the Mother, the Maiden, and the Crone, the Mantle of the Black Rider grew in power. Once per day as a swift action you may gain a +1 bonus on skill checks and ability checks for 1 minute. For every additional Mantle of the Black Rider boon that this character possesses, the bonus increases by 1 to a maximum of a +6 bonus. You may not benefit from more than one Mantle of the Black Rider boon at a time.

+1 ghost touch longsword (8,315 gp)
+1 giant bane longsword (8,305 gp)
amulet of mighty fists +1 (4,000 gp)
amulet of natural armor +2 (8,000 gp)
belt of mighty constitution +2 (4,000 gp)
bone razor (5,000 gp, Pathfinder RPG Ultimate Equipment 283)
cloak of resistance +3 (9,000 gp)
gem of brightness (25 charges; 6,500 gp)

grim lantern (5,800 gp; Pathfinder RPG Ultimate Equipment 301)
periapt of health (7,500 gp)
phylactery of negative channeling (11,000 gp)
pipes of haunting (6,000 gp)
potion of remove curse (CL 20; 3,000 gp)
potion of remove disease (CL 20; 3,000 gp)
shadow essence poison (250 gp, limit 3)
wand of air walk (7 charges; 2,940 gp)
wand of levitate (19 charges; 1,710 gp)

FROST-THUNDER HAMMER

Aura moderate evocation; CL 9th
Slot none; Price 24,524 gp; Weight 10 lbs.

DESCRIPTION

This oversized +2 warhammer is forged from blue steel and engraved with Abyssal runes. It is a two-handed weapon for Medium-sized creatures, who take a -2 penalty on attack rolls for wielding an oversized weapon. Once per day as a ranged touch attack, the wielder of a frost-thunder hammer can slam the weapon against the ground to release a crackling bolt of ice that shoots across the ground toward a single target up to 100 feet away. On a successful hit, the ice immediately freezes around the target, trapping it within a 9-inch-thick solid block of pale blue ice. The ice blocks line of effect to the entrapped victim, who is helpless (but can still breathe) and takes 9 points of cold damage per round until freed. The ice has hardness 0 and 27 hit points; if the ice is broken, the creature is freed. A creature can break the ice as a full-round action with a successful DC 24 Strength check.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, icy prison^{UM}; Cost 12,424 gp

EXPERIENCE

25

Starting XP

+ 3

XP Gained (GM ONLY)

28

Final XP Total

FAME

39

Initial Fame

39

Initial Prestige

+ 4

Prestige Gained (GM ONLY)

-

Prestige Spent

43

Final Fame

43

Current Prestige

GOLD

29244

Start GP

+ 17766

GP Gained (GM ONLY)

+

Day Job (GM ONLY)

Items Sold

Subtotal

47010

Items Bought

47010

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

Home

EVENT

EVENT CODE

3/12/14

DATE

Roger J.

Game Master's Signature

45216

GM Pathfinder Society #