

## Pathfinder Module: Daughters of Fury (1)

Character Chronicle #

Slow

Normal

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9000	A.K.A. —
Player Name	

Kard/

E ochine Faction

## This Chronicle sheet grants access to the following:

Cartographer Unburied: You rescued the guard and cartographer Jerem from his hiding place in Arwyll Stead's catacombs. Jerem is still shaken from his experiences and unwilling to engage in combat, but he agrees to accompany you for one adventure. Jerem provides you a +2 bonus on all Knowledge (geography) checks as well as on Survival checks to avoid getting lost. Additionally, Jerem provides you with a +4 bonus on any skill or ability check to draw a map, and allows you to attempt such checks untrained (this bonus does not stack with the +2 bonus on Knowledge [geography] checks). Once you use this boon, cross it off your Chronicle sheet.

Gift from Arwyll Manor: You returned to Arwyll Stead with Wate's body and turned his gear over to his family's manor rather than taking it for yourself, Wate's best friend Terrin sends you a gift to thank you for respecting Wate's memory. When you would purchase an item for 1 or 2 PP, you may instead cross this boon off your Chronicle sheet to purchase the item at no cost.

Wate's Loot: You kept Wate Arwyll's gear instead of turning it over to his family's manor. You gain an additional 400 gp on this Chronicle sheet.

BOG BOOT	S	<b>PRICE</b> 12,000 GP
SLOT feet	CL 9th	WEIGHT 1 lb.
AURA moderat	e transmutation	

These boots are well worn and caked with mud, but still sturdy, comfortable, and dry on the inside.

Three times per day, the wearer can activate the boots to cause up to nine 5-foot squares of nearby terrain to become a shallow bog. All affected squares are instantly filled with 1 foot of water, mud, and plant life. The wearer can move through these squares at her normal sped, but other creatures treat these squares as a shallow bog (Pathfinder RPG Core Rulebook 427), costing 2 squares of movement to move into each affected square.

As a standard action, the wearer can rearrange the affected squares. Multiple uses of the boots can create larger areas of bog. The effect lasts until dismissed by the wearer (a free action), the wearer moves more than 5 feet beyond the affected area, the wearer becomes unconscious, or the boots are removed.

Additionally, once per day, the wearer can travel as per dimension door from one affected square to another.

## COST 6,000 GP

Craft Wondrous Item, dimension door, transmute rock to mud

Learn Draconie (2pp) Chronicle pp3

dust of tracelessness (250 gp) elixir of vision (250 gp) feather token (bird; 300 gp) feather token (whip, 500 gp) itching powder (60 gp; Pathfinder RPG Ultimate Equipment 108) periapt of protection from curses (12,000 gp, Pathfinder RPG Ultimate Equipment 260) scroll of magic circle against evil (375 gp) scroll of remove curse (375 gp) signal horn (1 gp, Pathfinder RPG Ultimate Equipment 57) silver raven figurine of wondrous power (3,800 gp) unquent of timelessness (150 gp)

+1 orc bane arrow (160 gp, limit 3)

bog boots (12,000 gp)

wand of see invisibility (16 charges; 1,440 gp; limit 1) water purification sponge (25 gp; Pathfinder RPG Ultimate Equipment 105)

wand Internal Healing 2 pp - No cost (see above)

Upgrah EVII plur 3+1 (1000) upgre over shell 7+1 (1000)

3,511 1,856 Slow ■ Normal SUBTIER Slow Normal Slow Normal 6 Starting XP XP Gained (GM ONLY) Final XP Total 10 Initial Prestige Prestige Gained (GM ONLY)

Starting GP Day Job (GM ONLY) 3000 **Gold Spent** 

**Prestige Spent** 

For GM Only

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