

Pathfinder Society Scenario #6-16: Scions of the Sky Key, Part 3: The Golden Guardian

	Character	Chronicle #
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Slow

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Normal

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Normal

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This Chronicle sheet grants access to the following:

Scholar of Ashkurhall (Grand Lodge faction): Studying the murals of Ashkurhall opened your subconscious mind to ancient dwarven secrets. Whenever you are examining architecture, objects, or writing of dwarven origin, you either gain a +1 bonus on any Appraise, Knowledge, or Linguistics check involved, or you can substitute your Perception or Sense Motive bonus for the check. You can cross this boon off your Chronicle sheet as a free action in order to apply its benefits when examining architecture, objects, or writing of any origin for the duration of the scenario.

Sky Key Component (Sargava): You have recovered one of the five lost components of the strange relic known as the Sky Key. This piece once belonged to Sigrin, who founded the now abandoned settlement of Ashkurhall in the Bandu Hills.

Stinkeye's Friend: Playing with a domesticated basilisk has taught you to be careful around creatures with gaze attacks. When you are subjected to a gaze attack, you can cross this boon off your Chronicle sheet to gain a +4 insight bonus on a saving throw to avoid the gaze's effects.

Vanei's Friend: You have befriended Vanei Thaskin, who now works as an informant for the Pathfinder Society. Once per scenario, you can recall information Vanei provided in order to reroll a failed Bluff, Diplomacy, or Knowledge check pertaining to the Aspis Consortium. If the second check fails, cross this boon off your Chronicle sheet; your reckless use of Vanei's information has compromised her cover and led to her capture.

PEN ROAD	PRICE VARIES
Lesser blade of the open road	
Blade of the open road	
pen road	35,715 GP
CL 8th	WEIGHT 4 lb.
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#2011 Ex 2 2 3 4 (d) 1 2 4 7 8	EQUIREMENTS		COST VARIES
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Craft Magical Arms and Armor, death knell, summon monster I

Blades of the open road are longswords specifically crafted to strike against the Aspis Consortium. A lesser blade of the open road is a +1 longsword with a Glyph of the Open Road stamped into its hilt. A blade of the open road is a +1 Aspis bane longsword. Against agents of the Aspis Consortium and creatures directly employed by the Aspis Consortium, the weapon's enhancement bonus is 2 higher than its actual bonus, and the weapon deals an extra 2d6 points of damage. A greater blade of the open road has all of the properties of a blade of

the open road and gains the ominous^{UE} and heartseeker^{UE} weapon special abilities against Aspis Consortium agents and the Consortium's employees. Any wayfinder the wielder carries grants a +2 circumstance bonus on all Survival checks, not just checks to avoid becoming lost. A blade of the open road and greater blade of the open road increase this bonus to +4 or +6, respectively. Between scenarios, the wielder can enhance a lesser blade of the open road to become a blade of the open road and later into a greater blade of the open road by paying the difference in price between the two items.

basilisk extract (600 gp; when applied to a creature that has been petrified by a basilisk's gaze for no more than 1 hour, the creature is restored to flesh as though it had been coated with fresh basilisk blood) lesser blade of the open road (2,515 qp) potion of cure moderate wounds (300 qp) potion of invisibility (300 qp)

potion of lesser restoration (300 ap) wand of cure light wounds (12 charges; 180 gp, limit 1)

blade of the open road (19,715 qp) potion of bear's endurance (300 qp) potion of bull's strenath (300 gp) potion of spider climb (300 gp) wand of bear's endurance (16 charges; 1,440 gp, limit 1)

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Game Master's Signature

GM Pathfinder Society #