



Pathfinder Society Scenario #5-16: Destiny of the Sands, Part 3: Sanctum of the Sages

Character Chronicle #

10

Score

Player Name

A.K.A.

Tesla

Character Name

14039-23

Pathfinder Society #

Sczoni

Faction

This Chronicle sheet grants access to the following:

Mythic Legacy: Although your mythic power was short-lived, you have retained a small reserve of that legendary essence for use later. When you activate this ability as a free action, choose one feat that you have. For one round (or as long as it takes to complete a skill check modified by the feat), you gain the benefits of the mythic version of that feat as if you had also expended one use of mythic power. When you use this boon, cross it off your Chronicle sheet.

Savior of the Sages (Osirion Faction): With your help, the Osirion faction has realized its goal of rebuilding the order of the Jeweled Sages. Like the order, you are able to linger at the edge of death yet awaken again when conditions are right, and your time studying the sages' secrets has made you an expert in Osirian history. Your effective Constitution score for determining when you would die from hit point damage increases by 1, and you gain a +1 bonus on Constitution checks to stabilize. In addition, you gain a +1 bonus on Knowledge (history) and Knowledge (religion) checks regarding Osirion and its gods. For each Seeking the Sages boon you have from earlier parts of this series, increase these bonuses by 1.

Scrutiny of the Stars: Performing an eldritch ritual temporarily granted you power, but it also attracted the attention of some creature from beyond the stars. The haunting certainty that the someone is watching you leaves you paranoid, and whenever you are confused and roll to determine your behavior in a given round, add 5 to the result. In addition, whenever you sleep, there is a 20% chance that the alien entity attempts to contact you and torments your dreams with terrifying visions, as per the spell *nightmare* (DC 17). If you are a sorcerer with the aberrant *bloodline*, you ignore these effects and instead gain an additional daily use of your acidic ray *bloodline* ability. You may cross this boon off your Chronicle sheet if you are the target of a *heal* spell while under the effects of *nondetection*.

DUST OF DISJUNCTION

Aura moderate abjuration and evocation; **CL** 10th**Slot** none; **Price** 2,500 gp; **Weight** —

DESCRIPTION

This fine powder looks like crushed diamonds. A single handful of this substance can be thrown in a 15-foot cone, at which point it attempts to absorb and neutralize any magic it comes in contact with. The magical properties of each unattended magic item in the area are suppressed for 1d4 rounds as if targeted by *dispel magic* (caster level 10th). Each creature in the area is affected as if by a targeted *dispel magic* spell, though the user cannot specify a spell effect to dispel; if a target has no spells affecting it, the dust instead attempts to suppress the abilities of one magic item carried by the target, selected at random following the rules for items surviving a saving throw (*Pathfinder RPG Core Rulebook* 217). The dust does not affect other ongoing magical effects.

Dust of disjunction has a curious effect on golems, which also demonstrate anti-magical properties. A golem exposed to this dust must succeed at a DC 17 Fortitude save or be staggered for 1 minute. At the end of its turn, a staggered golem may attempt a new saving throw to end the staggered effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel magic*, *shatter*

All Subtiers

+1 human bane sap (8,301 gp)
+1 mythic bane dagger (8,302 gp; *Pathfinder RPG Mythic Adventures* 143)
air elemental gem (2,250 gp)
cloak of resistance +1 (1,000 gp)
crown of swords (6,000 gp; *Pathfinder RPG Ultimate Equipment* 242)
dust of disjunction (2,500 gp)
fire elemental gem (2,250 gp)
potion of cure serious wounds (750 gp)

Subtier 6-7

+2 mythic bane dagger (18,302 gp; *Pathfinder RPG Mythic Adventures* 143)
bora bead (3rd-level extract; 9,000 gp; *Pathfinder RPG Ultimate Equipment* 284)
potion of barkskin (CL 6; 600 gp, limit 1)
cloak of resistance +2 (4,000 gp)
ring of protection +1 (2,000 gp)
stone of good luck (20,000 gp)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	641	1,282

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of subtier	1,128	2,255

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
6-7	1,614	3,229

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+	1	ER
XP Gained (GM ONLY)		

=	9	
Final XP Total		

13	11
Initial Prestige	Initial Fame

+	1	ER
Prestige Gained (GM ONLY)		

—	
Prestige Spent	

14	12
Current Prestige	Final Fame

10	85
Starting GP	

+	1282	ER
GP Gained (GM ONLY)		

+	—	ER
Day Job (GM ONLY)		

—	0
Gold Spent	

=	2367
Total	

For GM Only

Pandy

EVENT

EVENT CODE

5/25/14

DATE

Eric Robinson

Game Master's Signature

49183

GM Pathfinder Society #

Applied Day Job to Essential Field Agent ER