

Pathfinder Society Scenario #5-10: Where Mammoths

Character Chronicle #

Dare Not Tread Normal 2,180 4,360 SUBTIER Slow Normal This Chronicle sheet grants access to the following: Out of 3,022 6,045 subtier Accumulating an Army (Mammoth Riders): You successfully recruited the aid of a small, capable tribe SUBTICE Norma of Kellid people hardened by years of constant strife, and they are ready to aid you when the Rathfinder, 10-11 7,730 Society embarks to secure and explore the Sky Citadel of Jormurdun. This boon is cumulative with any other Accumulating an Army boons you possess, expands your options when preparing for the ■ Normal SUBTIER expedition, and grants you additional benefits when directly commanding the mammoth rider; +1 invigorating spear (18,302 gp; Pathfinder RPG +2 chain shirt (4,250 qp) Starting XP Ultimate Equipment 144) +2 courageous cold iron greatsword (20,400 qp; +2 cold iron greatsword (10,400 gp) Ultimate Equipment 138) amulet of mighty fists +1 (4,000 gp) +2 hide armor (4,165 gp) amulet of natural armor +1 (2,000 gp) +2 invigorating spear (32,302 gp; Ultimate boots of the mastodon (10,500 gp; Ultimate Equipment 144) belt of giant strength +2 (4,000 gp) Equipment 229) **Final XP Total** claws of the ice bear (1,300 gp; Ultimate Equipment 234) belt of physical might +2 (Str/Dex; 10,000 gp) gountlets of the skilled maneuver (grapple; 4,000 gp; boots of the winterlands (2,500 gp) Ultimate Equipment 235) frost brand (54,475 gp) Initial Prestige headband of inspired wisdom +2 (4,000 gp) headband of alluring charisma +2 (4,000 gp) mammoth's shield (9,170 gp; this is a lion's shield that lesser belt of mighty hurling (14,000 gp; Ultimate instead features a mammoth's head) Equipment 210) Prestige Gained (6M 0NLY) minor ring of inner fortitude (18,000 gp; Ultimate manual of gainful exercise +1 (27,500 qp)

Scroll of Tongun 375 (2)
Scroll of Suppress Chams and Compulsion 18
Scroll or Commune 1650
Scroll of Raise Dead 6125

Current Prestige Starting GP **Gold Spent**

For GM Only

Equipment 167) rhino hide (5,165 gp)

ring of protection +1 (2,000 gp) stone of good luck (20,000 gp)

wand of lesser restoration (9 charges; 810 gp, limit 1)

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Total