

Pathfinder Module: Gallows of Madness (Bonus Chronicle Sheet)

Character Chronicle #	
004	_

Normal

Slow

SPECIAL

SUBTIER

Good

A.K.A. ____

Vasile

14034 - 57

Silv.

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Savior of Saringallow: When you earn this Chronicle sheet, you may choose whether or not to receive XP, Prestige Point, and gold rewards; you may instead choose to gain no XP and gold, but you instead earn 2 Prestige Points and still qualify for all of the boons and items on this sheet. If you elect to earn the full rewards, you gain 3 XP, 6 Prestige Points, and 3,711 gp (1,856 gp for characters use the slow track method of advancement).

☐☐☐ Friends in Saringallow: You rescued both Nolaria Wintren and Nixa Volsetti from Wormgnash's minions. The cousins decide to provide you with assistance on your future adventures. Using any of these favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off a box each time you ask for help. When you check the last box, Nolaria and Nixa return to Saringallow; cross this boon off your Chronicle sheet.

- Ask Nixa to share her expertise (Knowledge [planes] +5)
- Ask Nolaria to share her wisdom (Heal +6 or Survival +6)
- Ask Nolaria to cast bless (CL 3rd, concentration +5)
- Ask Nolaria to cast cure light wounds (CL 3rd, concentration +5)
- Ask Nixa to make a full attack against one of your foes. **Melee** mwk longsword +4 (1d8+3/19-20), light shield +3 (1d3+3)

Pushing Back the Abyss: You stopped Wormgnash's plots, and, with the help of the town guard, eradicated the last traces of demon bile from Saringallow. Your experiences in Saringallow have taught you to recognize signs of demonic influence. You gain a +2 circumstance bonus on Knowledge (planes) checks concerning demons, and may attempt such checks as though you were trained in the skill. This bonus does not stack with the benefits provided by tools like Pathfinder Chronicles.

ANTIQUARIAN'S MONOCLE.

SLOT eyes

CL 3rd

WEIGHT —

AURA faint divination

This lens, mounted on a round silver frame, fits snugly in the eye orbit of any Medium or Small user. Three times per day on command, the monocle allows the user to read magic inscriptions (including scrolls) as if affected by read magic.

Once per day, by speaking a second command word, the user can activate a 1st-level spell from a scroll even if she doesn't have the spell on her class list or meet the other requirements. Activating a scroll with the monocle is a full-round action (or the spell's casting time, whichever is longer).

CONSTRUCTION REQUIREMENTS

cost 675 gp

Craft Wondrous Item, read magic

antiquarian's monocle (1,350 gp)

+1 Adamaune Gardiche 5013

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For GM Only

Gaming Etc

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Petam Cole
Game Master's Signature

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GM Pathfinder Society #