



Pathfinder Society Scenario #79: The Half-Dead City

Character Chronicle #

002

Scott

Player Name

A.K.A.

Ypnos

Character Name

14034 45

Pathfinder Society #

Scarab
Sages

Faction

This Chronicle sheet grants access to the following:

Choose one of the following boons, and cross the other off your Chronicle sheet.

Hieroglyphic Knowledge: While exploring the ancient Tomb of Akhentepi during the annual royal lottery, you studied many archaic hieroglyphs that illustrate differences between the Ancient Osiriani and the modern Osiriani language spoken today. This experience has trained you to perceive linguistic nuances and ancient root words. Before attempting a Linguistics check, you may use this boon to gain a +4 insight bonus on the check. If the Linguistics check is related to the Ancient Osiriani or Osiriani languages, the bonus increases to +8. When you use this boon, cross it off your Chronicle sheet.

Echoes of the Dead: Your chilling experiences in the House of Pentheru have hardened your resolve and strengthened your fortitude against the effects of haunts and the troubling visions they bring. When you fail a Fortitude or Will saving throw against a haunt, you can use this boon to gain a +2 competence bonus on the save retroactively. If the bonus is enough to turn the failure into a success, the save succeeds.

AKHENTEPI'S ARMOR

Aura moderate transmutation; CL 7th
Slot armor; Price 5,235 gp; Weight 10 lbs.

DESCRIPTION

This suit of +1 *stanching* ^{UE} padded armor is of traditional Osirian design, consisting of a quilted cuirass of lightweight, breathable linen; a linen kilt; and a teardrop-shaped groin guard of stiffened linen. Besides its anti-bleeding properties, *Akhentepi's armor* grants its wearer a sense of impending danger. Once per day as a free action when the wearer attempts an initiative check, the wearer can add a +3 insight bonus on that initiative check.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *anticipate peril*^{UM}, *stabilize*, *cure critical wounds* or *lesser restoration*;
Cost 2,695 gp

SCARAB SHIELD

Aura faint conjuration; CL 3rd
Slot shield; Price 4,399 gp; Weight 6 lbs.

DESCRIPTION

This +1 *light steel shield* is fashioned in the shape of a scarab beetle. Once per day on command, a *scarab shield* grants its wielder a +2 sacred bonus on saving throws against fear and death effects for 3 minutes. At any time while this bonus is in effect, the wielder can end the effect as a swift action for a burst of healing energy. The wielder loses the saving throw bonus, but is healed of 1d8+3 points of damage.

In addition, a *scarab shield* can protect its wielder from swarms. If a mindless swarm attempts to enter the wielder's space, the swarm must attempt a DC 11 Will save. If the save succeeds, the swarm can enter the wielder's space and attack the wielder normally. If the save fails, the swarm instinctively avoids the space occupied by the wielder, completely ignoring the wielder for 3 rounds. This effect ends if the wielder makes any attacks, but the wielder may use non-attack spells or otherwise act without ending the effect. This ability functions once per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blessing of courage* and *life*^{APG}, *sanctuary*; **Cost** 2,279 gp

- 135 gp (9 charges, CL 3 ward of Summon Monster I)
ward of burning hands - 750 gp
sleeves or man garments - 200 gp used up

Akhentepi's armor (5,235 gp)
potion of darkvision (300 gp)
potion of lesser restoration (300 gp)

ring of protection +1 (2,000 gp)
scarab shield (4,399 gp)
silversheen (250 gp)

289 Ward Cure Light Wards Wayfinder - 250 gp

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	768	1,536

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

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

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

MAX GOLD

EXPERIENCE

FAME

GOLD

1	
Starting XP	
+ 2	
XP Gained (GM ONLY)	
= 3	
Final XP Total	
1	1
Initial Prestige	Initial Fame
+ 3	
Prestige Gained (GM ONLY)	
- 2	
Prestige Spent	
2	4
Current Prestige	Final Fame
479	
Starting GP	
+ 1024	
GP Gained (GM ONLY)	
+ 20	
Day Job (GM ONLY)	
- 1335	
Gold Spent	
= 188	
Total	

For GM Only

Pondy

EVENT

EVENT CODE

8/9/15

DATE

Game Master's Signature

120937

GM Pathfinder Society #