



PATHFINDER MODULE: CURSE OF THE RIVEN SKY

This Chronicle Certifies That

Player Name _____ A.K.A. _____ Character Name _____ Pathfinder Society # _____ Faction _____

Has Completed This Scenario.

Items Found During This Scenario

SUBTIERS

All

Battler of Giants: By besting the hill giants of the Jurn tribe and other giant threats, you've learned invaluable fighting techniques and insight into the tactics of creatures larger than yourself. You may, as an immediate action, gain a +4 competence bonus to your AC or Combat Maneuver Defense, or on attack rolls until the end of your next turn against all opponents at least one size category larger than you. Once this ability has been used, cross it off the Chronicle.

+1 blinding heavy steel shield (4,170 gp)

+2 battleaxe (8,310 gp)

+2 chainmail (4,300 gp)

+2 frost longsword (18,315 gp)

+2 longsword (8,315 gp)

Belt of giant's strength +2 (4,000 gp)

Cloak of greater fire resistance (44,000 gp; functions as a ring of greater fire resistance)

Greater hat of disguise (12,000 gp; functions as a hat of disguise, this garment allows the bearer to cast *alter self* at will at CL 3rd)

Headband of vast intelligence +2 (4,000 gp)

Idol of the eye (19,000 gp; once per day the bearer of the *idol of the eye* can cast *augury* and *divination* at CL 9th; also, once per week the bearer may ask one yes-or-no question of idol (as per *commune* at CL 9th).

Potion of cure serious wounds (750 gp)

Potion of invisibility (300 gp)

Ring of freedom of movement (40,000 gp)

Scroll of dimension door (700 gp)

Scroll of fireball (375 gp)

Scroll of fly (375 gp)

Wand of cure serious wounds (19 charges; 4,275 gp; limit 1)

Wand of lightning bolt (CL 6th, 34 charges; 9,180 gp; limit 1)

Scenario Chronicle #

☐ Slow ☐ Normal

LEVEL 9-11 11,787 23,574

MAX GOLD

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

=

Subtotal

-

Items Bought

=

Total

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #