Pathfinder Module: Cult of the Ebon Destroyers

Scenario Chronicle #

This Chronicle Certifies That

A.K.A.

Player Name | Character Name | Pathfinder Society # | Faction

Has Completed This Scenario.

☐ Slow ☐ Normal MAX GOLD

LEVEL		
7–9	7,431	14,862

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 Found During This Scenario

TIERS: All

☐ **Perfect Defense**: In thanks for your efforts defending the Thakur and the nation of Jalmeray, meditative masters at the Houses of Perfection teach you sacred, secret defensive maneuvers. You may, as an immediate action, gain a +4 competence bonus to your Combat Maneuver Defense until the end of your next turn. Once this ability has been used, cross it off the Chronicle.

Belt of incredible dexterity +2 (4,000 gp)
Cloak of elvenkind (2,500 gp)
Cloak of resistance +2 (4,000 gp)
Dhat-gunchi paste (poison—injury; DC 14; 1/round for 4 rounds; 1 Con and 1d2 Wis damage, 1 save; limit 1 dose)
Eversmoking bottle (5,400 gp)
+1 flaming bracelet chakrams (treat as shuriken; quantity of 50; 8,310 gp)
Goggles of night (12,000 gp)
Headband of vast intelligence +2 (Escape Artist; 4,000 gp)
Padma blossom (8,000 gp; while grasped, a *padma blossom* grants its holder a +3 competence bonus on concentration checks and suppresses the following on its holder: morale bonuses, fear effects, and the confused, dazed, or stunned conditions. Twice per day, the bearer can cast *calm emotions* at CL 3rd.)
2nd-level potions: *bear's endurance, bull's strength, cat's grace, cure moderate wounds, invisibility* (300 gp each)
Potion of fly (750 gp)
Ring of counterspells (4,000 gp)
Ring of mind shielding (8,000 gp)
Ring of protection +1 (2,000 gp)
Rod of metal and mineral detection (10,500 gp)
2nd-level scrolls: *alter self, bear's endurance, blur, bull's strength, cat's grace, continual flame* (200 gp), *darkvision, eagle's splendor, false life, fox's cunning, invisibility, knock, magic mouth* (160 gp), *mirror image, owl's wisdom, protection from arrows, resist energy, scorching ray, see invisibility, spider climb* (150 gp each except where noted)
3rd-level scrolls: *dispel magic, displacement, fireball, gaseous form, greater magic weapon, haste, heroism, protection from energy* (375 gp each)
4th-level scrolls: *dimension door, lesser globe of invulnerability, mnemonic enhancer* (750 gp), *resilient sphere, stoneskin* (950 gp) (700 gp each except where noted)
5th-level scrolls: *overland flight, symbol of pain* (2,125 gp), *telekinesis, teleport, wall of force* (1,125 gp each except where noted)
6th-level scrolls: *disintegrate, globe of invulnerability, greater dispel magic, permanent image, transformation* (1,650 gp each)
+1 shock composite longbow [+3 Str] (8,700 gp)
Slippers of spider climbing (4,800 gp)
+2 temple sword (8,330 gp)
Wand of cure light wounds (15 charges, 225 gp; 40 charges, 600 gp)
Wand of scorching ray (15 charges, 1,350 gp)

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 #