



# Pathfinder Online: Thornkeep The Enigma Vaults

## GM Sheet

This Chronicle Certifies That

Scenario Chronicle #  
003

	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal	MAX GOLD
LEVEL 3-5	2,400	4,800	

Score

A.K.A.

Epopecus

14034 - 56

Dark Archer

Player Name

Character Name

Pathfinder Society #

Faction

Has Completed This Scenario.

### Items Found During This Scenario

LEVEL

3-5

**Noqual Ore:** Among the otherworldly treasures of the Enigma Vaults, you discovered a cache of rare noqual ore. You may purchase equipment made from this rare skymetal.

Noqual looks almost like a pale green crystal to the untrained eye, but can be worked as iron despite its appearance. It is light—half as heavy as iron, yet just as strong. More importantly, noqual is strangely resistant to magic. An object made of noqual gains a +4 bonus on any saving throw made against a magical source. Creating a magic item that incorporates any amount of noqual into it increases the price of creation by 5,000 gp, as costly reagents and alchemical supplies must be used to treat the metal during the process.

Weapons made of noqual weigh half as much as normal, and gain a +1 enhancement bonus on damage rolls against constructs and undead created by feats or spells. Noqual armor weighs half as much as other armors of its type, and is treated as one category lighter than normal for the purposes of movement and other limitations (light armor is still treated as light armor, though). The armor's maximum Dexterity bonus increases by 2, and armor check penalties are reduced by 3. The armor's spell failure chance increases by 20% and applies to all magic used while wearing the armor, regardless of the magic's source or class abilities possessed by the wearer. The wearer of a suit of noqual armor gains a +2 resistance bonus on all saving throws against spells and spell-like abilities.

Noqual has 30 hit points per inch of thickness and hardness 10. A suit of noqual light armor costs +4,000 gp, medium armor +8,000 gp, and heavy armor +12,000 gp. A shield costs +2,000 gp, and a weapon or other item +500 gp.

+1 keen three-fingered spiked gauntlet (8,305 gp; imparts a -2 penalty on attack rolls)  
amulet of natural armor +1 (2,000 gp)

bloodstone of Gultariix (200 gp; when this dark crystal is dissolved into a potion, the potion is enhanced as if by the Extend Spell metamagic feat)

elemental gem (fire) (2,250 gp)

goggles of minute seeing (2,500 gp)

Medium spider venom (150 gp, limit 2)

scroll of summon monster III (375 gp)

scroll of summon monster IV (700 gp)

wand of charm monster (10 charges; 4,200 gp, limit 1)

wand of invisibility (15 charges; 1,350 gp, limit 1)

wand of sound burst (15 charges; 1,350 gp, limit 1)

Adamor Elven Cresent Blade 3080  
Michael Balle Bow plus 4400  
wand CLW (50) 750

### EXPERIENCE

6

Starting XP

+	<u>3</u>	GM's Initial
XP Gained (GM ONLY)		

9

Final XP Total

### FAME

8

Initial Fame

8

Initial Prestige

+	<u>4</u>	GM's Initial
Prestige Gained (GM ONLY)		

-

Prestige Spent

12

12

Final Fame Current Prestige

### GOLD

5109

Start GP

+	<u>4800</u>	GM's Initial
GP Gained (GM ONLY)		

+	<u>          </u>	GM's Initial
Day Job (GM ONLY)		

+

= 9909  
Subtotal

- 8230  
Items Bought

= 1679  
Total

### Items Sold / Conditions Gained


TOTAL VALUE OF ITEMS SOLD

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

### Items Bought / Conditions Cleared

<u>Purchases</u>	<u>8230</u>

TOTAL COST OF ITEMS BOUGHT

8230

### For GM Only

PS Marlboro  
EVENT

92765  
EVENT CODE

3/18/17  
DATE

Game Master's Signature

14034-56  
GM Pathfinder Society #