

PATHFINDER ADVENTURE PATH:



PATHFINDER SOCIETY ORGANIZED PLAY

The Giantslayer Adventure Path may be played as part of the Pathfinder Society Organized Play campaign for credit. These adventures are produced for a wider audience than just Pathfinder Society Organized Play, and are thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

SANCTIONED CONTENT

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the Giantslayer Adventure Path are considered sanctioned content.

LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific Giantslayer adventure being played.

For the sanctioned content in "Battle of Bloodmarch Hill" and "The Hill Giant's Pledge," if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on

Sanctioned Content Key

Adventure	Sanctioned Content	Legal Character Level
"Battle of Bloodmarch Hill"	Part 2 to Conclusion	2-4
"The Hill Giant's Pledge"	Part 3 to Conclusion	5-7
"Forge of the Giant God"	Part 3 to Conclusion	9-11
"Ice Tomb of the Giant Queen"	Area P to Conclusion	11-13
"Anvil of Fire"	Part 3 to Conclusion	14-16
"Shadow of the Storm Tyrant"	Part 3 to Conclusion	15-17

paizo.com. You may apply the credit for the adventure to a Pathfinder Society character as soon as she reaches the level of the pregenerated character played. Equipment listed on the pregenerated character sheet may only be sold to clear conditions, such as death, during the adventure, and any remaining wealth does not carry over at the end of the sanctioned content.

Alternatively, if you are participating in the Giantslayer Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in Chapter 5 of the *Pathfinder Society Roleplaying Guild Guide*, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum

PC requirement (see Chapter 7 of the *Pathfinder Society Roleplaying Guild Guide*), but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any of the sanctioned content from the Giantslayer Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the normal advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any

sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES

Since sanctioned Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.

HANDLING SPECIAL POINTS

Several volumes of this Adventure Path require tracking point totals or other factors. Use the following assumptions when running the sanctioned portion of a volume for Pathfinder Society characters.

Battle of Bloodmarch Hill: The PCs only earn the boon *Siege's Resolve* if they successfully earned at least 10 Resolve Points during the adventure; cross the boon off the Chronicle sheet if they earned 9 or fewer Resolve Points.

Ice Tomb of the Giant Queen: When playing only the sanctioned portion of this adventure, do not track Sabotage Points and Outrage Points.

ABOUT PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a

great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for all six parts of the Gunslinger Adventure Path are included in this document. For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety.





Pathfinder Adventure Path #91: Battle of Bloodmarch Hill

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Armed with Agrimmosh: You have recovered a powerful hammer known as *Agrimmosh*. Although you cannot purchase this weapon, whenever you play through the sanctioned portion of a *Giantslayer* volume, your group begins play with *Agrimmosh*.

Power of the Giants: You gain the Power of the Giants bonus Chronicle sheet, which grants you the ability to grow to double in height and fight giants on equal terms.

Siege's Resolve: Through your trial by fire, you have proven capable of fending off overwhelming numbers while defending others. As a free action on your turn, you can cross this boon off your Chronicle sheet in order to gain a +2 insight bonus to your Armor Class for 1 minute when threatened by three or more opponents. Against creatures with the giant or orc subtype, this bonus increases to +3 and also extends to any allies that are adjacent to you.

USKROTH'S ARMOR

PRICE
11,350 GP

SLOT armor

CL 5th

WEIGHT 50 lbs.

AURA faint transmutation

This battered, well-used suit of +1 half-plate automatically resizes itself to match the size of its wearer. Once per day on command, the armor can bestow upon its wearer the effects of *righteous might* for 5 rounds. The wearer's alignment determines the DR gained from this ability. A good wearer gains DR 5/evil, an evil wearer gains DR 5/good, and a wearer who is neither good nor evil chooses which DR to gain the first time she activates this ability—once chosen, it cannot be changed.

CONSTRUCTION REQUIREMENTS

COST 6,350 GP

Craft Magic Arms and Armor, *righteous might*

+1 human-bane arrow (166 gp, limit 4)
armor ointment (30 gp; *Pathfinder RPG Ultimate Equipment* 102)
heavyload belt (2,000 gp; *Ultimate Equipment* 212)
scabbard of honing (500 gp; *Ultimate Equipment* 318)
scroll of phantasmal killer (700 gp)
shield cloak (1,000 gp; *Ultimate Equipment* 268)
Uskroth's armor (11,350 gp)
wand of cure light wounds (24 charges; 360 gp, limit 1)
wand of inflict moderate wounds (7 charges; 630 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

2-4

1,856

3,711

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #92: The Hill Giant's Pledge

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Fame of the Giantslayer: Having saved Trunau from invasion by orcs and giants, you have become a minor celebrity in Lastwall and beyond. When you earn other Chronicle sheets associated with *Pathfinder Adventure Path: Giantslayer* with this character, increase the Prestige Points and Fame earned by 1. This benefit is not retroactive.

Power of the Giants (Hill): Gain the Power of Giants bonus Chronicle sheet if you do not already possess it, and cross the Hill Giant option off that sheet. If you already gained the Power of the Giants boon from an earlier Chronicle sheet, you instead gain the Hill Giant option.

GLORY MEDALLION

PRICE
5,000 GP

SLOT none

CL 5th

WEIGHT 1 lb.

AURA faint conjuration and necromancy

This miniature sword emblazoned with a sunburst functions as a holy symbol of Iomedae. If Iomedae is the bearer's patron, when channeling positive energy, the bearer can treat one die roll of a 1 as a 6 when determining the amount of damage healed by living creatures or dealt to undead creatures. In addition, once per day, the bearer can expend uses of his channel energy ability to dispel a darkness spell of lower than 9th level within a 30-foot-radius burst. One use of channel energy is consumed for every level of darkness spell dispelled this way. If the bearer doesn't have enough uses of channel energy to match the level of the spell, the spell is not dispelled.

CONSTRUCTION REQUIREMENTS

COST 2,500 GP

Craft Wondrous Item, *sunburst*, creator must be a worshipper of Iomedae

+2 breastplate (4,350 gp)

+2 handaxe (8,306 gp)

agile alpenstock (2,000 gp; *Pathfinder RPG Ultimate Equipment* 276)

cloak of resistance +1 (1,000 gp)

glory medallion (5,000 gp)

headband of alluring charisma +2 (4,000 gp)

javelin of lightning (1,500 gp)

wand of remove curse (9 charges; 2,025 gp, limit 1)

wand of summon monster III (9 charges; 2,025 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

5-7 4,356 8,712

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #93: Forge of the Giant God

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Forge Blessing:** You have laid claim to *Minderhal's Forge*, which grants you power over creation and stone. Even though you cannot bring the forge on your travels, you can channel a limited amount of its power even at a great distance. As a full-round action, you can check one of the boxes that precede this boon to cast one of the following spell-like abilities using your character level as your caster level: *bull's strength*, *make whole*, or *stone shape*. You can instead check two or more boxes to cast one of the following: *iron body* (3 boxes), *stoneskin* (2 boxes), or *stone to flesh* (3 boxes). When you check the last box, your connection to the forge is exhausted; cross the entire boon off your Chronicle sheet.

Power of the Giants (Stone): Gain the Power of Giants bonus Chronicle sheet if you do not already possess it, and cross the Stone Giant option off that sheet. If you already gained the Power of the Giants boon from an earlier Chronicle sheet, you instead gain the Stone Giant option.

+2 *giant-defiant splint mail* (9,200 gp; *Pathfinder RPG Ultimate Equipment* 116)

+2 *light fortification chainmail* (9,300 gp)

+2 *shortbow* (8,330 gp)

bane baldric (10,000 gp; *Ultimate Equipment* 220)

boots of friendly terrain (mountains; 2,400 gp; *Ultimate Equipment* 228)

broom of flying (17,000 gp)

elemental earth belt (24,000 gp; *Ultimate Equipment* 211)

iron spike of safe passage (2,000 gp; *Ultimate Equipment* 306)

lesser belt of mighty hurling (14,000 gp; *Ultimate Equipment* 210)

mantle of spores (13,400 gp; *Ultimate Equipment* 267)

pearl of power (3rd-level; 9,000 gp)

spined shield (5,580 gp)

stonemist cloak (3,500 gp; *Ultimate Equipment* 269)

torc of lionheart fury (8,000 gp; *Ultimate Equipment* 261)

volatile vaporizer (2nd-level, 3,000 gp; *Ultimate Equipment* 324)

SUBTIER ☐ Slow ☐ Normal

9-11

11,787

23,574

SUBTIER ☐ Slow ☐ Normal

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—

—

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #94: Ice Tomb of the Giant Queen

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ **Bane of Urgathoa:** You have defied the frost giants' cult to Urgathoa, and in doing so you have developed new techniques for destroying undead. You can check one of the boxes that precede this boon before attempting an attack against an undead creature. Your weapon gains the *undead-bane* and *ghost touch* weapon enhancements and increases its critical multiplier by 1 for that attack only. Alternatively, you can leverage your defeat of the icy Urgathoans when creating undead of your own to give them power over cold; check one of the boxes when you cast *animate dead* to grant the creature's natural attacks the *frost* weapon enhancement. When you check the last box, cross the entire boon off your Chronicle sheet.

Power of the Giants (Frost): Gain the Power of Giants bonus Chronicle sheet if you do not already possess it, and cross the Frost Giant option off that sheet. If you already gained the Power of the Giants boon from an earlier Chronicle sheet, you instead gain the Frost Giant option.

+1 *impervious keen battleaxe* (11,310 gp; *Ultimate Equipment* 144)

+1 *mithral warding chainmail* (8,150 gp; *Ultimate Equipment* 123)

+3 *longsword* (18,315 gp)

+3 *mithral chainmail* (13,150 gp)

belt of thunderous charging (10,000 gp; *Ultimate Equipment* 211)

cloak of etherealness (55,000 gp)

drinking horn of bottomless valor (24,000 gp; *Ultimate Equipment* 292)

escape ladder (4,000 gp; *Ultimate Equipment* 296)

frostblood axe (40,310 gp; *Monster Codex* 69)

headband of alluring charisma +4 (16,000 gp)

headband of mental prowess +4 (Wis, Cha; 40,000 gp)

insistent doorknocker (5,000 gp; *Ultimate Equipment* 305)

lesser mask of giants (30,000 gp; *Ultimate Equipment* 246)

manual of war (7,500 gp; *Ultimate Equipment* 310)

marble mastodon figurine of wondrous power (17,000 gp)

pink and green sphere ioun stone (8,000 gp)

ring of protection +3 (18,000 gp)

staff of frost (41,400 gp)

wand of chill metal (12 charges; 1,080 gp, limit 1)

winter wolf headband (32,000 gp; *Ultimate Equipment* 253)

SUBTIER ☐ Slow ☐ Normal

11-13 16,399 32,799

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current
PrestigeFinal
Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #95: Anvil of Fire

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Power of the Giants (Fire): Gain the Power of Giants bonus Chronicle sheet if you do not already possess it, and cross the Fire Giant option off that sheet. If you already gained the Power of the Giants boon from an earlier Chronicle sheet, you instead gain the Fire Giant option.

Thunderbolt Legend: You have wielded the legendary *hammer of thunderbolts*, and as a move action, you can bestow its power for 1 minute on any weapon you wield. The affected weapon deals damage as though it were one size category larger and gains two of the following weapon enhancements: *giant-bane*, *returning*, *throwing*, and *thundering*. While you wield the weapon, you also gain resistance 10 against fire and sonic damage. Alternatively, you can use this boon to grant the artifact's power to a spell you cast. The spell is augmented as if by the Empower Spell metamagic feat, but the additional 50% damage is entirely sonic damage. Furthermore, one creature affected by the spell must succeed at a DC 20 Fortitude save or be stunned for 1 round. When you use this boon, cross it off your Chronicle sheet.

RUBY SAPPHIRE OF OSH-MARU

PRICE
96,000 GP

SLOT none

CL 10th

WEIGHT 1 lb.

AURA moderate transmutation

This fist-sized uncut gem looks like a human heart. One half is ruby-red with blue flecks; the other is sapphire-blue with red flecks. Five times per day when the gem is held in one hand, a spellcaster can use this item as an additional focus component when casting a spell that deals electricity or fire damage, converting up to half the spell's electricity damage to fire damage or vice versa, as if using the Elemental Spell metamagic feat. Unlike the feat, this does not alter the casting time or spell level of the spell. In addition, when held, the gem provides the bearer resistance 20 against electricity and fire. At will as a free action, the bearer can command the Ruby Sapphire of Osh-Maru to glow as brightly as a torch with either blue or red flame, manipulate this light as if it were *dancing lights*, or snuff this light.

CONSTRUCTION REQUIREMENTS

COST 2,500 GP

Craft Wondrous Item, Elemental Spell^{APG}, *resist energy*

+1 adamantine human-bane halberd (11,010 gp)
+1 frost shock spear (18,302 gp)
+1 spell-storing adamantine greatsword (11,050 gp)
+3 mithral breastplate (13,200 gp)
bracers of armor +4 (16,000 gp)
cloak of fiery vanishing (2,600 gp; *Pathfinder RPG Ultimate Equipment* 264)
crown of conquest (24,600 gp; *Ultimate Equipment* 241)
headband of alluring charisma +4 (16,000 gp)
obsidian steed figurine of wondrous power (28,500 gp)
ring of invisibility (20,000 gp)
ring of minor cold resistance (12,000 gp)
ruby sapphire of Osh-Maru (96,000 gp)
staff of accompaniment (14,800 gp; *Ultimate Equipment* 194)
wand of good hope (34 charges; 7,650 gp, limit 1)
wand of life bubble (28 charges; 11,760 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

14-16 37,500 75,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #96: Shadow of the Storm Tyrant

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

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

Commander of Zephyr Hall: You have taken control of a flying—albeit damaged—cloud castle, providing you a mobile base of operations. Whenever you must travel to a site on Golarion, you may travel to the region in this castle; its controls are only precise enough to transport you near your destination, not to deposit you atop a tower or serve as a mobile weapons platform. You can also access the castle's unparalleled library. At the beginning of an adventure, you can attempt a DC 30 Knowledge (history) check to uncover a secret about your upcoming foes or destination; this functions as *moment of prescience* (CL 10th) but with a duration of one week.

Dragon Tyrant: You have wielded the *Orb of Red Dragonkind*, and with it you maintain tenuous control over a powerful dragon. As a full-round action, you can cross this boon off your Chronicle sheet to call a dominated adult red dragon (*Pathfinder RPG Bestiary* 98) in any space within 30 feet, and it serves you for 3 rounds. At the end of the third round, the dragon regains control of its actions and attacks you and your allies for 1 round before disappearing. For each 1 Prestige Point you spend, you can keep the dragon dominated for 1 additional round. You can also spend 5 Prestige Points to appease the dragon so that it does not attack you before it disappears.

Power of the Giants (Storm): Gain the Power of Giants bonus Chronicle sheet if you do not already possess it, and cross the Storm Giant option off that sheet. If you already gained the Power of the Giants boon from an earlier Chronicle sheet, you instead gain the Storm Giant option.

Strength of the Gigas: You gain one additional daily use of the *enlarge person* spell-like ability granted by the Power of the Giants Chronicle sheet. You can use both daily uses simultaneously to either gain two of the bonus giant powers simultaneously or to cast *giant form I* as a spell-like ability. If you also expend 2 Prestige Points, you can instead use the two daily uses to cast *giant form II*.

+1 improved fire resistance heavy steel shield
(43,170 gp)

+2 thundering falcatra (18,318 gp; *Pathfinder RPG*
Ultimate Equipment 27)

belt of physical might +4 (Str, Con; 40,000 gp)

cap of the free thinker (12,000 gp; *Ultimate*
Equipment 240)

eye of the void (10,000 gp; *Ultimate Equipment* 296)

headband of mental prowess (Int, Cha; Knowledge
[planes], Use Magic Device; 40,000 gp)

major ring of cold resistance (28,000 gp)

major ring of electricity resistance (28,000 gp)

musical staff (32,000 gp; *Ultimate Equipment* 194)

orb of storms (48,000 gp)

staff of electricity (31,900 gp; *Ultimate Equipment* 196)

steelhand circle (12,000 gp; *Ultimate Equipment* 177)

stormlord's helm (35,000 gp; *Ultimate Equipment* 247)

wand of air walk (25 charges; 10,500 gp, limit 1)

wind-caller compass (4,400 gp; *Ultimate*
Equipment 325)

wyvern cloak (78,600 gp; *Ultimate Equipment* 269)

SUBTIER ☐ Slow ☐ Normal

15–17 47,500 95,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #91–96: Power of the Giants

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Your extended exposure to an artifact and your ongoing battles with giants have granted you the ability to match their size and strength. Once per day, you can cast *enlarge person* (self only) as a spell-like ability. The caster level for this effect equals the number of Power of the Giants boons that you possess. If you are not a humanoid creature, the spell still affects you but only lasts 2 rounds per caster level.

Over the course of the *Giantslayer* Adventure Path, you can gain additional Power of the Giants boons that grant you additional options when you activate this boon's *enlarge person* spell-like ability. You only apply one of these additional benefits each time you use the ability.

Hill Giant: When you use the *enlarge person* spell-like ability, you gain temporary hit points equal to 3 times the number of Power of the Giants boons you possess. These temporary hit points disappear when the spell ends.

Stone Giant: While you use the *enlarge person* spell-like ability, you also gain the ability to throw rocks as one-handed weapons with a 30-foot range increment. Damage for a hurled rock is 1d6 (1d4 for a Small creature) plus your Strength modifier. When you use this ability, you also have—or are in easy reach of—at least one object suitable for throwing. At the GM's discretion, additional ammunition might be close at hand.

Frost Giant: While you use the *enlarge person* spell-like ability, you also gain cold resistance equal to twice the number of Power of the Giants boons you possess. In addition, your first attack with a melee or thrown weapon each round deals an additional 1d6 cold damage on a successful hit. This additional damage does not stack with the *frost* weapon property.

Fire Giant: While you use the *enlarge person* spell-like ability, you also gain fire resistance equal to twice the number of Power of the Giants boons you possess. In addition, your first attack with a melee or thrown weapon each round deals an additional 1d6 fire damage on a successful hit. This additional damage does not stack with the *flaming* weapon property.

Storm Giant: While you use the *enlarge person* spell-like ability, your body crackles with energy. As a swift action, you can arc this energy to strike a target within 30 feet as per *call lightning* (CL 15th, DC 20). You can instead use a standard action to direct a bolt as per *call lightning storm* (CL 15th, DC 22). Each bolt you create reduces the *enlarge person* spell's remaining duration by 1 minute (or 2 rounds if you are not a humanoid).

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+	GM's Initials
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XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+	GM's Initials
---	---------------

Prestige Gained (GM ONLY)

—

Prestige Spent

—

Current Prestige Final Fame

Starting GP

+	GM's Initials
---	---------------

GP Gained (GM ONLY)

+	GM's Initials
---	---------------

Day Job (GM ONLY)

—

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #