

Pathfinder Adventure Path #63: The Asylum Stone

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Imit 2; Pathfinder RPG Ultimate Equipment 46) *monk's robe* (13,000 gp) *phylactery of positive channeling (11,000 gp) *manulet of natural armor +2 (8,000 gp) *phylactery of positive channeling (11,000 gp) *manulet of natural armor +2 (8,000 gp) *phylactery of positive channeling (11,000 gp) *manulet of natural armor +2 (8,000 gp) *phylactery of positive channeling (11,000 gp) *manulet of natural armor +2 (8,000 gp) *phylactery of positive channeling (11,000 gp) *prestige Spent **Final Fame Current Prest *Final Fame Current Prest **GOLD** **GOLD** **GOLD** **GOLD** **GOLD** **GOLD** **Final Fame Current Prest **Final Fame Current Prest **Final Fa	Nou may have the influence of one shard of the Sihedron active on your character at a time, and may only change your selected shard once per day. This Chronicle sheet provides you with access to the following shard's powers. Shard of Gluttony: Select one of the following three abilities, crossing the others off the Chronicle sheet. 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Gain a valuagith bomson os asses versus necromancy spells and spell-like abilities. Gain maximum hit points by a per Hit Die. Penalty: You are always hungry and thirsty, and are always sickened when you have not eaten food in the last low. You must make a D Ca well last on suming any food or beverage (including potions and the like) you carry immediately. If the save is successful, you can resist the urge for a hour before being forced to make the save again. Pen human hane holts (166 gp, limit 10) Pen seeking light crossbow (8 335 gp) Pen sudded hane longsword (8,315 gp) Pen sudded abne longsword (8,315 gp) Pen sudded point and armor + 1 (0,000 gp) Insulate of natural armor + 1 (0,000 gp) Insulate of natural armor + 1 (0,000 gp) Insulate of natural armor + 2 (0,000 gp) Prestige Gained (GMO ONLY) Wand of mount (37 charges; 555 gp, limit 1) Wand of shield (CL 10th, 11 charges; 1,650 gp, limit 1) Wand of shield (CL 10th, 11 charges; 1,650 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555 gp, limit 1) Wand of mount (37 charges; 555	tems Found During This Sc	enario		——————————————————————————————————————		ICE
amulet of natural armor +1 (1,000 gp) scroll of plane shift (1,125 gp)	boots of striding and springing (5,500 gp) bracers of armor +2 (4,000 gp) wand of shield (CL 10th, 11 charges; 1,650 gp, limit 1) GOLD Start GP + GP Gained (GM ONLY)	boots of striding and springing (5,500 gp) bracers of armor +2 (4,000 gp) GOLD GOLD GP Gained (GM ONLY) + 0 Day Job (GM ONLY) Hetems Sold / Conditions Gained Items Bought / Conditions Cleared	boots of striding and springing (5,500 gp) bracers of armor +2 (4,000 gp) wand of shield (CL 10th, 11 charges; 1,650 gp, limit 1) Start GP + GP Gained (GM ONLY) + Items Sold / Conditions Gained Items Bought / Conditions Cleared Subtotal LEVALUE OF ITEMS SOLD (a this relies to the "Hoper Sold" Boy	boots of striding and springing (5,500 gp) bracers of armor +2 (4,000 gp) wand of shield (CL 10th, 11 charges; 1,650 gp, limit 1) GOLD Start GP + O Day Job (GM ONLY + litems Sold Subtotal - litems Bought / Conditions Cleared Subtotal LEVALUE OF ITEMS SOLD 22 this value to the "Items Sold" Box	ms Sold / Conditions Gained Items Bought / Conditions Cleared Items Sold Subtotal	You may have the influence change your selected shard shard's powers. Shard of Gluttony: Select When active, this shard's information of Gain a +2 insight bonus of Gain a +2 insight bonus of Gain vampiric touch as a sport increase your maximum in Penalty: You are always huthour. You must make a DC 2 like) you carry immediately. In the save again. He seeking light crossbow (8,335 to 1) shadow leather armor (4,916 to 1) undead bane disruption cluber 1 undead bane longsword (8,3 to 2) thandaxe (8,306) that studded leather armor (9,175 amulet of natural armor to 1 (1,65 to 2) amulet of natural armor to 1.	once per day. This Chrosonce per day. This Chrosonce per day. This Chrosonce one of the following three duence grants you the selection saves versus necromancy cell-like ability usable 1/day int points by 1 per Hit Diengry and thirsty, and are also Will save to resist consulf the save is successful, you imit 10) gp) gp) gp) gp) gp) gp) gp)	e abilities, crossing the others off the Cotted ability, and imparts upon you the leaves pells and spell-like abilities. I spells and spell-like abilities. I ways sickened when you have not eaten aming any food or beverage (including pou can resist the urge for 1 hour before hat of disguise (1,800 gp) horseshoes of a zephyr (6,000 gp) manual of bodily health +1 (27,500 gp) masterwork pistol (1,300 gp, limit 2: Ultimate Equipment 46) monk's robe (13,000 gp) phylactery of positive channeling (11,000 ring of mind shielding (8,000 gp) scroll of plane shift (1,125 gp)	the following thronicle sheet. isted penalty. food in the last potions and the being forced to ; Pathfinder RPG	Starting + XP Gained (G Final XP T FAME Initial Fame Init + Prestige Gained	XP M ONLY Total Lial President GM ON