



# Pathfinder Adventure Path #64: Beyond the Doomsday Door

This Chronicle Certifies That \_\_\_\_\_

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

Has Received This Chronicle. \_\_\_\_\_

### Items Found During This Scenario

You 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 Envy:** Select one of the following three abilities, crossing the others off the Chronicle sheet. When active, this shard's influence grants you the selected ability, and imparts upon you the listed penalty.

- Gain a +2 insight bonus on saves versus abjuration spells and spell-like abilities.
- Gain *dispel magic* as a spell-like ability usable 1/day.
- Gain a +2 insight bonus to AC.

**Penalty:** You covet the success, wealth, and appearance of all other creatures, and become sickened whenever you are within 30 feet of any creature of the same race or character class as yourself. Physical contact with such a creature nauseates you for 2d6 rounds if you fail a DC 20 Fortitude save.

- +1 *adamantine full plate* (17,500 gp)
- +1 *human bane arrow* (166 gp, limit 10)
- +1 *unholy dagger* (18,302 gp)
- amulet of natural armor* +2 (8,000 gp)
- belt of physical might* +4 (Str, Con) (40,000 gp)
- bracers of armor* +5 (25,000 gp)
- cloak of resistance* +3 (9,000 gp)

- headband of mental prowess* +2 (Int and Wis; 10,000 gp)
- minor cloak of displacement* (24,000 gp)
- ring of force shield* (8,500 gp)
- scroll of mass inflict critical wounds* (3,000 gp)
- wand of cure moderate wounds* (CL 10th, 15 charges; 4,500 gp, limit 1)
- wand of fireball* (CL 10th, 9 charges; 4,050 gp, limit 1)

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal		MAX GOLD
LEVEL	16,399	32,799		
11-13				

### EXPERIENCE

Starting XP
+
XP Gained (GM ONLY)
Final XP Total

### FAME

Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Final Fame	Current Prestige

### GOLD

Start GP
+
GP Gained (GM ONLY)
+ 0
Day Job (GM ONLY)
+
Items Sold
=
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 #
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