



Pathfinder Adventure Path #65: Into the Nightmare Rift

This Chronicle Certifies That _____

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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Has Received This Chronicle. _____

LEVEL	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	MAX GOLD
	13-15	27,500	

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 shards' powers.

Shard of Sloth: 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 conjuration spells and spell-like abilities.
- Gain *summon monster III* as a spell-like ability usable 1/day.
- Gain a +4 insight bonus on all concentration and caster level checks.

Penalty: You become lazy and sedentary, and become sickened for 1 hour whenever you make more than a single move action in any round. All of your movement speeds are halved.

Shard of Wrath: 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 evocation spells and spell-like abilities.
- Gain *fireball* as a spell-like ability usable 1/day.
- Gain a +2 insight bonus on all weapon damage rolls.

Penalty: You become addicted to violence, and are sickened whenever you have not brought a living creature to -1 hit points or fewer within the last hour. Once you attack a creature, you must succeed at a DC 20 Will save if you want to cease attacking; otherwise, you do what you can to kill the creature.

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| +1 elven chain (6,300 gp) | <i>helm of underwater action</i> (24,000 gp) |
| +1 expeditious breastplate (5,350 gp; <i>Ultimate Equipment</i> 118) | <i>incandescent blue sphere ioun stone</i> (8,000 gp) |
| +1 horacalcum rapier (8,020 gp; grants a +1 circumstance bonus on attacks, and has 1/4 more hit points than normal and hardness 15) | <i>instant fortress</i> (55,000 gp) |
| +1 keen mithral rapier (9,002 gp) | <i>iridescent spindle ioun stone</i> (18,000 gp) |
| +2 disruption warhammer (32,312 gp) | <i>pearl of power (5th level)</i> (25,000 gp) |
| +2 flaming spear (18,302 gp) | <i>pearl of the sirines</i> (15,300 gp) |
| +2 shock hand crossbow (18,400 gp) | <i>portable hole</i> (20,000 gp) |
| +2 siccantite longsword (9,315 gp; deals 1 point of cold damage on a hit) | <i>ring of evasion</i> (25,000 gp) |
| +3 arrow of ooze slaying (2,600 gp, limit 1) | <i>ring of freedom of movement</i> (40,000 gp) |
| +3 breastplate (9,350 gp) | <i>ring of minor spell storing</i> (18,000 gp; contains <i>web</i> and <i>shocking grasp</i> when purchased) |
| <i>amulet of mighty fists</i> +3 (36,000 gp) | <i>ring of protection</i> +4 (32,000 gp) |
| <i>belt of giant strength</i> +4 (16,000 gp) | <i>rod of enemy detection</i> (23,500 gp) |
| <i>belt of mighty constitution</i> +6 (36,000 gp) | <i>rod of the viper</i> (19,000 gp) |
| <i>belt of physical might</i> +4 (Con and Dex; 40,000 gp) | <i>seducer's bane</i> (9,900 gp; <i>Ultimate Equipment</i> 274) |
| <i>cloak of resistance</i> +3 (9,000 gp) | <i>staff of understanding</i> (16,000 gp; <i>Ultimate Equipment</i> 203) |
| <i>eversmoking bottle</i> (5,400 gp) | <i>stone of good luck</i> (20,000 gp) |
| <i>extend metamagic rod</i> (11,000 gp) | <i>wand of call lightning</i> (38 charges; 8,550 gp, limit 1) |
| | <i>wand of magic missile</i> (44 charges; 660 gp, limit 1) |
| | <i>wand of sepia snake sigil</i> (8 charges; 5,800 gp, limit 1) |

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	

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

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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